

**Special Abilities** Some times characters will possess special abilities for one reason or another. For example, your character may have a natural hatred for reptiles and will gain +5% to hit any creature that is considered a reptile.

If a characters has more than four special abilities, you can view the complete list by clicking on the Special Abilities button that appears at the top of the list.

**Special Actions** Each character is also capable of a number of special actions. Some castes can perform some of these actions better than others, however, all castes have some ability at each action.

Picking a lock or attempting to force a lock 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.

See tables 2.0 - 2.3 in "Apendix of Tables"

Table 2.0

Base Special Action Values

Table 2.1

Special Action Modifiers (Brawn)

Table 2.2

Special Action Modifiers (Agility)

Table 2.3

Special Action Modifiers (Race)