

PC Character Abilities Summary

IFGS ID: 597

PC# 1 **Barak Soutender** **Cleric** **Level: 14** Abilities Group: **Magical**
 Race: **Human** Origin: **Forest Dweller**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
4	Blind Fight					
118	Tracking					
12	Gifted Healing I					
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		
24	Magical Aptitude III	1	4	Magical Aptitude II		
28	Outfitter	1	2			Insect Strike
133	Resist Poison I	1	1			Spell Defense
44	Shield Focus	1	5	Shield Use		
48	Signature S/A/S (1st)	1	3			Heal 2
132	Signature S/A/S (2nd)	1	5			2
						Blessed Bolt
Ability Points - Allocated: 45 Spent: 31 Remaining: 14						

PC# 5 **Lug** **Fighter** **Level: 20** Abilities Group: **Martial**
 Race: **Human** Origin: **Were**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
145	Darkvision					
145	Darkvision					
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		
Ability Points - Allocated: 63 Spent: 33 Remaining: 30						