

Trainer 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: Crack of the Whip

51-00: Sooth

Chart #C

%Roll: Adventurer level abilities:

01-12: Animal Training

13-23: Enchanted Creature Training

24-34: Fiend Training

35-45: Monster Training

46-56: Training Adept

57-67: Training Apprentice

68-78: Training Bond

79-89: Training Master

90-00: Training Novice