

IFGS ID: 4877

PC# 1 **Narath'shi'id Rametaa** **Cleric** **Level: 10** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
12	Gifted Healing I					
	<p>All healing spells cast by a PC with this ability are increased by 1. Example: The 1st level clerical Heal goes from 2 points healed per 1 SP spent to 3 points healed per 1 point spent. Clerics get this ability innately at first level. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master.</p>					
3	Autopsy	1	1			
	<p>This skill may only be used on a corpse. This ability allows the PC to look over a dead body and deduce any 4 of the following pieces of information 1 time per day. Each time this ability is taken allows the PC to use it an extra time per day. Fighters get this ability innately at first level. The questions you may ask are:</p> <ul style="list-style-type: none"> - Which of the following were you killed by: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other? - What is the last type of damage you took before dying? - How long have you been dead? - What is your creature type? - Are you currently disguised? - Are you currently shape-shifted? - Were you raised as an undead in the last 30 minutes? - Probable class? 					
13	Gifted Healing II	1	2	Gifted Healing I	5	
	<p>All healing spells cast by a PC with this ability are increased by an additional 1 point. You must have Gifted Healing I to take this ability. Example: The 1st level clerical Heal goes from 3 points (heal + gifted healing I) healed per 1 SP spent to 4 points healed per 1 point spent. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master. You must be 5th level or higher to take this ability.</p>					
14	Heavy Armor Training	1	3	Medium Armor		
	<p>Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.</p>					
22	Magical Aptitude I	1	2	Savvy		
	<p>The character can pick 1 spell from the 1st level spell list of Mage, Cleric, or Druid. This spell is now considered innate to that PC but must be cast using the character s own S/A/S points.</p>					
23	Magical Aptitude II	1	3	Magical Aptitude I	Lock	
	<p>The character can pick 1 spell from the 3rd level or lower spell list of Mage, Cleric, or Druid. This spell is now considered innate to the PC but must be cast using the character s own S/A/S points.</p>					

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- 26 Merchant of Renown 1 2 3
 The character gets an innate 5% discount when buying items from an in game shop. This is only for items purchased for the character s use and cannot be used as a bulk team discount, but it does stack with the thief ability of bargain.
- 34 Privileged 1 1
 The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.
- 35 Privileged II 1 2 Privileged
 The PC may call in a family favor subject to GM/GW approval 1 time per game. This will be something that helps a PC but does not grant them additional items or gold. It could however allow them to possibly get out of jail, hire a special lawyer, gain an introduction to nobility, etc.
- 38 Ritual Master I 1 1
 Allows the PC to cast any 1st 5th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.
- 39 Ritual Master II 1 2 Ritual Master I
 Allows you to cast any 1st 10th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.
- 40 Ritual Master III 1 3 Ritual Master II
 Allows you to cast an additional spell in the ritual for an additional 1 point. For example, a cleric could cast both a positive enhance and a negative exuberate for 2 points total. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated.
- 43 Sea Lore 1 1
 This ability allows the PC to pick up gossip and stories in ports and while at sea. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge.
 This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.

Ability Points - Allocated: 30
*Spent: 23**Remaining: 7*

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PC# 2 **Sir Belisar MacTaggart** **Knight** **Level: 5** Abilities Group: **Martial**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
10	Dual Wield Training			Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.		
11	First Aid			In addition to the 2 bandages each character is allowed to use per day, a PC with this ability may use an additional bandage per day equal to his level. Example: A first level PC would get 3 bandages per day, a 2nd level PC would get 4 per day. Knights get this ability innately at first level.		
1	+2 Life Points	3	6	This ability grants the PC an innate +2 permanent life points.		1
12	Gifted Healing I	1	2	All healing spells cast by a PC with this ability are increased by 1. Example: The 1st level clerical Heal goes from 2 points healed per 1 SP spent to 3 points healed per 1 point spent. Clerics get this ability innately at first level. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master.		
44	Shield Focus	1	2	Shield Use The PC gains an additional +1 to armor when wielding a shield. The +1 is considered innate and will stack with the fighter's innate armor point gained at 5th level.		

Ability Points - Allocated: 15 Spent: **10** Remaining: 5

PC# 3 **Seamus O'Toole** **Monk** **Level: 3** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
4	Blind Fight			This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.		
10	Dual Wield Training			Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.		
28	Outfitter	1	1	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.		

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- 29 **Pick Pocket** 1 1
 The PC may use a clothespin to pickpocket another PC or NPC. The clothespin must be placed on the pouch etc. without the person being aware of it.
 Once the clothespin is placed, the PC must tell a GM, and it will be up to the GM to resolve the action.

- 52 **Street Knowledge** 1 1 1
 This ability allows the PC to pick up gossip in a town. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge.
 This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.

- 53 **Strong** 1 1
 This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.

- 56 **Tie Knots** 1 1
 The PC has the ability to tie a PC or NPC up based on their LI. If the person tied up is equal to or below the LI of the PC, they cannot untie themselves. A Monk s escape bonds will override this.

Ability Points - Allocated: 9 Spent: 5 Remaining: 4

PC# 4 **Bubba Leeroy James** **Ranger** **Level: 4** Abilities Group: Finesse
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Preqquisite / Detail	Min Lvl	+ Cost
10	Dual Wield Training			Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.		
36	Quick Shot			Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.		
11	First Aid	1	1	In addition to the 2 bandages each character is allowed to use per day, a PC with this ability may use an additional bandage per day equal to his level. Example: A first level PC would get 3 bandages per day, a 2nd level PC would get 4 per day. Knights get this ability innately at first level.		
27	Navigation	1	1	This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.		
28	Outfitter	1	1	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.		
30	Potion Master I	1	1	The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.		

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- 37 **Recover Missile Weapons** 1 1
This ability allows the PC to recover all missile weapons used, at the end of the encounter, unless they were carried off by someone intentionally.
- 45 **Shield Pierce** 2 3
This ability allows a PC to use a missile weapon to pierce a shield 1 time per day. This ability will do damage to the arm holding the shield. This will not cause the player to drop the shield since i
This skill can be taken multiple times but each additional use of this skill costs a cumulative 1 additional build point each time it is taken.
- 56 **Tie Knots** 1 1
The PC has the ability to tie a PC or NPC up based on their LI. If the person tied up is equal to or below the LI of the PC, they cannot untie themselves. A Monk s escape bonds will override this.

Ability Points - Allocated: 12 Spent: 9 Remaining: 3

PC# 5 **Fuseni Dansoxd** **Druid** **Level: 3** Abilities Group: **Magical**
Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
7	Claws I					
	The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take damage when hit and cannot be dropsied. Druids get this ability innately at first level.					
5	Bow Use	1	2			
	The PC gains the ability to use a single missile weapon type (Longbow, crossbow etc). Damage is equal to their base melee damage with 1 critical per level per 10 arrows.					
12	Gifted Healing I	1	1			
	All healing spells cast by a PC with this ability are increased by 1. Example: The 1st level clerical Heal goes from 2 points healed per 1 SP spent to 3 points healed per 1 point spent. Clerics get this ability innately at first level. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master.					
22	Magical Aptitude I	1	2	Savvy		
	The character can pick 1 spell from the 1st level spell list of Mage, Cleric, or Druid. This spell is now considered innate to that PC but must be cast using the character s own S/A/S points.					
28	Outfitter	1	2			
	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.					
30	Potion Master I	1	1			
	The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.					

PC Character Ability Details

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38 Ritual Master I 1 1

Allows the PC to cast any 1st - 5th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.

Ability Points - Allocated: 9 Spent: 9 Remaining: 0

PC# 6 **Thalon Conescu** **Magic User** **Level: 6** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
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30 **Potion Master I**

The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.

3 **Autopsy** 1 1

This skill may only be used on a corpse. This ability allows the PC to look over a dead body and deduce any 4 of the following pieces of information 1 time per day. Each time this ability is taken allows the PC to use it an extra time per day. Fighters get this ability innately at first level. The questions you may ask are:

- Which of the following were you killed by: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other?
- What is the last type of damage you took before dying?
- How long have you been dead?
- What is your creature type?
- Are you currently disguised?
- Are you currently shape-shifted?
- Were you raised as an undead in the last 30 minutes?
- Probable class?

22 **Magical Aptitude I** 1 2 **Heal**

The character can pick 1 spell from the 1st level spell list of Mage, Cleric, or Druid. This spell is now considered innate to that PC but must be cast using the character's own S/A/S points.

34 **Privileged** 1 1

The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.

35 **Privileged II** 1 2 **Privileged**

The PC may call in a family favor subject to GM/GW approval 1 time per game. This will be something that helps a PC but does not grant them additional items or gold. It could however allow them to possibly get out of jail, hire a special lawyer, gain an introduction to nobility, etc.

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- 38 **Ritual Master I** 1 1
 Allows the PC to cast any 1st 5th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.
- 39 **Ritual Master II** 1 2 **Ritual Master I**
 Allows you to cast any 1st 10th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.
- 48 **Signature S/A/S (1st)** 1 3 **Elemental Ball** 2
 The PC may choose 1 S/A/S that their character knows and permanently reduce its casting cost by 2. No S/A/S can drop below 1 point for cost. This ability may be taken multiple times, but each subsequent time costs an additional 2 build points cumulative and may not be applied to a previously selected spell.
 If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.
- 53 **Strong** 1 1
 This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.

Ability Points - Allocated: 18
*Spent: 13**Remaining: 5*

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PC# 7 **Juan Ang Dunn** **Thief** **Level: 4** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
8	Deceit			With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.		
10	Dual Wield Training			Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.		
3	Autopsy	1	1	This skill may only be used on a corpse. This ability allows the PC to look over a dead body and deduce any 4 of the following pieces of information 1 time per day. Each time this ability is taken allows the PC to use it an extra time per day. Fighters get this ability innately at first level. The questions you may ask are: - Which of the following were you killed by: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other? - What is the last type of damage you took before dying? - How long have you been dead? - What is your creature type? - Are you currently disguised? - Are you currently shape-shifted? - Were you raised as an undead in the last 30 minutes? - Probable class?		
4	Blind Fight	1	2	This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.		
26	Merchant of Renown	1	1	The character gets an innate 5% discount when buying items from an in game shop. This is only for items purchased for the character s use and cannot be used as a bulk team discount, but it does stack with the thief ability of bargain.	3	
28	Outfitter	1	1	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.		
56	Tie Knots	1	1	The PC has the ability to tie a PC or NPC up based on their LI. If the person tied up is equal to or below the LI of the PC, they cannot untie themselves. A Monk s escape bonds will override this.		

Ability Points - Allocated: 12 Spent: 6 Remaining: 6