

IFGS ID: 5110

PC# 1 **Gozer The Gozerian** **Alchemist** **Level: 8** Abilities Group: **Magical**  
 Race: **Human** Origin: **Undead**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	<b>+3 Build Points at level 1</b> You get +3 build points at 1st level. If you are dual race i.e. half elf etc., you gain +2 build points instead of +3.					
14	<b>Heavy Armor Training</b> Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.	1	3	<b>Medium Armor</b>		
131	<b>Lucky</b> The PC with this ability is lucky in terms of life and death. It allows them to invoke the fate point rule, if it is allowed in game, for no CAP points, 1 time per game. All restrictions of the fate point rule still apply.	1	2			
37	<b>Recover Missile Weapons</b> 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.	1	2			

*Ability Points - Allocated: 27      Spent: 7      Remaining: 20*

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

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
10	<b>Dual Wield Training</b> 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	<b>Quick Shot</b> Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.					
23	<b>Magical Aptitude II</b> 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.	1	4	<b>Magical Aptitude I Enhance +1</b>		
24	<b>Magical Aptitude III</b> The character can pick 1 spell from the 5th 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.	1	5	<b>Magical Aptitude I Spell Defense</b>		
44	<b>Shield Focus</b> 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.	1	4	<b>Shield Use</b>		

# PC Character Ability Details

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- 48 **Signature S/A/S (1st)** 1 3 **Animate Dead** 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.

*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
3	Autopsy					

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?

- 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.
- 22 **Magical Aptitude I** 1 5 **Lock/Reverse Lock**

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.

*Ability Points - Allocated: 6 Spent: 7 Remaining: -1*