

## PC Character Abilities Summary

IFGS ID: 597

PC# 1 **Barak Soutender** **Cleric** **Level: 10** Abilities Group: **Magical**  
 Race: **Human** Origin: **Forest Dweller**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
118	Tracking					
12	Gifted Healing I					
4	Blind Fight	1	2			
64	Breathe Underwater	1	3			
11	First Aid	1	1			
13	Gifted Healing II	1	2	Gifted Healing I	5	
22	Magical Aptitude I	1	2			Branding
23	Magical Aptitude II	1	3	Magical Aptitude I		Insect Strike
24	Magical Aptitude III	1	4	Magical Aptitude II		Spell Defense
28	Outfitter	1	2			
133	Resist Poison I	1	1			
44	Shield Focus	1	5	Shield Use		
48	Signature S/A/S (1st)	1	3			Heal 2
<i>Ability Points - Allocated: 33</i>		<i>Spent: 28</i>		<i>Remaining: 5</i>		

PC# 5 **Lug** **Fighter** **Level: 10** Abilities Group: **Martial**  
 Race: **Human** Origin: **Supernatural**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
107	Detect Magic					
3	Autopsy					
1	+2 Life Points	7	28			1
4	Blind Fight	1	2			
11	First Aid	1	1			
44	Shield Focus	1	2	Shield Use		
<i>Ability Points - Allocated: 33</i>		<i>Spent: 33</i>		<i>Remaining: 0</i>		