PC Character Ability Details

IFGS ID: 5037

PC# 1 **Willow Darkfang** **Cleric** **Level: 3** Abilities Group: Magical

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / 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.

61	Wings I	1	1			Unkn

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.

Ability Points - Allocated: 9 *Spent:* **1** *Remaining:* 8

PC# 2 **Steelin Da-Monay** **Thief** **Level: 8** Abilities Group: Finesse

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
8	Deceit					

With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.

10	Dual Wield Training					

Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.

2	+5 S/A/S Points	2	5	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.

12	Gifted Healing I	1	2			Unkn

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.

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22	Magical Aptitude I	1	3	CL Heal	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.

23	Magical Aptitude II	1	4	Magical Aptitude I Speak With Plants	Unkn

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.

30	Potion Master I	1	1		Unkn

The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.

Ability Points - Allocated: 24 *Spent:* **15** *Remaining:* 9

PC# 3 **Herr of the Sidhe** **Knight** **Level: 6** Abilities Group: Martial

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
61	Wings I					

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.

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.

10	Dual Wield Training					

Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.

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.

12	Gifted Healing I	1	2			Fey-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.

28	Outfitter	1	2			Fey-I

A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.

30	Potion Master I	1	1		Fey-I

The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.

31	Potion Master II	1	2	Potion Master I	Fey-I

The PC starts the game day with an additional 2 potions from the following list. These potions are only good for the game day and are in addition to the ones granted by potion master I.

- Healing 10 points, Neutralize Poison, and Neutralize Disease.

32	Potion Master III	1	3	Potion Master II	Fey-I

The PC starts the game day with an additional 2 potions from the following list. These potions are only good for the game day and are in addition to the ones granted by potion master I and II.

- Healing 12 points, Life Spark, +5 SP

44	Shield Focus	1	2	Shield Use	Fey-I

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.

62	Wings II	1	2	Wings I	Fey-I

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.

Ability Points - Allocated: 18 *Spent:* **14** *Remaining:* 4

PC# 7 **Spider** **Thief** **Level: 3** Abilities Group: Finesse

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
134	+1 LI vs Fear type spells					

The PC may use a clothespin to pickpocket another PC or NPC. The clothespin must be placed on the pouch etc. without the person being aware of it.

8	Deceit				

With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first

level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.

10	Dual Wield Training				

Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.

64	Breathe Underwater	1	3		Halfli

This ability allows the PC to be able to breathe underwater.

147	Dual Wield Focus	1	3	Dual Wield Training	Halfli

If a PC can dual wield, whether by class or optional rules, then they can focus their training in Dual Wielding. When using two weapons, they gain an additional +1 to armor.

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30	Potion Master I	1	1			Halfli
	The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.					
52	Street Knowledge	1	1		1	Halfli
	This ability allows the PC to pick up gossip in a town. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge. This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.					

Ability Points - Allocated: 9 *Spent:* **8** *Remaining:* 1