

PC# 1 **Azle Snow****Fighter****Level: 9**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.		
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	2	3	This ability grants the PC an innate +2 permanent life points.	1	Hum
149	Focused Caster	1	5	A caster may designate an item in their possession as focus for casting. This item may take the form of a wand, staff, stone, holy symbol, an heirloom spell focus, or other object designated by the caster. While holding the focus, a focused caster may cast spells using only a single hand and the focus, they do not need both arms to cast.		Hum
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.		Hum
16	Heirloom Weapon II	1	3	Heirloom Weapon I		Hum
	The Heirloom Weapon becomes +1.					
17	Heirloom Weapon III	1	3	Heirloom Weapon II		Hum
	The Heirloom Weapon becomes +2.					

IFGS ID: 5312

18	Heirloom Weapon IV	1	4	Heirloom Weapon III		Hum
	The Heirloom Weapon becomes +3.					
53	Strong	1	1			Hum
	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.					
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.					
60	Two-Handed Weapon Specialization	1	2	Two-handed Weapon Focus	5	Hum
	The PC gains another +1 damage in addition to the +1 granted by two weapon focus to their base when wielding a weapon with both hands. The +2 is considered innate and is applicable only when the PC is wielding a two-handed weapon with both hands. You must be 5th level or higher to take this ability.					

Ability Points - Allocated: 30

Spent: 24

Remaining: 6