

PC# 1 **Esbjorn****Cleric****Level: 10**Abilities Group: **Magical**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / 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.					
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	3	6	Type specified: Spell Points	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.						
11	First Aid	1	1			Hum
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.						
13	Gifted Healing II	1	2	Gifted Healing I	5	Hum
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	Electrify		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.						
23	Magical Aptitude II	1	3	Magical Aptitude I Dropsy		Hum
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			Hum
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.						

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31	Potion Master II	1	2	Potion Master I		Hum
	<p>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.</p> <ul style="list-style-type: none"> - Healing 10 points, Neutralize Poison, and Neutralize Disease. 					
32	Potion Master III	1	3	Potion Master II		Hum
	<p>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.</p> <ul style="list-style-type: none"> - Healing 12 points, Life Spark, +5 SP 					
119	Resist Poison I	1	0			Hum
	<p>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 takes 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).</p>					
48	Signature S/A/S (1st)	1	3	Heal	2	Hum
	<p>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.</p> <p>If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.</p>					

Ability Points - Allocated: 33

Spent: 23

Remaining: 10

PC# 2 **Jasper****Magic User****Level: 4**Abilities Group: **Magical**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / 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.					
52	Street Knowledge 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.					
30	Potion Master 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.					
2	+5 S/A/S Points	1	1	Type specified: Spell Points	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.					
12	Gifted Healing I	1	1			Hum
	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	1	2	Heal		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.					
31	Potion Master II	1	2	Potion Master I		Hum
	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.					

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- 119 Resist Poison I 1 0 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 takes 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).
- 48 Signature S/A/S (1st) 1 3 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.
- 151 Spell Focus I 1 2 Staff Hum
- The character has inherited a magical focus with magical properties. This could be a wand, staff, or even an amulet. This item adds a +X damage to outgoing spells that deal direct damage. This bonus does not apply to damage dealt on physical strikes but would make a staff magical. It has no effect on LI spells. The focus acts like a magic weapon does for the purposes of dealing damage and stacks in the same category as a magic weapon does for damage. For example, a 5th level magic user, under a positive Enhance, casts a fire strike at 5th level using a +2 spell focus. He would do 15 (base spell damage) +2 (spell Focus), +1 (positive Enhance) for a total of 18 points. The spell focus is a builder item that initially functions as a +0 focus and may be upgradeable to as much as +5. This focus can only be upgraded by using build points. The item may also optionally include an Autoactivate Melange, which can only be triggered by game design or GM discretion, and which can only provide information related to the spell focus or its previous wielders. The PC must still abide by the level restrictions in the MILL rule.

Ability Points - Allocated: 15 Spent: **11** Remaining: 4

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PC# 3 **Sir Salvador****Knight****Level: 6**Abilities Group: **Martial**

Race:

Origin:

ID	Name	Qty	Cost	Preqrequisite / 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.					
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.					
1	+2 Life Points	1	1		1	Hum
	This ability grants the PC an innate +2 permanent life points.					
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.					
12	Gifted Healing I	1	2			Hum
	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.					
13	Gifted Healing II	1	3	Gifted Healing I	5	Hum
	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.					
67	Intuition	1	2		2	Hum
	This ability allows the PC to gain a Hint from the GM 1 time per day. This is hint is totally up to the GM and can take different forms. This ability may be taken multiple times but each subsequent time costs an additional 2 build points cumulative.					
30	Potion Master I	1	1			Hum
	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.					

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119	Resist Poison I	1	0		Hum
<p>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 takes 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).</p>					
44	Shield Focus	1	2	Shield Use	Hum
<p>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.</p>					
48	Signature S/A/S (1st)	1	3		Hum
<p>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.</p>					

Ability Points - Allocated: 21 Spent: **17** Remaining: 4