PC# 1   **Gozer The Gozerian**   **Alchemist**   **Level: 16**   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.					
14	Heavy Armor Training	1	3	Medium Armor		Hum
	Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.					
131	Lucky	1	2			Hum
	The PC with this ability is lucky in terms of life and death. It allows them to invoke the fate point rule, if it is allowed in game, for no CAP points, 1 time per game. All restrictions of the fate point rule still apply.					
37	Recover Missile Weapons	1	2			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.					

Ability Points -   *Allocated: 51*   *Spent:*   **7**   *Remaining:*   44

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

Race: Origin:

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
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.					
36	Quick Shot					
	Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.					
23	Magical Aptitude II	1	4	Magical Aptitude II Enhance +1		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.					
24	Magical Aptitude III	1	5	Magical Aptitude II Spell Defense		Unkn
	The character can pick 1 spell from the 5th 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.					
44	Shield Focus	1	4	Shield Use		Unkn
	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.					

| 48 | Signature S/A/S (1st) | | 1 | 3 | | Animate Dead | | 2 | Unkn |

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.

*Ability Points -   Allocated: 12   Spent: **16**   Remaining: -4*

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

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
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?

| 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.

| 22 | Magical Aptitude I | | 1 | 5 | | Lock/Reverse Lock | | | 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.

*Ability Points -   Allocated: 6   Spent: **7**   Remaining: -1*