

IFGS ID: 5216

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

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 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: <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 This ability grants the PC an innate +2 permanent life points.	3	6			1
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.	1	2			
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	1			
26	Merchant of Renown 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.	1	3			3
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.	12				

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- 31 **Potion Master II** 1 2 **Potion Master I**
 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.
 - Healing 10 points, Neutralize Poison, and Neutralize Disease.
- 32 **Potion Master III** 1 3 **Potion Master II**
 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.
 - Healing 12 points, Life Spark, +5 SP
- 34 **Privileged** 1 1
 The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.
- 120 **Resist Poison II** 1 3
 This ability Grants +1 to LI against Thieves Kill Dagger.
- 44 **Shield Focus** 1 2 **Shield Use**
 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: 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			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.		
8	Deceit	1	1	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.		1
21	Light Armor Training	1	2	Allows the PC to wear Leather armor.		
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.		

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- 36 **Quick Shot** 1 1
 Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.
- 37 **Recover Missile Weapons** 1 1
 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
 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
 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: 2** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / 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 must be specified when picked.		1
	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	2			
	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		
	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.					

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53 Strong 1 1
 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: 6 Spent: 6 Remaining: 0

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

ID	Name	Qty	Cost	Prequisite / 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	This ability grants the PC an innate +2 permanent life points.		1
15	Heirloom Weapon I	1	3	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		
34	Privileged	1	1	The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.		
37	Recover Missile Weapons	1	1	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.		

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45 Shield Pierce 1 1

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: 12 Remaining: 3

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

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
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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
This ability grants the PC an innate +2 permanent life points.						

2	+5 S/A/S Points	1	3	Type must be specified when picked.		1
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			
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.						

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- 44 **Shield Focus** 1 2 **Shield Use**
 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: 9 Spent: 8 Remaining: 1

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

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
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|-----|--|---|---|--|--|---|
| 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 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 must be specified when picked. | | 1 |
| | <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. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.</p> | | | | | |
| 15 | Heirloom Weapon I | 1 | 2 | | | |
| | <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 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.</p> | | | | | |
| 119 | Resist Poison I | 1 | 1 | Dwarf, | | |
| | <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 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 will take 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 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. 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
 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: 7 Remaining: 2

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 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.					
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. This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.					
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.					
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 This ability grants the PC an innate +2 permanent life points.	1	1			1
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	2			

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- 66
Interrogator
1
3
1

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.
- 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.
- 34
Privileged
1
1

The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.
- 59
Two-Handed Weapon Focus
1
1

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