

## PC Character Abilities Summary

IFGS ID: 5310

PC# 1 **Esbjorn** **Cleric** **Level: 12** Abilities Group: **Magical**  
 Race: **Human** Origin: **Forest Dweller**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
118	Tracking					
12	Gifted Healing I					
2	+5 S/A/S Points	3	6	Type specified:		1
149	Focused Caster	1	3			
13	Gifted Healing II	1	2	Gifted Healing I	5	
22	Magical Aptitude I	1	2			
23	Magical Aptitude II	1	3	Magical Aptitude I		
24	Magical Aptitude III	1	4	Magical Aptitude II		
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
119	Resist Poison I	1	0			
38	Ritual Master I	1	1			
39	Ritual Master II	1	2	Ritual Master I		
48	Signature S/A/S (1st)	1	3			2
132	Signature S/A/S (2nd)	1	5			2

Ability Points - Allocated: 39 Spent: **37** Remaining: 2

PC# 2 **Jasper** **Magic User** **Level: 4** Abilities Group: **Magical**  
 Race: **Human** Origin: **City Dweller**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
52	Street Knowledge					
30	Potion Master I					
2	+5 S/A/S Points	1	1	Type specified:		1
				Spell Points		
12	Gifted Healing I	1	1			
22	Magical Aptitude I	1	2			
31	Potion Master II	1	2	Potion Master I		
119	Resist Poison I	1	0			
48	Signature S/A/S (1st)	1	3			2
151	Spell Focus I	1	2			
				Staff		

Ability Points - Allocated: 15 Spent: **11** Remaining: 4

PC# 3

Sir Salvator

Knight

Level: 6

Abilities Group: Martial

Race: Human

Origin: Unknown

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
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			
13	Gifted Healing II	1	3	Gifted Healing I	5	
67	Intuition	1	2			2
30	Potion Master I	1	1			
119	Resist Poison I	1	0			
44	Shield Focus	1	2	Shield Use		
48	Signature S/A/S (1st)	1	3			2
<div>Ability Points - Allocated: 21Spent: 17Remaining: 4</div>						