

## PC Character Abilities Summary

IFGS ID: 5037

PC# 1 **Willow Darkfang** **Cleric** **Level: 3** Abilities Group: **Magical**  
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
12	Gifted Healing I					
61	Wings I	1	1			
Ability Points - Allocated: 9 Spent: 1 Remaining: 8						

PC# 2 **Steelin Da-Monay** **Thief** **Level: 8** Abilities Group: **Finesse**  
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
8	Deceit					
10	Dual Wield Training					
2	+5 S/A/S Points	2	5	Type specified:		1
12	Gifted Healing I	1	2			
22	Magical Aptitude I	1	3			CL Heal
23	Magical Aptitude II	1	4	Magical Aptitude I		Speak With Plants
30	Potion Master I	1	1			
Ability Points - Allocated: 24 Spent: 15 Remaining: 9						

PC# 3 **Herr of the Sidhe** **Knight** **Level: 6** Abilities Group: **Martial**  
 Race: **Fey-Kin** Origin: **Supernatural**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
61	Wings I					
107	Detect Magic					
10	Dual Wield Training					
11	First Aid					
12	Gifted Healing I	1	2			
28	Outfitter	1	2			
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
44	Shield Focus	1	2	Shield Use		
62	Wings II	1	2	Wings I		
Ability Points - Allocated: 18 Spent: 14 Remaining: 4						

PC# 7Spider

ThiefLevel: 3

Abilities Group: Finesse

Race: Halfling

Origin: City Dweller

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
134	+1 LI vs Fear type spells					
8	Deceit					
10	Dual Wield Training					
64	Breathe Underwater	1	3			
147	Dual Wield Focus	1	3	Dual Wield Training		
30	Potion Master I	1	1			
52	Street Knowledge	1	1			1
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Ability Points - Allocated: 9		Spent:	8	Remaining:	1	