

## PC Character Abilities Summary

IFGS ID: 595

PC# 3 **Lord Lyle** **Thief** **Level: 8** Abilities Group: Finesse  
 Race: Human Origin: City Dweller

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
34	Privileged					
8	Deceit					
10	Dual Wield Training					
1	+2 Life Points	2	5			1
2	+5 S/A/S Points	1	2	Type specified:		1
4	Blind Fight	1	2			
64	Breathe Underwater	1	3			
9	Distract	2	5			1
11	First Aid	1	1			
26	Merchant of Renown	1	1		3	
29	Pick Pocket	1	1			
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
35	Privileged II	1	2	Privileged		
36	Quick Shot	1	1			
37	Recover Missile Weapons	1	1			

Ability Points - Allocated: 27 Spent: **30** Remaining: -3

PC# 9 **Ehlongier** **Ranger** **Level: 2** Abilities Group: Finesse  
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
4	Blind Fight					
103	Climbing					
10	Dual Wield Training					
36	Quick Shot					
30	Potion Master I	1	1			
31	Potion Master II	1	2	Potion Master I		
32	Potion Master III	1	3	Potion Master II		
37	Recover Missile Weapons	1	1			

Ability Points - Allocated: 6 Spent: **7** Remaining: -1