

IFGS ID: 595

PC# 3 **Lord Lyle** **Thief** **Level: 9** Abilities Group: **Finesse**  
 Race: Origin:

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.					
34	<b>Privileged</b> The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.					
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.	2	5		1	Hum
2	<b>+5 S/A/S Points</b> 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.	1	2	Type specified:	1	Hum
4	<b>Blind Fight</b> This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.	1	2			Hum
64	<b>Breathe Underwater</b> This ability allows the PC to be able to breathe underwater.	1	3			Hum
9	<b>Distract</b> This LI ability allows the PC to influence a single character and cause them to turn their back to him for 5 seconds. This ability cannot be used in combat. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative. The thief ability of distrust can be used as a counter to this ability.	2	5		1	Hum
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			Hum

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26	Merchant of Renown	1	1	3	Hum
	The character gets an innate 5% discount when buying items from an in game shop. This is only for items purchased for the character s use and cannot be used as a bulk team discount, but it does stack with the thief ability of bargain.				
29	Pick Pocket	1	1		Hum
	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.				
30	Potion Master I	1	1		Hum
	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.				
31	Potion Master II	1	2	Potion Master I	Hum
	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.				
32	Potion Master III	1	3	Potion Master II	Hum
	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				
35	Privileged II	1	2	Privileged	Hum
	The PC may call in a family favor subject to GM/GW approval 1 time per game. This will be something that helps a PC but does not grant them additional items or gold. It could however allow them to possibly get out of jail, hire a special lawyer, gain an introduction to nobility, etc.				
36	Quick Shot	1	1		Hum
	Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.				
37	Recover Missile Weapons	1	1		Hum
	This ability allows the PC to recover all missile weapons used, at the end of the encounter, unless they were carried off by someone intentionally.				

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*Ability Points - Allocated: 30*
*Spent: 30**Remaining: 0*

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

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
	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.					
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.					
30	Potion Master I	1	1			Hum
	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.					
31	Potion Master II	1	2	Potion Master I		Hum
	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.					
32	Potion Master III	1	3	Potion Master II		Hum
	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					
48	Signature S/A/S (1st)	1	3	Dropsy	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.					
59	Two-Handed Weapon Focus	1	3			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	4	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.					

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 Ability Points - Allocated: 18

Spent: 19

Remaining: -1

# PC Character Ability Details

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PC# 9 **Ehlongier**  
Race:

**Ranger**  
Origin:

**Level: 2**

Abilities Group: **Finesse**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
4	<b>Blind Fight</b> This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.					
103	<b>Climbing</b> This allows a PC to use the thief ability of climbing 1 time per day.					
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.					
36	<b>Quick Shot</b> Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.					
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			Unkn
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>		Unkn
32	<b>Potion Master III</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 and II. - Healing 12 points, Life Spark, +5 SP	1	3	<b>Potion Master II</b>		Unkn
37	<b>Recover Missile Weapons</b> This ability allows the PC to recover all missile weapons used, at the end of the encounter, unless they were carried off by someone intentionally.	1	1			Unkn

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*Ability Points - Allocated: 6                      Spent: 7                      Remaining: -1*