

IFGS ID: 5143

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

Race:

Origin:

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
101	+1 LI against crash time, enthrall, and fog brain This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.					
113	No need to eat or breathe This ability allows the PC to exist without the need to either eat or breathe. This will not protect the PC from anything that is eaten or breathed in voluntarily.					
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?					
2	+5 S/A/S Points The PC gains an additional 5 skill, ability, or spell points. This ability will give thieves and fighters renewal points OR the ability to cast spells or use items that require spell points. This option must be specified when taking this ability. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.	1	3	Type specified:	1	Hum
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.	1	1			Hum
22	Magical Aptitude I 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.	1	5	Crash Time		Hum
34	Privileged The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.	1	1			Hum
37	Recover Missile Weapons 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	1			Hum

IFGS ID: 5143

44	Shield Focus	1	2	Shield Use		Hum
	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.					
49	Single Weapon Focus	1	1			Hum
	The PC must use a one-handed weapon with nothing in the off-hand. The PC gains +1 damage to their base. The +1 is considered innate and is applicable only when the PC has nothing in the off-hand and a weapon in their primary hand.					
50	Single Weapon Specialty	1	2	Single Weapon Focus	5	Hum
	The PC must use a one-handed weapon with nothing in the off-hand. The PC gains another +1 damage in addition to the +1 granted by single weapon focus to their base. The +2 is considered innate and is applicable only when the PC has nothing in the off-hand and a weapon in their primary hand. You must be 5th level or higher to take this ability.					
59	Two-Handed Weapon Focus	1	1			Hum
	The PC gains an additional +1 to damage to their base when wielding a weapon with both hands. The +1 is considered innate and is applicable only when the PC is wielding a two-handed weapon with both hands.					
60	Two-Handed Weapon Specialization	1	2	Two-handed Weapon Focus	5	Hum
	The PC gains another +1 damage in addition to the +1 granted by two weapon focus to their base when wielding a weapon with both hands. The +2 is considered innate and is applicable only when the PC is wielding a two-handed weapon with both hands. You must be 5th level or higher to take this ability.					

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

PC Character Ability Details

IFGS ID: 5143

PC# 5 **Appoclafist**

Monk

Level: 5

Abilities Group: **Finesse**

Race:

Origin:

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
126	Any single ability from another race You get any one racial ability from any other race.					
108	Detect Supernatural This ability allows the PC to detect supernatural similar to the Knight ability of reveal supernatural. This will only detect a single creature that the person is facing and they must concentrate on them for 5 seconds to discern their supernatural origins.					
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.					
65	Claws II Claws are now a +0 Magical weapon (can cause magic damage)	1	3	Claws I		

Fey-I

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

PC Character Ability Details

IFGS ID: 5143

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

ID	Name	Qty	Cost	Preqquisite / Detail	Min Lvl	+ Cost	
137	Repulse Mortal			This ability allows the person to repulse mortal creatures (mimics the clerics repulse good) 1 time per day at the PCs level.			
139	Flare			You have the ability to cast a limited form of Flare per the Druid ability. You may cast Flare 1 time per day at half your level. You must choose the same elemental type as your origin. Celestial origin may only choose Holy and Infernal may only choose Unholy.			
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.			
0	<i>(Filler so the report will be created)</i>						Sup
<hr/> <i>Ability Points - Allocated: 12 Spent: 0 Remaining: 12</i>							

PC# 7 **Fermi** **Knight** **Level: 3** Abilities Group: **Martial**
 Race: Origin:

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.		
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.		
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.		Unkn

PC Character Ability Details

IFGS ID: 5143

- 13 Gifted Healing II 1 3 Gifted Healing I 5 Unkn
 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.

- 48 Signature S/A/S (1st) 1 3 Heal 2 Unkn
 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: 9 Spent: 8 Remaining: 1