

IFGS ID: 5145

PC# 1 **The Traveler** **Druid** **Level: 9** Abilities Group: **Magical**
 Race: **Elf** Origin: **Forest Dweller**

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.					
118	Tracking This allows a PC to use the tracking ability per the Ranger ability.					
59	Two-Handed Weapon Focus 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.					
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.					
118	Tracking This allows a PC to use the tracking ability per the Ranger ability.					
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 dropped. Druids get this ability innately at first level.					
12	Gifted Healing I 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.	1	1			
13	Gifted Healing II 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.	1	2	Gifted Healing I	5	
14	Heavy Armor Training Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.	1	3	Medium Armor		
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	2	Crash Time		

PC Character Ability Details

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- 23 **Magical Aptitude II** 1 3 **Magical Aptitude I** **Savvy**
 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.
- 25 **Medium Armor Training** 1 3 **Light Armor**
 Allows the PC to wear Chain armor. Must be able to wear leather to take this ability.
- 59 **Two-Handed Weapon Focus** 1 3
 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 4 **Two-handed Weapon Focus** 5
 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: 27
*Spent: 21**Remaining: 6*