

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 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 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 total darkness. 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 of 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 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 pur rule and swing their claws for the same damage as their base melee damage claws do not take</p> <p>damage when hit and cannot be dropsied. Druids get this ability innately at level.</p>						
65	Claws II	3	3	3	Claws I		
	Claws are now a +0 Magical weapon (can cause magic damage)						
8	Deceit	3	1	2			1
	<p>With this LI ability, the character is able to tell a single lie and use their current belief. This may be countered with a thief's Distrust. Thieves get this innately at first</p> <p>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 may be taken multiple</p> <p>times, but each subsequent time costs an additional 1 build point cumulative. A thief's ability of distrust can be used as a counter to this ability.</p>						
147	Dual Wield Focus	2	3	4	Dual Wield Training		
	If a PC can dual wield, whether by class or optional rules, then they can focus training in Dual Wielding. When using two weapons, they gain an additional armor.						
142	Dual Wield Specialization	2	3	4	Dual Wield		
	If a PC has the ability to dual wield, whether by class or optional rules, then they can specialize in Dual Wielding. When using two weapons they gain an additional armor.						
148	Dual Wield Specialization	3	4	5	Dual Wield Focus		
	If a PC has focused their ability to dual wield, then they can specialize in Dual Wielding. When using two weapons, they gain an additional +1 to innate damage in addition to the +1 to armor granted by the focus ability.						
10	Dual Wield Training	2	3	4			
	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	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</p> <p>bandages per day, a 2nd level PC would get 4 per day. Knights get this ability innately at first level.</p>						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
149	Focused Caster	5	4	3			
	<p>A caster may designate an item in their possession as focus for casting. This may take the form of a wand, staff, stone, holy symbol, an heirloom spell focus or other object designated by the caster.</p> <p>While holding the focus, a focused caster may cast spells using only a single hand and the focus, they do not need both arms to cast.</p>						
12	Gifted Healing I	2	2	1			
	<p>All healing spells cast by a PC with this ability are increased by 1. Example: 1st level clerical Heal goes from 2 points healed per 1 SP spent to 3 points healed per 1 SP 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 healed per 1 SP spent to 4 points healed per 1 SP spent (heal + gifted healing I) healed per 1 SP spent to 4 points healed per 1 SP 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>						
14	Heavy Armor Training	1	2	3	Medium Armor Training		
	<p>Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.</p>						
15	Heirloom Weapon I	2	3	4			
	<p>The character has inherited a weapon with magical properties. The weapon is a unique item that initially functions as a +0 weapon and may be upgradeable to a maximum of +5. This weapon can only be upgraded by using build points. The item may also optionally include the 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 character must still abide by the level restrictions in the MILL rule.</p>						
16	Heirloom Weapon II	3	3	4	Heirloom Weapon I		
	<p>The Heirloom Weapon becomes +1.</p>						
17	Heirloom Weapon III	3	4	5	Heirloom Weapon II		
	<p>The Heirloom Weapon becomes +2.</p>						
18	Heirloom Weapon IV	4	4	5	Heirloom Weapon III		
	<p>The Heirloom Weapon becomes +3.</p>						
19	Heirloom Weapon V	4	5	6	Heirloom Weapon IV		
	<p>The Heirloom Weapon becomes +4.</p>						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
20	Heirloom Weapon VI	5	6	6	Heirloom Weapon V		
	The Heirloom Weapon becomes +5.						
66	Interrogator	3	1	2			1
	The character is able to extract a single answer from a living NPC. This is LI 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 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.						
131	Lucky	2	2	2			
	The PC with this ability is lucky in terms of life and death. It allows them to ignore 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 merchant. This is only for items purchased for the character's use and cannot be used for bulk team discount, but it does stack with the thief ability of bargain.						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
27	Navigation	1	1	1			
	This allows a PC to always determine the direction. It also allows a PC to as 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 ro 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 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.						
143	Port Lore	1	1	1			
	This ability allows the PC to pick up gossip and stories in ports and while at sea 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	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.						
32	Potion Master III	3	3	3	Potion Master II		
	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. - Healing 12 points, Life Spark, +5 SP						
33	Potion Master IV	4	4	4	Potion Master III		
	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 if it was intended.						
34	Privileged	1	1	1			
	The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
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. It will be something that helps a PC but does not grant them additional items or abilities. It could however allow them to possibly get out of jail, hire a special lawyer, gain an introduction to nobility</p>						
36	Quick Shot	2	1	3			
	<p>Critical arrows only take a 5 second aim time. Rangers get this ability innate 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 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 of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it will take 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 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the 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 (feeling sick/unconscious/death).</p>						
133	Resist Poison I	1	1	1			
	<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 of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it will take 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 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the 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 (feeling sick/unconscious/death).</p>						
120	Resist Poison II	3	3	3			
	<p>This ability Grants +1 to LI against Thieves Kill Dagger.</p>						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
38	Ritual Master I	3	2	1			
	<p>Allows the PC to cast any 1st - 5th level spell that they know as a 5-minute Must roleplay ritual. There must be a verbal component and it must be loud for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.</p>						
39	Ritual Master II	4	3	2	Ritual Master I		
	<p>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 for the party to hear and be clearly enunciated. The spell cast will cost only 1 point. May be disallowed if teams are in a time crunch. Only 1 ritualized spell can be in effect at a time.</p>						
40	Ritual Master III	5	4	3	Ritual Master II		
	<p>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 exuberant spell. There must be a verbal component and it must be loud enough for the party to hear and be clearly enunciated.</p>						
41	Scroll Mastery I	3	2	1			
	<p>You may start the game with a single scroll of any spell or ability you can not cast of the 1st - 5th level. All the rules of the magic user create scroll apply to this cost.</p> <p>This ability does not cost any gold and the scroll will only last until the end of the current game day.</p>						
42	Scroll Mastery II	4	3	2	Scroll mastery I		
	<p>You may start the game with a single scroll of any spell or ability you can not cast of the 1st - 10th level. All the rules of the magic user create scroll apply to this cost.</p> <p>This ability does not cost any gold and the scroll will only last until the end of the current game day.</p>						
43	Sea Lore	1	1	1			
	<p>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.</p> <p>This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.</p>						
44	Shield Focus	2	4	5	Shield Use		
	<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 level.</p>						
45	Shield Pierce	2	1	3			
	<p>This ability allows a PC to use a missile weapon to pierce a shield 1 time per round. This ability will do damage to the arm holding the shield. This will not cause the player to drop the shield since it is a shield.</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>						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
150	Shield Specialization	3	5	6	Shield Focus		
	The PC gains an additional +1 to armor in addition to the +1 gained with Shield Focus for a total of +2 when wielding a shield. The +1 is considered innate and stacks with the fighter's innate armor point gained at 5th level.						
47	Shield Training	1	3	3			
	Allows the PC to use a shield.						
48	Signature S/A/S (1st)	3	3	3			2
	The PC may choose 1 S/A/S that their character knows and permanently reduce 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.						
49	Single Weapon Focus	1	2	3			
	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.						
50	Single Weapon Specialty	2	3	4	Single Weapon Focus		5
	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.						
127	Soothsayer I	3	2	2			
	This ability allows the PC to use a type of oracular device such as cards, stones, etc. to tell the immediate future. This is similar to the clerical Boon/Bane except it will not be deity 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.						
128	Soothsayer II	4	3	3	Soothsayer I		
	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 Melange dream and will return answers along the lines of I have a bad feeling about this and it involves a man dressed all in black.						

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
151	Spell Focus I	4	3	2			
<p>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 weapons but would make a staff magical. It has no effect on LI spells. The focus acts as a magic weapon does for the purposes of dealing damage and stacks in the same category as a magic weapon does for damage.</p> <p>For example, a 5th level magic user, under a positive Enhance, casts a fire spell 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.</p> <p>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 builder points.</p> <p>The item may also optionally include an Autoactivate Melange, which can be triggered by game design or GM discretion, and which can only provide information related to the spell focus or its previous wielders.</p> <p>The PC must still abide by the level restrictions in the MILL rule.</p>							
152	Spell Focus II	4	3	3	Spell Focus I		
<p>The Spell Focus becomes +1.</p>							
153	Spell Focus III	5	4	3	Spell Focus II		
<p>The Spell Focus becomes +2.</p>							
154	Spell Focus IV	5	4	4	Spell Focus III		
<p>The Spell Focus becomes +3.</p>							
155	Spell Focus V	6	5	4	Spell Focus IV		
<p>The Spell Focus becomes +4.</p>							
156	Spell Focus VI	6	6	5	Spell Focus V		
<p>The Spell Focus becomes +5.</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 only works in tunnels, caves and other underground locales.</p>							
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>							

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
54	Tail I	1	1	2			
<p>The PC has a tail that can be used to perform Balance as per the monk's ab time per day. This ability may be taken multiple times with each one grantir 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 allo PC to call a 0 second Knockdown, 1 time per game day. This ability may be multiple times with each one granting an additional use per day. PC must wear a tail in costume for this a 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 is equal to or below the LI of the PC, they cannot untie themselves. A Monk escape bonds will override this.</p>							
144	Two Weapon Focus	1	2	3			
<p>The PC gains an additional +1 to armor to their base when wielding a weap both hands.</p> <p>The +1 is considered innate and is applicable only when the PC is wielding a in each hand.</p>							
59	Two-Handed Weapon Focus	1	2	3			
<p>The PC gains an additional +1 to damage to their base when wielding a wea with both hands. The +1 is considered innate and is applicable only when th 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 wea focus to their base when wielding a weapon with both hands. The +2 is con innate and is applicable only when the PC is wielding a two-handed weapon with both hands. You must be 5th 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, may glide. This acts like the Monk s ability of Safe Fall but can only protect f from falls of 5 feet per level instead of the standard 10 feet per level. If a monk class takes this abi default Safe Fall becomes 15 feet per level instead of 10. The PC must wear wings in costume for this ability to function.</p>							
62	Wings II	2	2	2	Wings I		
<p>The PC wings have grown stronger. These wings now allow a PC to perform Monk s Leap 1 time per day. PC must wear a set of wings in costume for thi to function.</p>							

Character Abilities List

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
63	Wings III	3	3	3	Wings II		

The PC wings have grown even stronger. These wings now allow a PC to pe
Gale per the Druid ability 1 time per day.