

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 |

