

Overview – Version 4

The following specifies a play test set of rules for use with the current IFGS version 7.0 rule set. These Optional rules are Beta at the moment and nowhere near their final form. These are **not** an official production of the FRC; instead they are a product of the Optional Rules Committee (ORC). It is not known if these rules will ever become official by the FRC, but they WILL change based on feedback. While several of these rules do break the immutable rules at the moment, that will be addressed later. For now, any of the abilities may be play tested by any class. The final page is a cheat sheet that needs to be filled out with your character information if you are going to use these abilities at the game.

Please provide all feedback to David Spence (Malik.Risen at Yahoo.com).

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Change Log – Version 4

Date	Change
6/16/16	Added Dragon-kin and Fey-kin
	Removed Shield specialization
	Expanded Fey Friend description
	Added Soothsayer I and II
	Added Lucky

The Basics

Each PC who plays is allowed **3 build points at each level**. Build Points cannot be bought, sold, traded, or lost. These points may be spent in any fashion the PC chooses on the abilities listed in Table 3. the Abilities table. Please note that several of the abilities have prerequisites that are listed under them.

For example, a 4th level PC using these rules for the first time will have 12 points to spend. A PC will have 3 more points to spend at 5th level. Please note that once a Build Point has been spent, it is gone. If, for example, the PC described above spent 8 BPs at 4th level, when that PC reached 5th level they would have a total of 7 BPs remaining: (12 original - 8 spent) + 3 new.

To spend the points, first look for the entry in the Class Grouping table that matches the class of your PC. Note that the class of a Monk depends on their level. In most cases, a Monk falls under the Finesse column; if the Killing specialty is selected at 6th level, then the Monk falls under the Martial group.

Your Group will determine the cost of each ability listed under the appropriate column.

The cumulative cost of skills that can be taken multiple times are listed in the additional cost column. The symbol – means the ability may not be taken multiple times. For example, +2 Life Points for a martial class initially costs 1 build point. In the additional cost field there is a 1 listed, so if a fighter took this ability a second time, it would cost 2 build points, a third time it would cost 3.

The MILL rule is in effect on all of the abilities where it would normally apply.

Tables

Each class in IFGS falls under a particular group as follows:

Class Grouping

Martial: Fighters / Knights / Monk (Killing)

Finesse: Ranger / Thief / Monk (Prior to specialization) / Monk (Movement)

Magical: Cleric / Druid / Magic User / Monk (Spirit)

Table 1

Each class in the game has new innate abilities. These are listed on the table below.

Innate Abilities

Cleric	Gifted Healing I
Druid	Claws
Fighter	Autopsy
Knight	First Aid, Dual Wield
Monk	Blind Fight, Dual Wield
Magic User	Potion Master I
Ranger	Quick Shot, Dual Wield
Thief	Deceit, Dual Wield

Table 2

Racial Archetypes and Origin

Each person may select a racial archetype (race) and/or origin when creating a player character. There is a table listing the abilities available for each under each race and origin. A PC is allowed to pick a total of two (2) abilities listed for the PC. You do not have to choose 1 ability from each, you can choose two race ability, two origin ability or 1 of each. You do not get all abilities listed under race/origin. Only the ones you pick.

NOTE: You must wear the appropriate costuming piece to use race abilities and some origin abilities. The game staff (GP >GM>WD) will be the final judge on what is acceptable.

Race

Animal: This racial type covers all sentient natural animals. You must wear a costume piece that shows what type of animal you are to play an animal. (Such as wings, tail, ears, mask, etc.)

Dragon-Kin: These are the descendants of a mating between a mortal race and dragons. The dragon side has manifested dominant in this person, with them displaying wings, sometimes horns or even scales. It has also granted them a very minor form of breath weapon based on the ancestor.

Dwarf: Naturally tough, these creatures are natural miners. This racial type includes gnomes and various other sub-races. You must wear a beard to play a dwarf character.

Elf: Graceful and virtually immortal, elves come in many different forms. You must wear pointed ears to play an elf.

Fey-Kin: Fey-Kin are a mixture of various races that most people just refer to as supernatural, spooky or half-breeds. They are NOT supernatural but can exhibit aspects of the supernatural. This race is very broad and can include Dryads, Pixies, Ents and half bred races. You must wear some type of costuming to set you aside from a 'normal' PC.

Human: Humans excel at adaptability and are known for their diversity and ambition.

Shapeshifter: These creatures are natural shapeshifters and refer to themselves as "Dual Born," or they may be cursed with their dual nature. They may be a person who can take animal shape or an animal who can take a person shape etc. You must wear a costume piece that shows your nature (such as wings, tail, mask, etc.) in your non-humanoid form to play a shapeshifter.

Troll: Large and brutish, trolls value strength above all else. This racial type also includes Orcs, Ogres, and various giants. You must wear greenish face paint or tusks or a costume piece approved by staff to play a troll character.

NOTE: Additional races may be added at a later time based on input from play testing. If you have a suggestion, please email David Spence (Malik.Risen at yahoo.com)

Race	Abilities
Animal	<ul style="list-style-type: none"> • Enhanced Hearing • Enhanced Sight • Enhanced Smell
Dragon-kin	<ul style="list-style-type: none"> • Can use a breath weapon 1 time a day of either fire, ice or lightning. This acts just like a magic user strike but is only 1 point per level of the PC. • Claws • Tail 1 • Wings 1
Dwarf	<ul style="list-style-type: none"> • Stone cunning, • Resist Poison I
Elf	<ul style="list-style-type: none"> • Bow Use • Tracking • +1 LI against crash time, enthrall, and fog brain
Fey-kin	<ul style="list-style-type: none"> • Any single ability from another race • Fey Friend
Human	<ul style="list-style-type: none"> • +3 build points at 1st level (If you are dual race i.e. half elf etc., you gain +2 build points instead of +3)
Shapeshifter	<ul style="list-style-type: none"> • Claws • Tail 1 • Wings 1 • Breath underwater
Troll	<ul style="list-style-type: none"> • Strong • Two handed weapon focus

Table 3

Origin

Celestial: You are either a natural denizen of a celestial plane or born of a mating between a mortal and a being of the celestial planes.

City Dweller: You were born and raised in a major city. At a young age you learned the way of the streets or the way of the nobility.

Desert Born: You were born or raised in the desert and learned its ways.

Forest Dweller: You were born or raised in the forest and learned its ways.

Infernal: You are either a natural denizen of an infernal plane or born of the mating between a mortal and a creature of the infernal regions.

Mountain Born: Raised in the mountains you are hardier than most of your kin and learned the ways of the mountain.

Port Dweller: You were raised along the coast in a port city. You learned the ways of the sea and how to handle ships and small watercraft.

Supernatural: You are a creature of the supernatural. You could be a member of the fey court or the descendent of long lost race.

Undead: You were once a living creature that died. Either through necromantic rites or willpower you have arisen from the dead and now walk again. You must wear some type of costuming that indicates your origin, subject to GM approval.

Origin	Abilities
Celestial	<ul style="list-style-type: none"> • Repulse Evil • Detect Evil
City Dweller	<ul style="list-style-type: none"> • Street Knowledge • Deceit • Privileged
Desert Born	<ul style="list-style-type: none"> • Navigation • Desert Lore
Forest Dweller	<ul style="list-style-type: none"> • Tracking • +1 innate to conceal self
Infernal	<ul style="list-style-type: none"> • Repulse Good • Detect Good
Mountain born	<ul style="list-style-type: none"> • Climbing • Ice Lore • Predict Weather
Port Dweller	<ul style="list-style-type: none"> • Navigation • Sea Lore • Predict Weather
Supernatural	<ul style="list-style-type: none"> • Detect Magic • Detect Supernatural • Fey Friend
Undead	<ul style="list-style-type: none"> • Innate +1 LI vs crash time, enthrall and fog brain • No need to eat or breathe

Table 4

Innate Abilities (Racial and Origin)

Ability	Build Point Cost				
	Martial	Finesse	Magical	Prerequisite	Additional Cost
+1 innate to conceal self	--	--	--	Origin: Forest Bred	--
+1 LI against crash time, enthrall, and fog brain	--	--	--	Origin: Elf or Undead	--
Breathe Underwater	--	--	--	See Build Abilities, table 6	
Breath Weapon	--	--	--	Origin: Dragon kin	6 build points
Climbing	--	--	--	Origin: Mountain Bred	--
Desert Lore	--	--	--	Origin: Desert Bred	--
Detect Evil	--	--	--	Origin: Celestial	--
Detect Good	--	--	--	Origin: Infernal	--
Detect Magic	--	--	--	Origin: Supernatural	--
Detect Supernatural	--	--	--	Origin: Supernatural Race: Fey-Kin	--
Enhanced: Hearing / Sight / Smell	--	--	--	Race: Animal	--
Fey Friend	--	--	--	Origin: Supernatural	--
Ice Lore	--	--	--	Origin: Mountain Bred	--
Navigation	--	--	--	See Build Abilities, table 6	
No need to eat or breathe	--	--	--	Origin: Undead	--
Predict Weather	--	--	--	Origin: Mountain Born or Port Dweller	--
Repulse Evil	--	--	--	Origin: Celestial	--
Repulse Good	--	--	--	Origin: Infernal	--
Stone Cunning	--	--	--	Origin: Dwarf	--
Tracking	--	--	--	Origin: Elf or Forest Dweller	--

Table 5

Innate Ability Description

+1 LI to Conceal Self:

This ability grants the PC an innate +1 LI when they use conceal self.

+1 LI against crash time, enthrall, and fog brain:

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

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.

Climbing:

This allows a PC to use the thief ability of climbing 1 time per day

Desert Lore:

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.

Detect Evil:

This ability allows the person to detect evil per the cleric ability at will.

Detect Good:

This ability allows the PC to detect good per the cleric ability at will.

Detect Magic:

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.

Detect Supernatural:

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.

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.

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.

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 and at the GM's discretion.

Fey Friend:

This ability will cause all fey creatures that have a similar alignment to view the PC in a favorable light. Fey creatures can be any creature such as Seelie court, fairies, dryads, ents, pixies, etc. 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.

Ice Lore:

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.

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.

Predict Weather:

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.

Repulse Evil:

This ability allows the person to repulse evil per the cleric ability 1 time per day at the PCs level.

Repulse Good:

This ability allows the person to repulse good per the cleric ability 1 time per day at the PCs level.

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.

Tracking:

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

Build Abilities

Ability	Build Point Cost				
	Martial	Finesse	Magical	Prerequisite	Additional Cost
+2 Life Points	1	2	3		1
+5 S/A/S points	3	2	1	Type must be specified when picked.	1
Autopsy	1	1	1		0
Blind fight	2	2	2		--
Bow Use	--	--	2		--
Breathe Underwater	3	3	3		
Chaotic Information	3	3	3		--
Claws I	1	1	1		--
Claws II	3	3	3	Claws I	
Deceit	3	1	2		1
Distract	3	2	1		1
Dual Wield Training	2	3	4		--
First aid	1	1	1		--
Gifted Healing I	2	2	1		--
Gifted Healing II	3	3	2	Gifted Healing I, Minimum Level 5	--
Heavy Armor Training	1	2	3	Medium Armor	--
Heirloom Weapon I	3	3	2		--
Heirloom Weapon II	3	3	3	Heirloom Weapon I	--
Heirloom Weapon III	4	4	4	Heirloom Weapon II	--
Heirloom Weapon IV	4	4	4	Heirloom Weapon III	--
Heirloom Weapon V	5	5	5	Heirloom Weapon IV	--
Heirloom Weapon VI	6	6	6	Heirloom Weapon V	--
Interrogator	3	1	2		1
Intuition	2	2	2		2
Light Armor Training	1	2	3		--
Lucky	2	2	2		--
Magical Aptitude I	5	3	2		--
Magical Aptitude II	6	4	3	Magical Aptitude I	--
Magical Aptitude III	7	5	4	Magical Aptitude II	--
Medium Armor Training	1	2	3	Light Armor	--
Merchant of Renown	3	1	2	Minimum Level 3	--
Navigation	1	1	1		
Outfitter	2	1	2		--
Pick Pocket	2	1	2		--

Potion Master I	1	1	1		--
Potion Master II	2	2	2	Potion Master I	--
Potion Master III	3	3	3	Potion Master II	--
Potion Master IV	4	4	4	Potion Master III	--
Privileged	1	1	1		--
Privileged II	2	2	2	Privileged	--
Quick Shot	2	1	3		--
Recover missile weapons	1	1	2		--
Resist Poison I	1	1	1		
Resist Poison II	3	3	3	Resist Poison I	
Ritual Master I	3	2	1		--
Ritual Master II	4	3	2	Ritual Master I	--
Ritual Master III	5	4	3	Ritual Master II	--
Scroll mastery I	3	2	1		--
Scroll mastery II	4	3	2	Scroll mastery I	--
Sea Lore	1	1	1		
Shield Focus	2	4	5	Shield Use	--
Shield Pierce	2	1	3		--
Shield Training	1	3	3		--
Signature S/A/S	3	3	3		2
Single Weapon Focus	1	2	3		--
Single Weapon Specialty	2	3	4	Single Weapon Focus, Minimum Level 5	--
Soothsayer I	3	2	2	Soothsayer I	--
Soothsayer II	4	3	3		--
Street Knowledge	2	1	1		1
Strong	1	1	1		--
Tail I	1	1	2		--
Tail II	2	2	3	Tail I	--
Tie Knots	2	1	2		--
Two-handed Weapon Focus	1	2	3		--
Two-handed Weapon Specialization	2	3	4	Two-handed Weapon Focus, Minimum Level 5	--
Wings I	1	1	1		--
Wings II	2	2	2	Wings I	--
Wings III	3	3	3	Wings II	--

Table 6

Build Ability Descriptions

+2 Life Points:

The PC gains an additional 2 life points to unconsciousness and death. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.

+5 Skill, Ability or Spell Points:

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.

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 below:

- 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?

Blind Fight:

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.

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.

Breathe Underwater:

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

Chaotic Information:

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.

Claws:

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.

Claws II:

Claws are now a +0 Magical weapon (can cause magic damage)

Deceit:

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.

Distract:

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.

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.

First Aid:

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.

Gifted Healing I:

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.

Gifted Healing II

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.

Heavy Armor Training:

Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.

Heirloom Weapon:

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.

Heirloom Weapon II:

The Heirloom Weapon becomes +1.

Heirloom Weapon III:

The Heirloom Weapon becomes +2.

Heirloom Weapon IV:

The Heirloom Weapon becomes +3

Heirloom Weapon V:

The Heirloom Weapon becomes +4.

Heirloom Weapon VI:

The Heirloom Weapon becomes +5

Interrogator:

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.

Intuition:

This ability allows the PC to gain a 'Hint' from the GM 1 time per day. This 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.

Light Armor Training:

Allows the PC to wear Leather armor.

Lucky:

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.

Magical Aptitude I:

The character can pick 1 spell from the 1st level spell list of Magic User, 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.

Magical Aptitude II:

The character can pick 1 spell from the 3rd level or lower spell list of Magic User, 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.

Magical Aptitude III:

The character can pick 1 spell from the 5th level or lower spell list of Magic User, 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.

Medium Armor Training:

Allows the PC to wear Chain armor. Must be able to wear leather to take this ability.

Merchant of Renown:

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. May be used once per game.

Navigation:

This allows a PC the ability to always determine the directions. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.

Outfitter:

A character is able to craft useful items ranging from small items such as rope, thieves' tools, and locks. Subject to GM discretion. May be used once per game.

Pickpocket:

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.

Potion Master I:

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.

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.

- Healing 10 points
- Neutralize poison
- Neutralize disease

Potion Master III:

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

Potion Master IV:

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 it was intended for.

Privileged:

The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.

Privileged II:

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.

Quick Shot:

Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.

Recover Missile Weapons:

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.

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 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 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).

Resist Poison II:

This ability Grants +1 to LI against Thieves Kill Dagger.

Ritual Master I:

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.

Ritual Master II:

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.

Ritual Master III:

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.

Scroll Mastery I:

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.

Scroll Mastery II:

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.

Sea Lore:

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.

Shield Pierce:

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 it is now pinned to their arm. 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.

Shield Focus:

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.

Shield Training:

Allows the PC to use a shield.

Signature Skill, Ability, or Spell:

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.

Single-Weapon Focus:

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.

Single-Weapon Specialty:

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.

Soothsayer I:

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 apply specifically to the person that the reading is being done for. Answers will be along the lines of "I have a bad feeling about this" or "The future looks good." May be used once per game.

Soothsayer II:

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." May be used once per game.

Street Knowledge:

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.

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.

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

Tail II:

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.

Tie Knots:

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.

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.

Two-handed Weapon Specialization:

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.

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. PC must wear a set of wings in costume for this ability to function.

Wings II:

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.

Wings III:

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.

Build Example

In this example, we will use a 3rd level Ranger spending Build Points for the first time. As a 3rd level PC, Rory has 9 points to spend. From the Class Grouping table, we see that Rangers fall under the Finesse group. Rory will use the costs listed in the middle column “Finesse” of the Abilities table when spending the 9 points.

At first level, Rory gets the abilities Dual Wield Training and Quick Shot at no cost. He decides to get an Heirloom weapon, so looking at the middle column on the Abilities table he spends 3 points on it.

In addition, the player decides he wants Rory to be an Elf raised in the forest. Looking over the abilities that are available to elves with a Forest Born origin, the player selects +1 LI against crash time, enthrall, and fog brain from the elven abilities and +1 innate to conceal self from the Forest Born chart. To use his elven heritage, the player will need to wear a set of elven ears while in game.

Level	Points	Name	Notes
0	0	Dual Wield	Innate
0	0	Quick Shot	Innate
0	0	+1 LI against crash time, enthrall and fog brain	Innate
0	0	+1 innate to conceal self	Innate
1	3	Heirloom Weapon I	

At 2nd level, Rory spends the 3 points he gains for that level to upgrade the heirloom weapon to the next level.

Level	Points	Name	Notes
2	3	Heirloom Weapon II	

At 3rd level Rory has another 3 points to spend. Looking at the upgrade to Heirloom weapon, he notes the 4-point cost to upgrade. Since he only has 3 points to spend, he elects to take Scroll Mastery I for 2 points, gaining the ability to start the game with a scroll containing one of his Ranger abilities, probably heal. The Ranger decides to save the last point to use later.

Level	Points	Name	Notes
3	2	Scroll Mastery I	
1	1		Saved for later

At 4th level Rory will gain an additional 3 points and, with the 1 point saved from third level, he will be able to afford the Heirloom Weapon III upgrade.

Level	Points	Name	Notes
4	4	Heirloom Weapon III	

The Ranger's final cheat sheet would now look like this:

Character Name: Rockin' Rory

Class: Ranger

Class Grouping: Finesse

Level	Points	Name	Notes
0	0	Dual Wield	
0	0	Quick Shot	
0	0	+1 LI against crash time, enthrall, and fog brain	Innate
0	0	+1 innate to conceal self	Innate
1	3	Heirloom Weapon I	
2	3	Heirloom Weapon II	
3	2	Scroll Mastery I	6 Point Healing Scroll
4	4	Heirloom Weapon III	

Build Sheet

Character Name: _____

Class / Level: _____ Class Grouping: _____

Level	Build Points at each level	Total Cumulative Build Points	Used	Carried Over
1 st	3	3		
2 nd	3	6		
3 rd	3	9		
4 th	3	12		
5 th	3	15		
6 th	3	18		
7 th	3	21		
8 th	3	24		
9 th	3	27		
10 th	3	30		

Level	Points	Name	Notes