

Guardian 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 #B

%Roll: Seeker level abilities:

01-50: Eye of the Beholder

51-00: Warranted Blade

Chart #C

%Roll: Adventurer level abilities:

01-13: Augmentation

14-26: Blood Oath

27-39: Falling during combat

40-51: Gift

52-63: Movement Detection

64-75: Presence Detection

76-87: Sleeping Pain

88-00: Weapon Stability