

## Special Abilities

Some times PCs will possess special abilities for one reason or another. For example, your PC may have a natural hatred for giants and will gain +5% to hit any creature that is considered a giant class creature, (Giants, Trolls, Gnolls...to name a few).

If a PC has more than four special abilities, you can view the complete list by clicking on the MORE button.

Many things will modify the special abilities of PCs.

For a complete list of the modifiers for special abilities, see the appendix of tables.

## Special Actions

Each PC is also capable of a number of special actions. Some classes have the ability to perform more special actions than others. The following chart shows which special actions are available to different classes.

Picking a lock or attempting to bend bars/ lift gate will bring up a window with a variable number of bars. To be successful in that action you must have all the bars displaying yellow or green. You will have a short time to complete this task. If before the time elapses you click the mouse the bars will be stopped and the attempt will be resolved.

## Base Special Action Values

Base values by class in percent\*

## Class

	Fighter	Monk	Paladin	Ranger	Thief	M-User	Cleric
Enchanter							
Backstab	.	.	.	2	.	.	.
Bars/Gate/Door	12	10	10	10	.	10	.
Climb Wall	6	5	6	6	8	2	5
Critical Hit	5	3	3	3	.	.	.
Detect Secret	1	2	3	5	15	5	5
Detect Trap	2	3	2	10	20	3	2
Disarm Trap	.	5	.	.	15	.	.
Hear Noise	5	6	5	7	12	5	4
Hide In Shadows	3	3	.	8	20	.	.
Move Silently	3	10	3	10	25	10	3
Pick Lock	.	10	.	.	25	.	.
Pick Pocket	.	10	.	.	30	.	.
Read Scroll***	NA	NA	100	NA	-15	100	100

\* Notes on special actions. Only PC classes that show a base value in the above chart are capable of performing the task in question. Those classes that show NIL (.) are not capable of said task and any modifiers in the following charts do not apply to said class.

\*\*\* Thieves are capable of reading magic-user scrolls only. They are NOT capable of creating scrolls. For each experience level of the thief beyond first level, they gain a 5% chance to read a magic-user's scroll. If a thief fails in reading a scroll that scroll will lose its magic and becomes worthless.

## Special Action Modifiers

\*Strength Modifier

Strength

3 4 5 6 7

17 18 19 20 21  
Backstab -5 -4 -3 -2 -1

1 2 3 4 5  
Bars/Gate/Door -75 -60 -45 -30 -15

5 10 15 20 25  
Climb Wall -75 -60 -45 -30 -15

5 10 15 20 25  
Critical Hit -5 -4 -3 -2 -1

1 2 3 4 5  
Disarm Trap -10 -8 -6 -4 -2

2 4 6 8 10  
Hide In Shadows -5 -4 -3 -2 -1

1 2 3 4 5  
Move Silently -5 -4 -3 -2 -1

1 2 3 4 5

### \*Dexterity Modifier

Dexterity 3 4 5 6 7

17 18 19 20  
Backstab -5 -4 -3 -2 -1

1	2	3	4						
Climb Wall				-20	-15	-10	-5	-2	
5	8	11	15						
Disarm Trap				-25	-20	-15	-10	-5	
5	10	15	20						
Hide In Shadows				-12	-8	-6	-4	-2	
2	4	6	8						
Move Silently				-10	-8	-6	-4	-2	
5	10	15	20						
Pick Lock				-25	-20	-15	-10	-5	
5	10	15	20						
Pick Pocket				-25	-20	-15	-10	-5	
5	10	15	20						

\*Race Modifier

	Drow						Half	Half	
Race		Human	Elf	Elf	Orc	Halfling	Gnome	Dwarf	
Elf	Orc								
Backstab	.	+2	+2	-2	+2	-3	-4	+1	-1
Climb Wall	.	+5	.	+3	.	+4	+5	.	+2
Detect Secret	.	+10	+10	-5	+5	+5	+15	+2	-2
Detect Trap	.	+5	-3	+8	+3	.	.	.	+4
Disarm Trap	.	+2	-5	+5	+1	.	.	.	+2
Hear Noise	.	.	.	+10	.	.	.	.	+5
Hide In Shadows	.	+15	-10	+10	.	+5	+5	-5	+5
Move Silently	.	+5	+5	-5	+10	-3	-5	+2	-2

Pick Lock	.	+3	+3	-5	+10	-3	-5	+1	-2
Pick Pocket	.	-10	+3	-15	+15	.	.	+10	-3
Resurrect**	85%	75%	75%	90%	80%	90%	95%	80%	
90%									

\*Adjustments apply only to initial attribute scores. Magically altered attributes will not award additional bonuses or penalties.

\*\* Base chance. The actual chance is increased 1% for each point of constitution of the PC.