

# PC Character Ability Details

IFGS ID: 5012

PC# 3 **Celeilin** **Cleric** **Level: 4** Abilities Group: **Magical**  
 Race: Origin:

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
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.		
2	+5 S/A/S Points	1	1	Type specified:	1	Unkn
	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.					
5	Bow Use	1	2			Unkn
	The PC gains the ability to use a single missile weapon type (Longbow, crossbow etc ). Damage is equal to their base melee damage with 1 critical per level per 10 arrows.					
13	Gifted Healing II	1	2	Gifted Healing I	5	Unkn
	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.					
22	Magical Aptitude I	1	2	MU Savvy		Unkn
	The character can pick 1 spell from the 1st level spell list of Mage, Cleric, or Druid. This spell is now considered innate to that PC but must be cast using the character s own S/A/S points.					
37	Recover Missile Weapons	1	2			Unkn
	This ability allows the PC to recover all missile weapons used, at the end of the encounter, unless they were carried off by someone intentionally.					

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Ability Points - Allocated: 12 Spent: 9 Remaining: 3

# PC Character Ability Details

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PC# 4 **Renwyn, Cleric Of Delwin**

**Cleric**

**Level: 5**

Abilities Group: **Magical**

Race:

Origin:

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
118	Tracking			This allows a PC to use the tracking ability per the Ranger ability.		
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.		
22	Magical Aptitude I	3		Campfire		Half
	The character can pick 1 spell from the 1st level spell list of Mage, Cleric, or Druid. This spell is now considered innate to that PC but must be cast using the character's own S/A/S points.					
28	Outfitter	2				Half
	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.					
48	Signature S/A/S (1st)	3		Create Holy Water	2	Half
	The PC may choose 1 S/A/S that their character knows and permanently reduce its casting cost by 2. No S/A/S can drop below 1 point for cost. This ability may be taken multiple times, but each subsequent time costs an additional 2 build points cumulative and may not be applied to a previously selected spell. If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.					

Ability Points - Allocated: 17

Spent: 0

Remaining: 17

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PC# 8 **Lolli** **Cleric** **Level: 5** Abilities Group: **Magical**  
 Race: Origin:

ID	Name	Qty	Cost	Prerequisite / 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.					
107	Detect Magic This ability allows the PC to detect magic similar to the Magic User ability. The PC must concentrate on the object for 5 seconds to determine if it is magical or not. This ability will not reveal any properties of the magic item.					
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.					
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.	2	3	Type specified:	1	Fey-I
11	First Aid In addition to the 2 bandages each character is allowed to use per day, a PC with this ability may use an additional bandage per day equal to his level. Example: A first level PC would get 3 bandages per day, a 2nd level PC would get 4 per day. Knights get this ability innately at first level.	1	1			Fey-I
28	Outfitter A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.	1	2			Fey-I
48	Signature S/A/S (1st) The PC may choose 1 S/A/S that their character knows and permanently reduce its casting cost by 2. No S/A/S can drop below 1 point for cost. This ability may be taken multiple times, but each subsequent time costs an additional 2 build points cumulative and may not be applied to a previously selected spell. If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.	1	3		2	Fey-I

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|----|--|---|---|----------|-------|
| 61 | Wings I  | 1 | 1 |          | Fey-I |
|    | <p>The PC has a vestigial set of wings. These wings do not allow the PC to fly, but they may glide. This acts like the Monk's ability of Safe Fall but can only protect the PC from falls of 5 feet per level instead of the standard 10 feet per level. If a monk class takes this ability, his default Safe Fall becomes 15 feet per level instead of 10. The PC must wear a set of wings in costume for this ability to function.</p> |   |   |          |       |
| 62 | Wings II   | 1 | 2 | Wings I  | Fey-I |
|    | <p>The PC wings have grown stronger. These wings now allow a PC to perform a Monk's Leap 1 time per day. PC must wear a set of wings in costume for this ability to function.</p>  |   |   |          |       |
| 63 | Wings III  | 1 | 3 | Wings II | Fey-I |
|    | <p>The PC wings have grown even stronger. These wings now allow a PC to perform a Gale per the Druid ability 1 time per day.</p>   |   |   |          |       |

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*Ability Points - Allocated: 15                      Spent: 15                      Remaining: 0*