

IFGS ID: 5306

PC# 2 **Aria De'Pirouette****Bard****Level: 4**Abilities Group: **Finesse**

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.					

- 27 Navigation 1 1
- This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.

Elf

Ability Points - Allocated: 12 Spent: 1 Remaining: 11

PC# 5 **Petunia****Ranger****Level: 5**Abilities Group: **Finesse**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
134	+1 LI vs Fear type spells					
	The PC may use a clothespin to pickpocket another PC or NPC. The clothespin must be placed on the pouch etc. without the person being aware of it.					
100	+1 Innate To Conceal Self					
	This ability grants the PC an innate +1 LI when they use conceal self.					

- 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 1 2 1 Unkn
- This ability grants the PC an innate +2 permanent life points.

- 11 First Aid 1 1 Unkn
- 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.

- 26 Merchant of Renown 1 1 3 Unkn
- 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.

- 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.

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45	Shield Pierce	1	1	Unkn
<p>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</p> <p>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.</p>				

Ability Points - Allocated: 15 Spent: 6 Remaining: 9

PC# 6 **Nina Drevishka** **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.		
113	No need to eat or breathe			This ability allows the PC to exist without the need to either eat or breathe. This will not protect the PC from anything that is eaten or breathed in voluntarily.		
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	Unkn
22	Magical Aptitude I	1	5	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.		Unkn
34	Privileged	1	1	The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.		Unkn

Ability Points - Allocated: 3 Spent: 7 Remaining: -4