

## PC Character Abilities Summary

IFGS ID: 5110

PC# 1 **Gozer The Bone Wraith** **Alchemist** **Level: 17** Abilities Group: **Magical**  
 Race: **Human** Origin: **Undead**

| ID                             | Name                       | Qty      | Cost          | Prerequisite / Detail | Min Lvl | + Cost |
|--------------------------------|----------------------------|----------|---------------|-----------------------|---------|--------|
| 125                            | +3 Build Points at level 1 |          |               |                       |         |        |
| 14                             | Heavy Armor Training       | 1        | 3             | Medium Armor          |         |        |
| 131                            | Lucky                      | 1        | 2             |                       |         |        |
| 37                             | Recover Missile Weapons    | 1        | 2             |                       |         |        |
| <hr/>                          |                            |          |               |                       |         |        |
| Ability Points - Allocated: 54 |                            | Spent: 7 | Remaining: 47 |                       |         |        |

PC# 2 **"Slim" JIm** **Ranger** **Level: 4** Abilities Group: **Finesse**  
 Race: **Unknown** Origin: **Unknown**

| ID                             | Name                  | Qty       | Cost          | Prerequisite / Detail | Min Lvl | + Cost |
|--------------------------------|-----------------------|-----------|---------------|-----------------------|---------|--------|
| 10                             | Dual Wield Training   |           |               |                       |         |        |
| 36                             | Quick Shot            |           |               |                       |         |        |
| 23                             | Magical Aptitude II   | 1         | 4             | Magical Aptitude I    |         |        |
| 24                             | Magical Aptitude III  | 1         | 5             | Magical Aptitude II   |         |        |
| 44                             | Shield Focus          | 1         | 4             | Shield Use            |         |        |
| 48                             | Signature S/A/S (1st) | 1         | 3             | Animate Dead          | 2       |        |
| <hr/>                          |                       |           |               |                       |         |        |
| Ability Points - Allocated: 12 |                       | Spent: 16 | Remaining: -4 |                       |         |        |

PC# 7 **Gram Pellcoh** **Fighter** **Level: 2** Abilities Group: **Martial**  
 Race: **Unknown** Origin: **Unknown**

| ID                            | Name                      | Qty      | Cost          | Prerequisite / Detail | Min Lvl | + Cost |
|-------------------------------|---------------------------|----------|---------------|-----------------------|---------|--------|
| 113                           | No need to eat or breathe |          |               |                       |         |        |
| 3                             | Autopsy                   |          |               |                       |         |        |
| 12                            | Gifted Healing I          | 1        | 2             |                       |         |        |
| 22                            | Magical Aptitude I        | 1        | 5             | Lock/Reverse Lock     |         |        |
| <hr/>                         |                           |          |               |                       |         |        |
| Ability Points - Allocated: 6 |                           | Spent: 7 | Remaining: -1 |                       |         |        |