

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		

