

# PC Character Ability Details

IFGS ID: 2746

PC# 9 **Rukh** **Cleric** **Level: 5** Abilities Group: **Magical**  
 Race: Origin:

ID	Name	Qty	Cost	Preqquisite / Detail	Min Lvl	+ Cost
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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.		
3	Autopsy	1	1	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: - 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?		Hum
10	Dual Wield Training	1	4	Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.		Hum
12	Gifted Healing I	1	1	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.		Hum
67	Intuition	1	2	This ability allows the PC to gain a Hint from the GM 1 time per day. This is hint is totally up to the GM and can take different forms. This ability may be taken multiple times but each subsequent time costs an additional 2 build points cumulative.	2	Hum
127	Soothsayer I	1	2	This ability allows the PC to use a type of oracular device such as cards, stones, dice etc. to tell the immediate future. This is similar to the clerical Boon/Bane except that it will not be diety oriented and will apply specifically to the person for whom the reading is being done. Answers will be along the lines of I have a bad feeling about this or The future looks good.		Hum

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Ability Points - Allocated: 15 Spent: **10** Remaining: 5