

PC Character Abilities Summary

IFGS ID: 5143

PC# 2 **Captain Drake of the Albatros Pirate** **Fighter** **Level: 10** Abilities Group: Martial
 Race: Human Origin: Undead

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
101	+1 LI against crash time, enthrall, and fog brain					
113	No need to eat or breathe					
3	Autopsy					
2	+5 S/A/S Points	1	3	Type specified:		1
7	Claws I	1	1			
22	Magical Aptitude I	1	5			Crash Time
34	Privileged	1	1			
37	Recover Missile Weapons	1	1			
44	Shield Focus	1	2	Shield Use		
49	Single Weapon Focus	1	1			
50	Single Weapon Specialty	1	2	Single Weapon Focus	5	
59	Two-Handed Weapon Focus	1	1			
60	Two-Handed Weapon Specialization	1	2	Two-handed Weapon Focus	5	

Ability Points - Allocated: 30 Spent: 19 Remaining: 11

PC# 5 **Appoclafist** **Monk** **Level: 5** Abilities Group: Finesse
 Race: Fey-Kin Origin: Fey

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
126	Any single ability from another race					
108	Detect Supernatural					
4	Blind Fight					
10	Dual Wield Training					
65	Claws II	1	3	Claws I		

Ability Points - Allocated: 15 Spent: 3 Remaining: 12

PC# 6 **Grillador** **Knight** **Level: 4** Abilities Group: Martial
 Race: Supernatural Origin: Infernal

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
137	Repulse Mortal					
139	Flare					
10	Dual Wield Training					
11	First Aid					
0	(Filler so the report will be created)					

Ability Points - Allocated: 12 Spent: 0 Remaining: 12

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PC# 7 **Fermi** **Knight** **Level: 4** Abilities Group: **Martial**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
10	Dual Wield Training					
11	First Aid					
12	Gifted Healing I	1	2			
13	Gifted Healing II	1	3	Gifted Healing I	5	
48	Signature S/A/S (1st)	1	3		Heal	2

Ability Points - Allocated: 12 Spent: 8 Remaining: 4