

IFGS ID: 9942

PC# 1 **Skulltaker** **Fighter** **Level: 2** Abilities Group: **Martial**
 Race: Origin:

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
4	Blind Fight			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.		
3	Autopsy			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"> - Which of the following were you killed by: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other? - What is the last type of damage you took before dying? - How long have you been dead? - What is your creature type? - Are you currently disguised? - Are you currently shape-shifted? - Were you raised as an undead in the last 30 minutes? - Probable class? 		
148	Dual Wield Specialization	1	3	Dual Wield Focus		Hum
	If a PC has focused their ability to dual wield, then they can specialize in Dual Wielding. When using two weapons, they gain an additional +1 to innate damage in addition to the +1 to armor granted by the focus ability.					
14	Heavy Armor Training	1	1	Medium Armor		Hum
	Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.					
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<i>Ability Points - Allocated: 6</i>		<i>Spent: 4</i>		<i>Remaining: 2</i>		