

PC# 2 **Oda Miatachi****Fighter****Level: 6**Abilities Group: **Martial**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1			You get +3 build points at 1st level. If you are dual race i.e. half elf etc., you gain +2 build points instead of +3.		
34	Privileged			The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.		
3	Autopsy			<p>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</p> <p>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:</p> <ul style="list-style-type: none"> - 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? 		
1	+2 Life Points	3	6	This ability grants the PC an innate +2 permanent life points.	1	Hum
4	Blind Fight	1	2	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.		Hum
11	First Aid	1	1	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.		Hum
26	Merchant of Renown	1	3	The character gets an innate 5% discount when buying items from an in game shop. This is only for items purchased for the character s use and cannot be used as a bulk team discount, but it does stack with the thief ability of bargain.	3	Hum
30	Potion Master I	12		The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.		Hum

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31	Potion Master II	1	2	Potion Master I	Hum
<p>The PC starts the game day with an additional 2 potions from the following list. These potions are only good for the game day and are in addition to the ones granted by potion master I.</p> <p>- Healing 10 points, Neutralize Poison, and Neutralize Disease.</p>					
32	Potion Master III	1	3	Potion Master II	Hum
<p>The PC starts the game day with an additional 2 potions from the following list. These potions are only good for the game day and are in addition to the ones granted by potion master I and II.</p> <p>- Healing 12 points, Life Spark, +5 SP</p>					
120	Resist Poison II	1	3		Hum
<p>This ability Grants +1 to LI against Thieves Kill Dagger.</p>					
44	Shield Focus	1	2	Shield Use	Hum
<p>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.</p>					

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

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

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
4	Blind Fight					
<p>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.</p>						
10	Dual Wield Training					
<p>Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.</p>						
8	Deceit	1	1		1	Unkn
<p>With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.</p>						
21	Light Armor Training	1	2			Unkn
<p>Allows the PC to wear Leather armor.</p>						
30	Potion Master I	1	1			Unkn
<p>The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.</p>						
36	Quick Shot	1	1			Unkn
<p>Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.</p>						

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37	Recover Missile Weapons	1	1		Unkn
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.					
45	Shield Pierce	1	1		Unkn
This ability allows a PC to use a missile weapon to pierce a shield 1 time per day. This ability will do damage to the arm holding the shield. This will not cause the player to drop the shield since i					
This skill can be taken multiple times but each additional use of this skill costs a cumulative 1 additional build point each time it is taken.					
52	Street Knowledge	1	1	1	Unkn
This ability allows the PC to pick up gossip in a town. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge.					
This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.					

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

PC# 7	Ingo	Magic User	Level: 3	Abilities Group: Magical	
Race:		Origin:			
ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl + Cost
30	Potion Master I				
The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.					
2	+5 S/A/S Points	1	1	Type specified:	1 Unkn
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.					
15	Heirloom Weapon I	1	4		Unkn
The character has inherited a weapon with magical properties. The weapon is a builder item that initially functions as a +0 weapon and may be upgradeable to as much as +5. This weapon					
can only be upgraded by using build points. The item may also optionally include an Autoactivate Melange, which can only be triggered by game design or GM discretion, and which					
can only provide information related to the weapon or its previous wielders. The PC must still abide by the level restrictions in the MILL rule.					
22	Magical Aptitude I	1	2	DR Clinging Vine	Unkn
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.					
53	Strong	1	1		Unkn
This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.					

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

PC# 8 **Karl Mattock****Ranger****Level: 4**Abilities Group: **Finesse**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
	You get +3 build points at 1st level. If you are dual race i.e. half elf etc., you gain +2 build points instead of +3.					
34	Privileged					
	The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.					
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.					
36	Quick Shot					
	Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.					
1	+2 Life Points	2	3		1	Hum
	This ability grants the PC an innate +2 permanent life points.					
15	Heirloom Weapon I	1	3			Hum
	The character has inherited a weapon with magical properties. The weapon is a builder item that initially functions as a +0 weapon and may be upgradeable to as much as +5. This weapon					
	can only be upgraded by using build points. The item may also optionally include an Autoactivate Melange, which can only be triggered by game design or GM discretion, and which					
	can only provide information related to the weapon or its previous wielders. The PC must still abide by the level restrictions in the MILL rule.					
16	Heirloom Weapon II	1	3	Heirloom Weapon I		Hum
	The Heirloom Weapon becomes +1.					
37	Recover Missile Weapons	1	1			Hum
	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.					
45	Shield Pierce	1	1			Hum
	This ability allows a PC to use a missile weapon to pierce a shield 1 time per day. This ability will do damage to the arm holding the shield. This will not cause the player to drop the shield since i					
	This skill can be taken multiple times but each additional use of this skill costs a cumulative 1 additional build point each time it is taken.					

Ability Points - Allocated: 15

Spent: **11**

Remaining: 4

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PC# 9 **Weiss Zeit****Knight****Level: 3**Abilities Group: **Martial**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
	You get +3 build points at 1st level. If you are dual race i.e. half elf etc., you gain +2 build points instead of +3.					
107	Detect Magic					
	This ability allows the PC to detect magic similar to the Magic User ability. The PC must concentrate on the object for 5 seconds to determine if it is magical or not. This ability will not reveal any properties of the magic item.					
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.					
1	+2 Life Points	1	1		1	Hum
	This ability grants the PC an innate +2 permanent life points.					
2	+5 S/A/S Points	1	3	Type specified:	1	Hum
	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.					
12	Gifted Healing I	1	2			Hum
	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.					
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.					

Ability Points - Allocated: 12

Spent: 8

Remaining: 4

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

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
139	Flare					
<p>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.</p> <p>Celestial origin may only choose Holy and Infernal may only choose Unholy.</p>						
12	Gifted Healing I					
<p>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</p> <p>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.</p>						
2	+5 S/A/S Points	1	1	Type specified:	1	Unkn
<p>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.</p> <p>This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.</p>						
15	Heirloom Weapon I	1	4			Unkn
<p>The character has inherited a weapon with magical properties. The weapon is a builder item that initially functions as a +0 weapon and may be upgradeable to as much as +5. This weapon</p> <p>can only be upgraded by using build points. The item may also optionally include an Autoactivate Melange, which can only be triggered by game design or GM discretion, and which</p> <p>can only provide information related to the weapon or its previous wielders. The PC must still abide by the level restrictions in the MILL rule.</p>						
119	Resist Poison I	1	0			Unkn
<p>The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that - 1) if the poison normally activates instantly, you have 15</p> <p>seconds before it takes effect. 2) once active, you have double the standard amount of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it</p> <p>will takes 15 seconds to activate. If you can cure the poison in 15 seconds it will not affect you in any way. Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense</p> <p>Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds it will not affect you in any way.</p> <p>Example 3. If hit with Red Death you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).</p>						

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59	Two-Handed Weapon Focus	1	3		Unkn
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.					

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

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

ID	Name	Qty	Cost	Preqrequisite / 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.		
123	Enhanced Sight			This ability allows the PC to see in low light situations. This will not allow the PC to see in total darkness. This ability may have additional uses based on game design and at the GM s discretion.		
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.		
1	+2 Life Points	1	1	This ability grants the PC an innate +2 permanent life points.	1	Hum
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.		Hum
66	Interrogator	1	3	The character is able to extract a single answer from a living NPC. This is LI based and takes 1 minute. This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.	1	Hum
30	Potion Master I	1	1	The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.		Hum
34	Privileged	1	1	The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.		Hum

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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.					

Ability Points - Allocated: 3 Spent: 9 Remaining: -6