

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