

Thief Abilities:

Roll on Chart #A:

Chart #A

%Roll: Type of abilities:

01-50: Seeker level abilities (Roll on Chart #B)

51-00: Adventurer level abilities (Roll on Chart #C)

Chart #C

%Roll: Adventurer level abilities:

01-05: Back Attack
06-10: Charm of Gildarious
11-15: Climb Structure
16-20: Disarm Trap
21-25: Discover Trap
26-30: Disguise
31-35: Forced Silence
36-40: Forgery
41-45: Heir of Gildarious
46-50: Hide
51-55: Identify Lock
56-60: Identify Trap
61-65: Mercantile
66-70: Move Undetected
71-75: Pick Lock
76-80: Pick Pocket
81-85: Set Traps
86-90: Taking and Packing Goods Silently
91-95: Thieves Luck

96-00: Traps: %Roll: Specific traps:

01-20: Alarm
21-40: Collapsing Stairs
41-60: Creature Release
61-80: Ganth Adhesion 81-00: Projectile