

PC# 1	Kato	Druid	Level: 7	Abilities Group: Magical		
Race:		Origin:		Earth		
ID	Name	Qty	Cost	Prerequisite / 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.					
138	Elemental Protection				Earth You have the ability to cast a limited form of Elemental Protection per the Monk ability. You may cast Elemental Protection, Self Only 1 time per day at half your level. You must choose the same elemental type as your origin. Celestial origin may only choose Unholy and Infernal may only choose Holy.	
7	Claws I The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take damage when hit and cannot be dropsied. Druids get this ability innately at first level.					
2	+5 S/A/S Points	2	3	Type specified:	1	Hum
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.						
149	Focused Caster	1	3	Hum		
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.						
14	Heavy Armor Training	1	3	Medium Armor	Hum	
Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.						
25	Medium Armor Training	1	3	Light Armor	Hum	
Allows the PC to wear Chain armor. Must be able to wear leather to take this ability.						
48	Signature S/A/S (1st)	1	3	Elemental Damage	2	Hum
The PC may choose 1 S/A/S that their character knows and permanently reduce its casting cost by 2. No S/A/S can drop below 1 point for cost. This ability may be taken multiple times, but each subsequent time costs an additional 2 build points cumulative and may not be applied to a previously selected spell. If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.						

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| 132 | Signature S/A/S (2nd) | 1 | 5 | Death Feint | 2 | Hum |
| <p>The PC may choose 1 S/A/S that their character knows and permanently reduce its casting cost by 2. No S/A/S can drop below 1 point for cost. This ability may be taken multiple times, but each subsequent time costs an additional 2 build points cumulative and may not be applied to a previously selected spell.</p> <p>If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.</p> | | | | | | |
| 151 | Spell Focus I | 1 | 2 | | | Hum |
| <p>The character has inherited a magical focus with magical properties. This could be a wand, staff, or even an amulet. This item adds a +X damage to outgoing spells that deal direct damage. This bonus does not apply to damage dealt on physical strikes but would make a staff magical. It has no effect on LI spells. The focus acts like a magic weapon does for the purposes of dealing damage and stacks in the same category as a magic weapon does for damage.</p> <p>For example, a 5th level magic user, under a positive Enhance, casts a fire strike at 5th level using a +2 spell focus. He would do 15 (base spell damage) +2 (spell Focus), +1 (positive Enhance) for a total of 18 points.</p> <p>The spell focus is a builder item that initially functions as a +0 focus and may be upgradeable to as much as +5. This focus can only be upgraded by using build points.</p> <p>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 spell focus or its previous wielders.</p> <p>The PC must still abide by the level restrictions in the MILL rule.</p> | | | | | | |
| 152 | Spell Focus II | 1 | 3 | Spell Focus I | | Hum |
| <p>The Spell Focus becomes +1.</p> | | | | | | |

Ability Points - Allocated: 24 Spent: **25** Remaining: -1