

## PC Character Abilities Summary

IFGS ID: 595

PC# 3 **Lord Lyle** **Thief** **Level: 8** Abilities Group: **Finesse**  
 Race: **Human** Origin: **City Dweller**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
34	Privileged					
8	Deceit					
10	Dual Wield Training					
1	+2 Life Points	2	5			1
2	+5 S/A/S Points	1	2	Type specified:		1
4	Blind Fight	1	2			
64	Breathe Underwater	1	3			
9	Distract	2	5			1
11	First Aid	1	1			
26	Merchant of Renown	1	1		3	
29	Pick Pocket	1	1			
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
35	Privileged II	1	2	Privileged		
36	Quick Shot	1	1			
37	Recover Missile Weapons	1	1			
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Ability Points - Allocated: 27		Spent: 30	Remaining: -3			

PC# 6 **Tinslor Syphilitis** **Magic User** **Level: 5** Abilities Group: **Magical**  
 Race: **Human** Origin: **Scholarly**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
2	+5 S/A/S Points	2	3	Type specified:		1
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
48	Signature S/A/S (1st)	1	3		Dropsy	2
59	Two-Handed Weapon Focus	1	3			
60	Two-Handed Weapon Specialization	1	4	Two-handed Weapon Focus	5	
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Ability Points - Allocated: 18		Spent: 19	Remaining: -1			

# PC Character Abilities Summary

IFGS ID: 595

PC# 9 **Ehlongier**

Race: Unknown

**Ranger**

Level: 2

Abilities Group: Finesse

Origin: Unknown

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
4	Blind Fight					
103	Climbing					
10	Dual Wield Training					
36	Quick Shot					
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
37	Recover Missile Weapons	1	1			
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Ability Points - Allocated: 6		Spent:	7	Remaining: -1		