

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost	
105	Detect Evil	0	0	0				
	This ability allows the person to detect Evil per the cleric ability.						1	
115	Repulse Evil	0	0	0				
	This ability allows the person to repulse evil per the cleric ability 1 time per day at the PCs level.						1	
8	Deceit	0	0	0				
	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.						2	
34	Privileged	0	0	0				
	The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.						2	
52	Street Knowledge	0	0	0				
	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. This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.						2	
104	Desert Lore	0	0	0				
	This ability allows the PC to sense danger when travelling in the desert. This ability will also allow the PC to sense a storm approaching. A desert born may escape from a Dust Storm (Druid 7) in half the normal time, 2.5 minutes instead of 5.						3	
27	Navigation	0	0	0				
	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.						3	
100	+1 Innate To Conceal Self	0	0	0				
	This ability grants the PC an innate +1 LI when they use conceal self.						4	
118	Tracking	0	0	0				
	This allows a PC to use the tracking ability per the Ranger ability.						4	
106	Detect Good	0	0	0				
	This ability allows the person to detect Good per the cleric ability						5	
116	Repulse Good	0	0	0				
	This ability allows the person to repulse good per the cleric ability 1 time per day at the PCs level.						5	

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost	
103	Climbing	0	0	0				
	This allows a PC to use the thief ability of climbing 1 time per day.						6	
111	Ice Lore	0	0	0				
	This ability allows the PC to sense danger when travelling on a sheet of ice. This ability will warn the PC ahead of time if the ice starts to break or if there is a fault in the ice. In addition, 1 time per day in the presence of a creature of ice or snow such as an elemental of cold the PC can perform a WATHIT per the ranger ability.						6	
114	Predict Weather	0	0	0				
	This ability allows the PC to detect weather patterns and get a general feel for what the weather will be in the next 24 hours, subject to GM knowledge.						6	
112	Navigation	0	0	0				
	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.						7	
114	Predict Weather	0	0	0				
	This ability allows the PC to detect weather patterns and get a general feel for what the weather will be in the next 24 hours, subject to GM knowledge.						7	
43	Sea Lore	0	0	0				
	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.						7	
107	Detect Magic	0	0	0				
	This ability allows the PC to detect magic similar to the Magic User ability. The PC must concentrate on the object for 5 seconds to determine if it is magical or not. This ability will not reveal any properties of the magic item.						8	
108	Detect Supernatural	0	0	0				
	This ability allows the PC to detect supernatural similar to the Knight ability of reveal supernatural. This will only detect a single creature that the person is facing and they must concentrate on them for 5 seconds to discern their supernatural origins.						8	
130	Fey Friend	0	0	0				
	This ability will cause all fey creatures that have a similar alignment to view the PC in a favorable light. Similar alignment means that the PC must have one component (Lawful, good, neutral etc.) of their alignment that is compatible with the feys alignment. Subject to GM / GW interpretation.						8	
101	+1 LI against crash time, enthrall, a	0	0	0				
	This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.						9	

# Origin Abilities List

ID	Name	Martial	Finesse	Magical	Prerequisite	Min Lvl	+ Cost
113	No need to eat or breathe	0	0	0			

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.

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