

IFGS ID: 5331

PC# 1 **Kato** **Druid** **Level: 6** Abilities Group: **Magical**
 Race: **Human** Origin: **Forest Dweller**

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.					
118	Tracking This allows a PC to use the tracking ability per the Ranger ability. This allows a PC to use the tracking ability per the Ranger ability.					
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 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.	2	3	Type must be specified when picked.		1
14	Heavy Armor Training Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.	1	3	Medium Armor		
25	Medium Armor Training Allows the PC to wear Chain armor. Must be able to wear leather to take this ability.	1	3	Light Armor		
48	Signature S/A/S (1st) 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.	1	3	Elemental Damage		2

Ability Points - Allocated: 21

Spent: **12**

Remaining: 9