

# 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:

01-25: Alarm  
26-50: Collapsing Stairs  
51-75: Creature Release  
76-00: Ganth Adhesion