

ID	Name
1	Animal

#### 121 Enhanced Hearing

This ability allows the PC to hear distant or faint sounds. Unlike the thief ability, an intervening wall or door will prevent this ability from working. This ability may have additional uses based on game design and at the GM's discretion.

#### 123 Enhanced Sight

This ability allows the PC to see in low light situations. This will not allow the PC to see in total darkness. This ability may have additional uses based on game design and at the GM's discretion.

#### 122 Enhanced Smell

A PC with this ability has an enhanced sense of smell. This sense of smell has numerous abilities such as identifying creature type by their scent, telling if water or food has gone bad etc. This ability may have additional uses based on game design

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ID	Name
2	Dragon-Kin

#### 124 Breath Weapon

This allows a PC to use a breath weapon 1 time a day of either fire, ice or lightning. Type must be chosen at character creation. This acts just like a magic user strike but is only 1 point per level of the PC. A dragon-kin can take this ability a 2nd time for a cost of 6 build points. This represents them getting further in touch with their dragon side and will raise the damage to 2 points per level of PC.

#### 7 Claws I

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 dropped. Druids get this ability innately at first level.

#### 54 Tail I

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.

The PC must wear a tail in costume for this ability to function.

#### 61 Wings I

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.

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ID	Name
3	Dwarf

**119 Resist Poison I**

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).

**117 Stone Cunning**

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.

ID	Name
4	Elf

**101 +1 LI against crash time, enthrall, a**

This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.

**5 Bow Use**

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.

**118 Tracking**

This allows a PC to use the tracking ability per the Ranger ability.

ID	Name
5	Fey-Kin

**126 Any single ability from another race**

You get any one racial ability from any other race.

**110 Fey Friend**

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 fey s alignment. Subject to GM / GW interpretation.

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5	Fey-Kin

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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.

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ID	Name
10	Halfling

## 134 +1 LI vs Fear type spells

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.

## 135 Pickpocket

The PC is +1 vs any kind of spell or ability that would cause a fear based reaction, like Spook (MU 2).

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ID	Name
6	Human

## 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.

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ID	Name
12	Rat-Folk

## 145 Darkvision

This ability allows the PC to see in places with low or no light. It has no effect on sight in magical darkness.

## 146 Immune to Non-Magical Disease

This ability duplicates the knight's innate ability.

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ID	Name
8	Shapeshifter

## 64 Breathe Underwater

This ability allows the PC to be able to breathe underwater.

## 102 Breathe Underwater

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## 54 Tail I

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The PC must wear a tail in costume for this ability to function.

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ID	Name
11	Supernatural

## 137 Repulse Mortal

This ability allows the person to repulse mortal creatures (mimics the cleric's repulse good) 1 time per day at the PC's level.

## 136 Supernatural Feat

This ability allows the person to perform a physical feat beyond normal limits. For example, they could leap a great distance, or high in the air, perform amazing feats of strength, or even slip through a small space. This feat must be able to be mimicked by a current S/A/S listed in the rule book of 4th level or less or the optional ability rules and is subject to GM adjudication. This is strictly limited to physical actions and may not be a direct damage S/A/S such as firestrike, crashtime etc. A PC may perform this 1 time per day initially but they may take this ability multiple times.

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ID	Name
9	Troll

## 53 Strong

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.

## 59 Two-Handed Weapon Focus

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.

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