

IFGS ID: 597

PC# 1 **Barak Souttender** **Cleric** **Level: 14** Abilities Group: **Magical**  
 Race: Origin:

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1 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.					
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.					
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.					
64	Breathe Underwater This ability allows the PC to be able to breathe underwater.	1	3			Hum
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			Hum
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	Hum
22	Magical Aptitude I 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.	1	2	Branding		Hum
23	Magical Aptitude II The character can pick 1 spell from the 3rd level or lower spell list of Mage, Cleric, or Druid. This spell is now considered innate to the PC but must be cast using the character s own S/A/S points.	1	3	Magical Aptitude I Insect Strike		Hum

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24	Magical Aptitude III	1	4	Magical Aptitude III	Spell Defense		Hum
	The character can pick 1 spell from the 5th level or lower spell list of Mage, Cleric, or Druid. This spell is now considered innate to the PC but must be cast using the character's own S/A/S points.						
28	Outfitter	1	2				Hum
	A character is able to craft useful items ranging from small items such as rope, thieves' tools, and locks. Subject to GM discretion.						
133	Resist Poison I	1	1				Hum
	The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that - 1) if the poison normally activates instantly, you have 15 seconds before it takes effect. 2) once active, you have double the standard amount of time at each level of effect. Example 1: You touch contact venom poison. Instead of immediately affecting you it will take 15 seconds to activate. If you can cure the poison in 15 seconds it will not affect you in any way. Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds it will not affect you in any way. Example 3. If hit with Red Death you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).						
44	Shield Focus	1	5	Shield Use			Hum
	The PC gains an additional +1 to armor when wielding a shield. The +1 is considered innate and will stack with the fighter's innate armor point gained at 5th level.						
48	Signature S/A/S (1st)	1	3		Heal	2	Hum
	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.						
132	Signature S/A/S (2nd)	1	5		Blessed Bolt	2	Hum
	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.						

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*Ability Points - Allocated: 45*
*Spent: 31**Remaining: 14*

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PC# 5 **Lug** **Fighter** **Level: 18** Abilities Group: **Martial**  
 Race: Origin:

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.					
145	<b>Darkvision</b> This ability allows the PC to see in places with low or no light. It has no affect on sight in magical darkness. This ability allows the PC to see in places with low or no light. It has no affect on sight in magical darkness.					
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>					
1	<b>+2 Life Points</b> This ability grants the PC an innate +2 permanent life points.	7	28		1	Hum
4	<b>Blind Fight</b> 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.	1	2			Hum
11	<b>First Aid</b> 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			Hum
44	<b>Shield Focus</b> The PC gains an additional +1 to armor when wielding a shield. The +1 is considered innate and will stack with the fighter s innate armor point gained at 5th level.	1	2	<b>Shield Use</b>		Hum

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*Ability Points - Allocated: 57*
*Spent: 33**Remaining: 24*