PC# 2 **Captain Drake of the Albatros Pirate** **Fighter** **Level: 10** Abilities Group: Martial

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / 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.

| 113 | No need to eat or breathe | | | | | |

This ability allows the PC to exist without the need to either eat or breathe. This will not protect the PC from anything that is eaten or breathed in voluntarily.

| 3 | Autopsy | | | | | |

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?

| 2 | +5 S/A/S Points | 1 | 3 | Type specified: | 1 | Hum |

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.

| 7 | Claws I | 1 | 1 | | | Hum |

The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take
damage when hit and cannot be dropsied. Druids get this ability innately at first level.

| 22 | Magical Aptitude I | 1 | 5 | Crash Time | | Hum |

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.

| 34 | Privileged | 1 | 1 | | | Hum |

The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.

| 37 | Recover Missile Weapons | 1 | 1 | | | Hum |

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.

PC Character Ability Details

IFGS ID: 5143

| 44 | Shield Focus | 1 | 2 | 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.

| 49 | Single Weapon Focus | 1 | 1 | | | Hum |

The PC must use a one-handed weapon with nothing in the off-hand. The PC gains +1 damage to their base. The +1 is considered innate and is applicable only when the PC has nothing in the off-hand and

a weapon in their primary hand.

| 50 | Single Weapon Specialty | 1 | 2 | Single Weapon Focus | 5 | Hum |

The PC must use a one-handed weapon with nothing in the off-hand. The PC gains another +1 damage in addition to the +1 granted by single weapon focus to their base. The +2 is considered innate and is

applicable only when the PC has nothing in the off-hand and a weapon in their primary hand. You must be 5th level or higher to take this ability.

| 59 | Two-Handed Weapon Focus | 1 | 1 | | | Hum |

The PC gains an additional +1 to damage to their base when wielding a weapon with both hands. The +1 is considered innate and is applicable only when the PC is wielding a two-handed weapon with both

hands.

| 60 | Two-Handed Weapon Specialization | 1 | 2 | Two-handed Weapon Focus | 5 | Hum |

The PC gains another +1 damage in addition to the +1 granted by two weapon focus to their base when wielding a weapon with both hands. The +2 is considered innate and is applicable only when

the PC is wielding a two-handed weapon with both hands. You must be 5th level or higher to take this ability.

Ability Points - Allocated: 30   *Spent:* **19**   *Remaining:* 11

| PC# 5 | **Appoclafist** | | **Monk** | **Level: 5** | Abilities Group: Finesse |
| | Race: | | Origin: | | |

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
126	Any single ability from another race					
	You get any one racial ability from any other race.					
108	Detect Supernatural					
	This ability allows the PC to detect supernatural similar to the Knight ability of reveal supernatural. This will only detect a single creature that the person is facing and they must concentrate on them for 5 seconds to discern their supernatural origins.					
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.					
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.					
65	Claws II	1	3	Claws I		Fey-F
	Claws are now a +0 Magical weapon (can cause magic damage)					

*Ability Points -   Allocated: 15   Spent: **3**   Remaining: 12*

PC# 6   **Grillador**   **Knight**   **Level: 4**   Abilities Group: Martial

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
137	Repulse Mortal					
	This ability allows the person to repulse mortal creatures (mimics the clerics repulse good) 1 time per day at the PCs level.					
139	Flare					
	You have the ability to cast a limited form of Flare per the Druid ability. You may cast Flare 1 time per day at half your level. You must choose the same elemental type as your origin. Celestial origin may only choose Holy and Infernal may only choose Unholy.					
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.					
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Ability Points -   *Allocated: 12*   *Spent:* **0**   *Remaining:* 12