

## PC Character Abilities Summary

IFGS ID: 5216

PC# 2 **Oda Miatachi** **Fighter** **Level: 6** Abilities Group: Martial  
 Race: Human Origin: City Dweller

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
34	Privileged					
3	Autopsy					
1	+2 Life Points	3	6			1
4	Blind Fight	1	2			
11	First Aid	1	1			
26	Merchant of Renown	1	3		3	
30	Potion Master I	12				
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
34	Privileged	1	1			
120	Resist Poison II	1	3			
44	Shield Focus	1	2	Shield Use		

Ability Points - Allocated: 21 Spent: 23 Remaining: -2

PC# 6 **Sid Vicious** **Monk** **Level: 3** Abilities Group: Finesse  
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
4	Blind Fight					
10	Dual Wield Training					
8	Deceit	1	1			1
21	Light Armor Training	1	2			
30	Potion Master I	1	1			
36	Quick Shot	1	1			
37	Recover Missile Weapons	1	1			
45	Shield Pierce	1	1			
52	Street Knowledge	1	1			1

Ability Points - Allocated: 9 Spent: 8 Remaining: 1

PC# 7 **Ingo** **Magic User** **Level: 2** Abilities Group: Magical  
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
2	+5 S/A/S Points	1	1	Type must be specified when picked.		1
15	Heirloom Weapon I	1	4			

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PC# 7 **Ingo** **Magic User** **Level: 2** Abilities Group: **Magical**  
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
22	Magical Aptitude I	1	2	DR Clinging Vine		
53	Strong	1	1			
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Ability Points - Allocated: 6 Spent: <b>8</b> Remaining: -2						

PC# 8 **Karl Mattock** **Ranger** **Level: 4** Abilities Group: **Finesse**  
 Race: **Human** Origin: **City Dweller**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
34	Privileged					
10	Dual Wield Training					
36	Quick Shot					
1	+2 Life Points	2	3			1
15	Heirloom Weapon I	1	3			
16	Heirloom Weapon II	1	3	Heirloom Weapon I		
34	Privileged	1	1			
37	Recover Missile Weapons	1	1			
45	Shield Pierce	1	1			
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Ability Points - Allocated: 15 Spent: <b>12</b> Remaining: 3						

PC# 9 **Weiss Zeit** **Knight** **Level: 2** Abilities Group: **Martial**  
 Race: **Human** Origin: **Supernatural**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
107	Detect Magic					
10	Dual Wield Training					
11	First Aid					
1	+2 Life Points	1	1			1
2	+5 S/A/S Points	1	3	Type must be specified when picked.		1
12	Gifted Healing I	1	2			
44	Shield Focus	1	2	Shield Use		
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Ability Points - Allocated: 9 Spent: <b>8</b> Remaining: 1						

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PC# 10 **Barzul Ironskin** **Cleric** **Level: 3** Abilities Group: **Magical**  
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
12	Gifted Healing I					
2	+5 S/A/S Points	1	1	Type must be specified when picked.		1
15	Heirloom Weapon I	1	4			
119	Resist Poison I	1	1	Dwarf		
59	Two-Handed Weapon Focus	1	3			
<i>Ability Points - Allocated: 9</i>		<i>Spent: 9</i>		<i>Remaining: 0</i>		

PC# 11 **JHarris** **Knight** **Level: 1** 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					
10	Dual Wield Training					
11	First Aid					
1	+2 Life Points	1	1			1
12	Gifted Healing I	1	2			
66	Interrogator	1	3			1
30	Potion Master I	1	1			
34	Privileged	1	1			
59	Two-Handed Weapon Focus	1	1			
<i>Ability Points - Allocated: 3</i>		<i>Spent: 9</i>		<i>Remaining: -6</i>		