

IFGS ID: 5311

PC# 1 **Caeldrim** **Thief** **Level: 6** Abilities Group: **Finesse**  
 Race: **Human** Origin: **Mountain Born**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	<b>+3 Build Points at level 1</b> 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.					
103	<b>Climbing</b> This allows a PC to use the thief ability of climbing 1 time per day.					
8	<b>Deceit</b> 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.					
10	<b>Dual Wield Training</b> Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.					
1	<b>+2 Life Points</b> This ability grants the PC an innate +2 permanent life points.	1	2			1
11	<b>First Aid</b> 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			
14	<b>Heavy Armor Training</b> Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.	1	2	<b>Medium Armor</b>		
25	<b>Medium Armor Training</b> Allows the PC to wear Chain armor. Must be able to wear leather to take this ability.	1	2	<b>Light Armor</b>		
29	<b>Pick Pocket</b> 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. Once the clothespin is placed, the PC must tell a GM, and it will be up to the GM to resolve the action.	1	1			
30	<b>Potion Master I</b> 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.	1	1			
31	<b>Potion Master II</b> 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.	1	2	<b>Potion Master I</b>		

# PC Character Ability Details

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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

33 **Potion Master IV** 1 4 **Potion Master III**

The PC can take any of the potions created by potion master I-III and turn them into an enchanted grenade that can be thrown. No other potions can be used this way. This is represented by using a yellow bean bag. The bean bag does not have to hit the person it is being used on to be effective, but it must land within 5 feet. It will only affect the target for which it was intended.

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*Ability Points - Allocated: 21                      Spent: 18                      Remaining: 3*