

PC Character Abilities Summary

IFGS ID: 5110

PC# 1 **Gozer The Gozerian** **Alchemist** **Level: 16** Abilities Group: **Magical**
 Race: **Human** Origin: **Undead**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1					
14	Heavy Armor Training	1	3	Medium Armor		
131	Lucky	1	2			
37	Recover Missile Weapons	1	2			
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Ability Points - Allocated: 51		Spent: 7		Remaining: 44		

PC# 2 **"Slim" JIm** **Ranger** **Level: 4** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
10	Dual Wield Training					
36	Quick Shot					
23	Magical Aptitude II	1	4	Magical Aptitude I		
						LI Enhance +1
24	Magical Aptitude III	1	5	Magical Aptitude II		
						Spell Defense
44	Shield Focus	1	4	Shield Use		
48	Signature S/A/S (1st)	1	3	Animate Dead		2
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Ability Points - Allocated: 12		Spent: 16		Remaining: -4		

PC# 7 **Gram Pellcoh** **Fighter** **Level: 2** Abilities Group: **Martial**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
113	No need to eat or breathe					
3	Autopsy					
12	Gifted Healing I	1	2			
22	Magical Aptitude I	1	5	Lock/Reverse Lock		
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Ability Points - Allocated: 6		Spent: 7		Remaining: -1		