

IFGS ID: 9548

PC# 1 **Amathra****Druid****Level: 6**Abilities Group: **Magical**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
101	+1 LI against crash time, enthrall, and fog brain This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.					
118	Tracking This allows a PC to use the tracking ability per the Ranger ability.					
7	Claws I The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take damage when hit and cannot be dropsied. Druids get this ability innately at first level.					
2	+5 S/A/S Points 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.	3	6	Type specified:	1	Elf
12	Gifted Healing I All healing spells cast by a PC with this ability are increased by 1. Example: The 1st level clerical Heal goes from 2 points healed per 1 SP spent to 3 points healed per 1 point spent. Clerics get this ability innately at first level. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master.	1	1			Elf
13	Gifted Healing II All healing spells cast by a PC with this ability are increased by an additional 1 point. You must have Gifted Healing I to take this ability. Example: The 1st level clerical Heal goes from 3 points (heal + gifted healing I) healed per 1 SP spent to 4 points healed per 1 point spent. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master. You must be 5th level or higher to take this ability.	1	2	Gifted Healing I	5	Elf

Ability Points - Allocated: 18

Spent: 9

Remaining: 9