

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		

