

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	Prequisite / 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		
120	Resist Poison II	1	3			
44	Shield Focus	1	2	Shield Use		

Ability Points - Allocated: 21 Spent: 22 Remaining: -1

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

ID	Name	Qty	Cost	Prequisite / 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: 3** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
2	+5 S/A/S Points	1	1	Type specified:		1
15	Heirloom Weapon I	1	4			
22	Magical Aptitude I	1	2	DR Clinging Vine		

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PC# 7 **Ingo** **Magic User** **Level: 3** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
53	Strong	1	1			
Ability Points - Allocated: 9		Spent: 8	Remaining: 1			

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

ID	Name	Qty	Cost	Preqrequisite / 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		
37	Recover Missile Weapons	1	1			
45	Shield Pierce	1	1			
Ability Points - Allocated: 15		Spent: 11	Remaining: 4			

PC# 9 **Weiss Zeit** **Knight** **Level: 3** Abilities Group: **Martial**
 Race: **Human** Origin: **Supernatural**

ID	Name	Qty	Cost	Preqrequisite / 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 specified:		1
12	Gifted Healing I	1	2			
44	Shield Focus	1	2	Shield Use		
Ability Points - Allocated: 12		Spent: 8	Remaining: 4			

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

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
139	Flare					
12	Gifted Healing I					
2	+5 S/A/S Points	1	1	Type specified:		1
15	Heirloom Weapon I	1	4			
119	Resist Poison I	1	0			
59	Two-Handed Weapon Focus	1	3			
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Ability Points - Allocated: 9		Spent:	8	Remaining:	1	

PC# 11 **JHarris****Knight****Level: 1**Abilities Group: **Martial**Race: **Human**Origin: **Undead**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
101	+1 LI against crash time, enthrall, and fog brain					
123	Enhanced Sight					
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			
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Ability Points - Allocated: 3		Spent:	9	Remaining:	-6	