

Table 4.5.1: Special Abilities for Fighters, Gladiators, Rangers, Paladins, etc.

d00 roll	Special ability	d00 roll	Special ability
01-04	+1 to hit and damage	60-62	keen sight
05-08	ability score bonus (physical)	63	locksmith
09	ability score bonus (mental)	64-65	luck
10	agility	66	magic resistance
11-13	attack immunity	67	master craftsman
14	beastmaster	68	mechanical intuition
15-18	bonus skill	69	mixed blood
19	bonus to all saving throws	70	pickpocket/ petty thief
20-22	bonus to saving throw category	71	psionic immunity
23-25	bump direction	72-73	rapid healer
26-28	climbing	74	repulsive taste
29-32	courage	75-77	saving throw bonus, one attack form
33-34	creature friend	78	speed
35-37	expert skill	79	stealth
38	extraordinary liar	80-81	superior horseman
39-43	fast learner (weapons)	82-83	superior sense of smell
44	favored by deity	84-85	superior sense of taste
45-46	fearless	86	superior weapon master
47	fight like a bear	87-88	tough skin
48-50	hated foe	89	true sight
51	healer	90-91	weapon master
52	immortal	92-95	weapon specialist
53-54	incredibly handsome/beautiful	96-97	weapon high master
55	infravision/ ultravision	98	choose any ability
56	innate spell ability	99	take two rolls
57-59	keen hearing	00	take three rolls



Grinning Skull orcs on the warpath

Table 4.5.2: Special Abilities for Priests, Crusaders, Druids, Monks, etc.

d00 roll	Special ability	d00 roll	Special ability
01-03	ability score bonus (mental)	77	protection from evil/ good, 10' radius
04-05	ability score bonus (physical)	78	psionic immunity
06-07	"All" sphere expert	79	rapid healer
08-09	attack immunity	80	repulsive taste
10-11	beastmaster	81-83	saving throw bonus, one attack form
12-14	bonus skill	84	stealth
15	bonus to all saving throws	85-86	superior horseman
16-17	bonus to saving throw category	87	superior memory
18-19	bump direction	88-89	superior sense of smell
20-22	casting competency	90-91	superior sense of taste
23-24	casting competency, one spell	92	tough skin
25-26	comprehend languages ability	93-94	true sight
27	climbing	95-96	undead bane
28-29	courage	97	zealot
30-31	creature friend	98	choose any ability
32-33	disease immunity	99	take two rolls
34-35	evil detection	00	take three rolls
36-37	expert skill		
38-39	fast spell recovery		
40-41	favored by deity		
42	fearless		
43	good detection		
44	hated foe		
45-47	healer		
48	immortal		
49	incredibly handsome/ beautiful		
50	infravision/ ultravision		
51	innate spell ability		
52-53	keen hearing		
54-55	keen sight		
56-57	legend lore		
58	life energy protection		
59	life protection		
60-61	linguist		
62	locksmith		
63-64	luck		
65	magic resistance		
66	magic smith		
67	master craftsman		
68	mechanical intuition		
69-70	memory		
71-72	mixed blood		
73	oracle		
74	pickpocket/ petty thief		
75-76	protection from evil/ good		

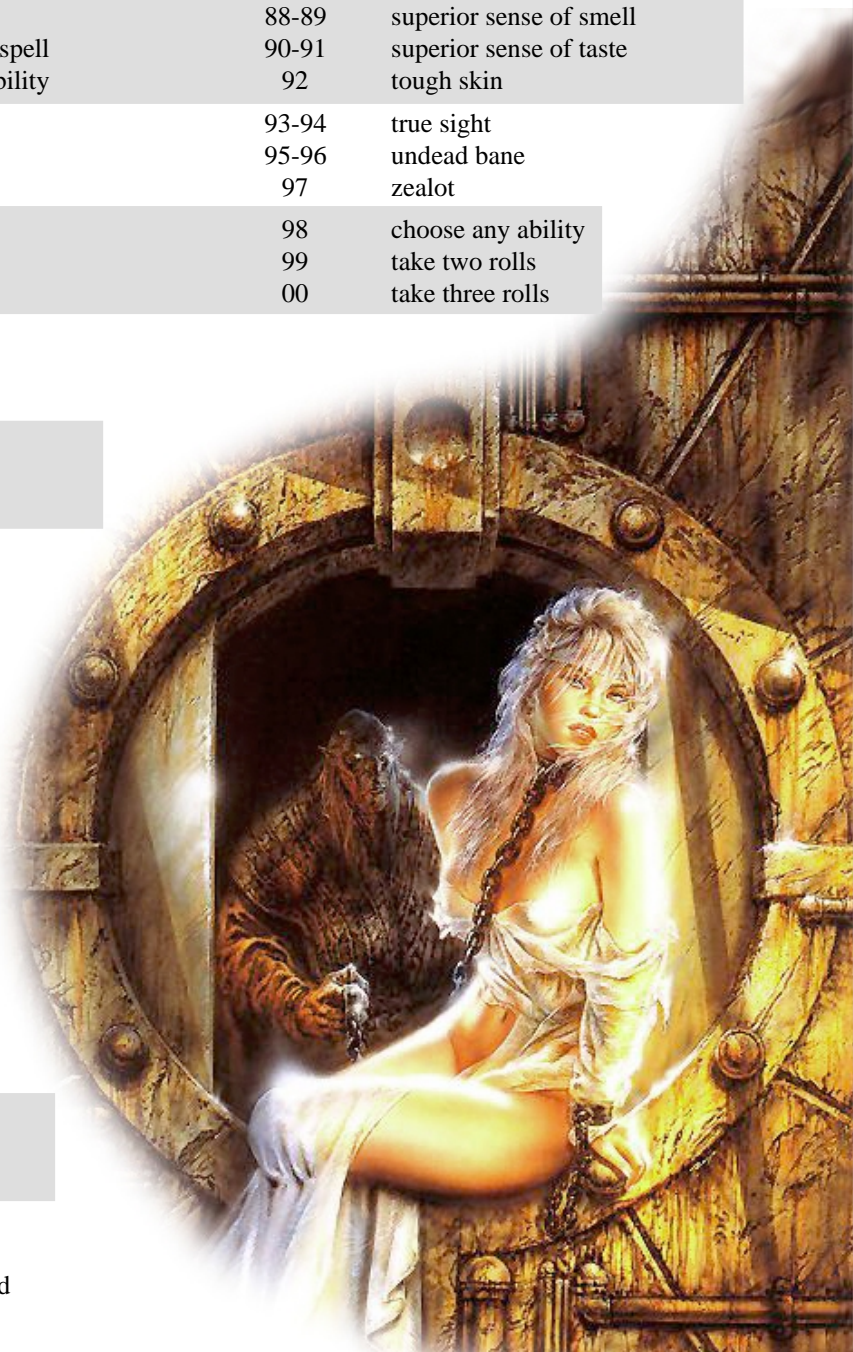


Table 4.5.3: Special Abilities for Thieves, Bards, Assassins, Psionicists, etc.

d00 roll	Special abilities	d00 roll	Special ability
01-04	+1 to hit and damage	60-63	keen sight
05-08	ability score bonus (physical)	64	legend lore
09-10	ability score bonus (mental)	65-67	luck
11-12	agility	68	magic resistance
13-14	armor wearing rogue	69	master craftsman
15-18	attack immunity	70-73	mixed blood
19-21	backstabber	74-77	powerful underworld contacts
22-25	bonus skill	78	psionic immunity
26	bonus to all saving throws	79	rapid healer
27-28	bonus to saving throw category	80	repulsive taste
29-32	bump direction	81-82	saving throw bonus, one attack form
33	courage	83-84	secret door locator
34-36	creature friend	84-86	speed
37-39	expert skill	87-88	superior horseman
40-43	extraordinary liar	89-90	superior sense of smell
44	avored by deity	91-92	superior sense of taste
45	hated foe	93-94	thieving specialization
46	healer	95	tough skin
47	immortal	96	treasure sense
48-51	incrdibly handsome/ beautiful	97	true sight
52-53	infravision/ ultravision	98	choose any ability
54-55	innate spell ability	99	take two rolls
56-59	keen hearing	00	take three rolls



Table 4.5.4: Special Abilities for Wizards, Specialist Wizards, Incantrix, etc.

d00 roll	Special ability	d00 roll	Special ability
01-04	ability score bonus (mental)	56-59	legend lore
05	ability score bonus (physical)	60	life protection
07-08	attack immunity	61-62	linguist
09-12	bonus skill	63	locksmith
13	bonus to all saving throws	64	luck
14-15	bonus to saving throw category	65-66	magic resistance
16-17	bump direction	67-69	magic smith
18-21	casting competency	70	master craftsman
22-25	casting competency, one spell	71-72	mechanical intuition
26-27	comprehend languages ability	73-76	memory
28	climbing	77	mixed blood
29	courage	78	pickpocket/petty thief
30-33	creature friend	79	psionic immunity
34-35	detect magic by touch	80	rapid healer
36	detect magic 60' radius	81	repulsive taste
37	evil detection	82-83	saving throw bonus, one attack form
38-39	expert skill	84	stealth
40	extraordinary liar	85-86	superior horseman
41-43	fast spell recovery	87-89	superior memory
44	avored by deity	90-91	superior sense of smell
45	good detection	92-93	superior sense of taste
46-47	healer	94	telepathy, 60' radius
48	immortal	95	tough skin
49	incredibly handsome/ beautiful	96-97	true sight
50	infravision/ ultravison	98	choose any ability
51	innate spell ability	99	take two rolls
52-53	keen hearing	00	take three rolls
54-55	keen sight		

