

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)

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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