

## PC Character Abilities Summary

IFGS ID: 5012

PC# 3 **Celeilin** **Cleric** **Level: 4** Abilities Group: **Magical**  
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
12	Gifted Healing I					
2	+5 S/A/S Points	1	1	Type specified:		1
5	Bow Use	1	2			
13	Gifted Healing II	1	2	Gifted Healing I	5	
22	Magical Aptitude I	1	2			MU Savvy
37	Recover Missile Weapons	1	2			
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Ability Points - Allocated: 12		Spent: 9		Remaining: 3		

PC# 4 **Renwyn, Cleric Of Delwin** **Cleric** **Level: 5** Abilities Group: **Magical**  
 Race: **Half Elf/Human** Origin: **Forest Dweller**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
157	+2 Build Points at level 1					
118	Tracking					
12	Gifted Healing I					
22	Magical Aptitude I	3				Campfire
28	Outfitter	2				
48	Signature S/A/S (1st)	3				Create Holy Water 2
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Ability Points - Allocated: 15		Spent: 0		Remaining: 15		

PC# 8 **Lolli** **Cleric** **Level: 5** Abilities Group: **Magical**  
 Race: **Fey-Kin** Origin: **Supernatural**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
101	+1 LI against crash time, enthrall, and fog brain					
107	Detect Magic					
12	Gifted Healing I					
2	+5 S/A/S Points	2	3	Type specified:		1
11	First Aid	1	1			
28	Outfitter	1	2			
48	Signature S/A/S (1st)	1	3			2
61	Wings I	1	1			
62	Wings II	1	2	Wings I		
63	Wings III	1	3	Wings II		
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Ability Points - Allocated: 15		Spent: 15		Remaining: 0		