

IFGS ID: 9547

PC# 1 **No Clue** **Fighter** **Level: 5** Abilities Group: **Martial**  
 Race: **Human** Origin: **Supernatural**

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.					
130	<b>Fey Friend</b> This ability will cause all fey creatures that have a similar alignment to view the PC in a favorable light. Similar alignment means that the PC must have one component (Lawful, good, neutral etc.) of their alignment that is compatible with the feys alignment. Subject to GM / GW interpretation.			<b>Lawful Evil</b>		
27	<b>Navigation</b> This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.					
3	<b>Autopsy</b> This skill may only be used on a corpse. This ability allows the PC to look over a dead body and deduce any 4 of the following pieces of information 1 time per day. Each time this ability is taken allows the PC to use it an extra time per day. Fighters get this ability innately at first level. The questions you may ask are: <ul style="list-style-type: none"> <li>- Which of the following were you killed by: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other?</li> <li>- What is the last type of damage you took before dying?</li> <li>- How long have you been dead?</li> <li>- What is your creature type?</li> <li>- Are you currently disguised?</li> <li>- Are you currently shape-shifted?</li> <li>- Were you raised as an undead in the last 30 minutes?</li> <li>- Probable class?</li> </ul>					
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.	1	3			1
142	<b>Dual Wield Specialization</b> If a PC has the ability to dual wield, wither by class or optional rules, then they can specialize in Dual Wielding. When using two weapons they gain an additional +1 to armor.	1	2	<b>Dual Wield</b>		
131	<b>Lucky</b> The PC with this ability is lucky in terms of life and death. It allows them to invoke the fate point rule, if it is allowed in game, for no CAP points, 1 time per game. All restrictions of the fate point rule still apply.	1	2			
27	<b>Navigation</b> This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.	1	1			

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- 29 Pick Pocket 1 2  
 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  
 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](#)  
 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](#)  
 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

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*Ability Points - Allocated: 18                      Spent: 16                      Remaining: 2*