

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
1	+2 Life Points	1	2	3			1
	This ability grants the PC an innate +2 permanent life points.						
2	+5 S/A/S Points	3	2	1	Type must be specified when picked.		1
	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.						
3	Autopsy	1	1	1			
	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: <ul style="list-style-type: none"> - 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? 						
4	Blind Fight	2	2	2			
	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.						
5	Bow Use	0	0	2			
	The PC gains the ability to use a single missile weapon type (Longbow, crossbow etc). Damage is equal to their base melee damage with 1 critical per level per 10 arrows.						
64	Breathe Underwater	3	3	3			
	This ability allows the PC to be able to breathe underwater.						
6	Chaotic Information	3	3	3			
	This ability can only be taken by PCs who have a chaotic alignment. When a detect spell is cast on a PC with this ability, it will return 2 different answers, one of which will be truthful. For example, Detect Class on a chaotic good thief might return both Thief and Fighter.						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
7	Claws I	1	1	1			
<p>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.</p>							
65	Claws II	3	3	3	Claws I		
<p>Claws are now a +0 Magical weapon (can cause magic damage)</p>							
8	Deceit	3	1	2			1
<p>With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.</p>							
9	Distract	3	2	1			1
<p>This LI ability allows the PC to influence a single character and cause them to turn their back to him for 5 seconds. This ability cannot be used in combat. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative. The thief ability of distrust can be used as a counter to this ability.</p>							
10	Dual Wield Training	2	3	4			
<p>Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.</p>							
11	First Aid	1	1	1			
<p>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.</p>							
12	Gifted Healing I	2	2	1			
<p>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.</p>							
13	Gifted Healing II	3	3	2	Gifted Healing I	5	
<p>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.</p>							

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
14	Heavy Armor Training	1	2	3	Medium Armor		
	Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.						
15	Heirloom Weapon I	3	3	2			
	The character has inherited a weapon with magical properties. The weapon is a builder item that initially functions as a +0 weapon and may be upgradeable to as much as +5. This weapon 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 weapon or its previous wielders. The PC must still abide by the level restrictions in the MILL rule.						
16	Heirloom Weapon II	3	3	3	Heirloom Weapon I		
	The Heirloom Weapon becomes +1.						
17	Heirloom Weapon III	4	4	4	Heirloom Weapon II		
	The Heirloom Weapon becomes +2.						
18	Heirloom Weapon IV	4	4	4	Heirloom Weapon III		
	The Heirloom Weapon becomes +3.						
19	Heirloom Weapon V	5	5	5	Heirloom Weapon IV		
	The Heirloom Weapon becomes +4.						
20	Heirloom Weapon VI	6	6	6	Heirloom Weapon V		
	The Heirloom Weapon becomes +5.						
66	Interrogator	3	1	2			
	The character is able to extract a single answer from a living NPC. This is LI based and takes 1 minute. This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.						
67	Intuition	2	2	2			2
	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.						
21	Light Armor Training	1	2	3			
	Allows the PC to wear Leather armor.						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
131	Lucky	2	2	2			
	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.						
22	Magical Aptitude I	5	3	2			
	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	6	4	3	Magical Aptitude I		
	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	7	5	4	Magical Aptitude II		
	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.						
25	Medium Armor Training	1	2	3	Light Armor		
	Allows the PC to wear Chain armor. Must be able to wear leather to take this ability.						
26	Merchant of Renown	3	1	2		3	
	The character gets an innate 5% discount when buying items from an in game shop. This is only for items purchased for the character s use and cannot be used as a bulk team discount, but it does stack with the thief ability of bargain.						
27	Navigation	1	1	1			
	This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.						
28	Outfitter	2	1	2			
	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.						
29	Pick Pocket	2	1	2			
	The PC may use a clothespin to pickpocket another PC or NPC. The clothespin must be placed on the pouch etc. without the person being aware of it. Once the clothespin is placed, the PC must tell a GM, and it will be up to the GM to resolve the action.						
30	Potion Master I	1	1	1			
	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.						
31	Potion Master II	2	2	2	Potion Master I		
	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.						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
32	Potion Master III	3	3	3	Potion Master II		
<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 							
33	Potion Master IV	4	4	4	Potion Master III		
<p>The PC can take any of the potions created by potion master I-III and turn them into an enchanted grenade that can be thrown. No other potions can be used this way. This is represented by using a yellow bean bag. The bean bag does not have to hit the person it is being used on to be effective, but it must land within 5 feet. It will only affect the target for which it was intended.</p>							
34	Privileged	1	1	1			
<p>The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.</p>							
35	Privileged II	2	2	2	Privileged		
<p>The PC may call in a family favor subject to GM/GW approval 1 time per game. This will be something that helps a PC but does not grant them additional items or gold. It could however allow them to possibly get out of jail, hire a special lawyer, gain an introduction to nobility, etc.</p>							
36	Quick Shot	2	1	3			
<p>Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.</p>							
37	Recover Missile Weapons	1	1	2			
<p>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.</p>							
119	Resist Poison I	1	1	1	Dwarf,		
<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>							
133	Resist Poison I	1	1	1			

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
120	Resist Poison II	3	3	3			
This ability Grants +1 to LI against Thieves Kill Dagger.							
38	Ritual Master I	3	2	1			
Allows the PC to cast any 1st 5th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.							
39	Ritual Master II	4	3	2	Ritual Master I		
Allows you to cast any 1st 10th level spell that they know as a 5-minute ritual. Must roleplay ritual. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed by GM if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.							
40	Ritual Master III	5	4	3	Ritual Master II		
Allows you to cast an additional spell in the ritual for an additional 1 point. For example, a cleric could cast both a positive enhance and a negative exuberate for 2 points total. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated.							
41	Scroll Mastery I	3	2	1			
You may start the game with a single scroll of any spell or ability you can normally cast of the 1st 5th level. All the rules of the magic user create scroll apply except cost. This ability does not cost any gold and the scroll will only last until the end of the current game day.							
42	Scroll Mastery II	4	3	2	Scroll mastery I		
You may start the game with a single scroll of any spell or ability you can normally cast of the 1st 10th level. All the rules of the magic user create scroll apply except cost. This ability does not cost any gold and the scroll will only last until the end of the current game day.							
43	Sea Lore	1	1	1			
This ability allows the PC to pick up gossip and stories in ports and while at sea. 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.							
44	Shield Focus	2	4	5	Shield Use		
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.							

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
45	Shield Pierce	2	1	3			
<p>This ability allows a PC to use a missile weapon to pierce a shield 1 time per day. This ability will do damage to the arm holding the shield. This will not cause the player to drop the shield since i</p> <p>This skill can be taken multiple times but each additional use of this skill costs a cumulative 1 additional build point each time it is taken.</p>							
47	Shield Training	1	3	3			
<p>Allows the PC to use a shield.</p>							
48	Signature S/A/S (1st)	3	3	3			2
<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>							
132	Signature S/A/S (2nd)	5	5	5			2
49	Single Weapon Focus	1	2	3			
<p>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.</p>							
50	Single Weapon Specialty	2	3	4	Single Weapon Focus	5	
<p>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.</p>							
127	Soothsayer I	3	2	2			
<p>This ability allows the PC to use a type of oracular device such as cards, stones, dice etc. to tell the immediate future. This is similar to the clerical Boon/Bane except that it will not be diety oriented and will apply specifically to the person for whom the reading is being done. Answers will be along the lines of I have a bad feeling about this or The future looks good.</p>							
128	Soothsayer II	4	3	3	Soothsayer I		
<p>This ability allows the PC to enter into a dreamlike state to get more information than can be obtained by soothsayer I. It is not as powerful as a Melenge dream but will return answers along the lines of I have a bad feeling about this and it involves a man dressed all in black.</p>							
51	Stone Cunning	2	2	2			
<p>1 time a day a PC with this ability can detect traps like the thief ability. This ability only works in tunnels, caves and other underground locales.</p>							

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
52	Street Knowledge	2	1	1			1
<p>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.</p> <p>This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.</p>							
53	Strong	1	1	1			
<p>This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.</p>							
54	Tail I	1	1	2			
<p>The PC has a tail that can be used to perform Balance as per the monk's ability 1 time per day. This ability may be taken multiple times with each one granting an additional use per day.</p> <p>The PC must wear a tail in costume for this ability to function.</p>							
55	Tail II	2	2	3	Tail I		
<p>The PC has a tail that can be used to trip people within a 5' radius. This allows the PC to call a 0 second Knockdown, 1 time per game day. This ability may be taken multiple times with each one granting an additional use per day. PC must wear a tail in costume for this ability to function.</p>							
56	Tie Knots	2	1	2			
<p>The PC has the ability to tie a PC or NPC up based on their LI. If the person tied up is equal to or below the LI of the PC, they cannot untie themselves. A Monk s escape bonds will override this.</p>							
59	Two-Handed Weapon Focus	1	2	3			
<p>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.</p>							
60	Two-Handed Weapon Specialization	2	3	4	Two-handed Weapon Focus	5	
<p>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.</p>							
61	Wings I	1	1	1			
<p>The PC has a vestigial set of wings. These wings do not allow the PC to fly, but they may glide. This acts like the Monk s ability of Safe Fall but can only protect the PC from falls of 5 feet per level instead of the standard 10 feet per level. If a monk class takes this ability, his default Safe Fall becomes 15 feet per level instead of 10. The PC must wear a set of wings in costume for this ability to function.</p>							

Character Abilities List

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
62	Wings II	2	2	2	Wings I		

The PC wings have grown stronger. These wings now allow a PC to perform a Monk's Leap 1 time per day. PC must wear a set of wings in costume for this ability to function.

63	Wings III	3	3	3	Wings II		
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The PC wings have grown even stronger. These wings now allow a PC to perform a Gale per the Druid ability 1 time per day.