

Ability Scores

It is the nature of games that numbers must be employed to allow for the resolution of random events. To this end each character's game statistics are defined by Seven Ability Scores. They are Strength, Intelligence, Constitution, Wisdom, Dexterity, Charisma, and Psionic Strength. Their creation and use is defined

in this chapter.

A character is more than the sum of their ability scores, however the nature of the game requires handles to grasp and quantify the character within the game. These ability scores are those handles.

Table A1 -- Character Ability Scores

Ability Score	Strength			Giant Bonus	Constitution		Regeneration	Charisma	
	Bonus	Weight Allow ^A	Max Press ^A		Poison Resistance	Fascination Bonus			
1	-5	.10			--	--	--	--	--
2-3	-4	.15	0.2-0.3		--	--	--	--	--
4-5	-3	.20	0.4-0.5		--	--	--	--	--
6-7	-2	.25	0.6-0.7		--	--	--	--	--
8-9	-1	.30	0.8-0.9		--	--	--	--	--
10-11	0	.40	1.0-1.1		--	--	--	--	--
12-13	+1	.50	1.2-1.3		--	--	--	--	--
14-15	+2	.60	1.4-1.5		--	--	--	--	--
16-17	+3	.70	1.6-1.7		--	--	--	+1	--
18-19	+4	.80	1.8-1.9		+1	--	--	+2	--
20-21	+5	.90	2.0-2.1	Hill	+2	1hp/6hr ^B	--	+3	--
22-23	+6	1.0	2.2-2.3	Stone	+3	1hp/5hr	--	+4	--
24-25	+7	1.2	2.4-2.5	Frost	+4	1hp/4hr	--	+5	--
26-27	+8	1.4	2.6-2.7	Fire	+5	1hp/3hr	--	+6	--
28-29	+9	1.6	2.8-2.9	Cloud	+6	1hp/2hr	--	+7	--
30	+10	1.8	3.0	Storm	+7	1hp/1hr	--	+8	--

A) Multiply by character's weight for factor in pounds.

B) hp= hit point(s) hr = hour(s)



Table A2 -- Intelligence & Wisdom Spell Bonuses

Ability Score	Spell Bonuses for 9 Level Classes									7 Level Classes						
	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7
13	1									1						
14	2									2						
15	2	1								2	1					
16	2	2	1							2	2	1				
17	2	2	2							2	2	2				
18	2	2	2	1						2	2	2	1			
19	2	2	2	2						2	2	2	2			
20	3	3	2	2						3	3	2	2			
21	3	3	3	3						3	3	3	3			
22	3	3	3	3	1					3	3	3	3	1		
23	3	3	3	3	2					3	3	3	3	2		
24	3	3	3	3	2	1				3	3	3	3	2	1	
25	3	3	3	3	2	2	1			3	3	3	3	2	2	
26	3	3	3	3	2	2	2			3	3	3	3	2	2	1
27	3	3	3	3	3	2	2	1		3	3	3	3	2	2	2
28	3	3	3	3	3	2	2	2		4	3	3	3	2	2	2
29	3	3	3	3	3	2	2	2	1	4	4	3	3	2	2	2
30	3	3	3	3	3	2	2	2	2	4	4	3	3	3	2	2

Intelligence Notes

- To cast X level spell minimum intelligence is spell level +9
- 22 Immune to 1st level Illusion, phantasm spells
- 24 Immune to 2nd level Illusion, phantasm spells
- 26 Immune to 3rd level Illusion, phantasm spells
- 28 Immune to 4th level Illusion, phantasm spells
- 30 Immune to 5th level Illusion, phantasm spells

Table A3 -- Psionic Ability Score

Psi Str	Defense Bonus	Add +/level
1	+10	1/1
2	+9	1/1
3	+7	2/3
4	+6	2/3
5	+5	2/3
6	+4	1/2
7	+3	1/2
8	+2	1/2

Wisdom Spell Immunities

- 20 *Cause Fear, Charm Person, Command, Friends, Hypnotism*
- 22 *Forget, Hold Person, Ray of Enfeeblement, Scare*
- 24 *Charm monster, Confusion, Emotion, Fumble, Suggestion*
- 26 *Chaos, Feeblemind, Hold Monster, Magic Jar, Quest*
- 28 *Geas, Mass Suggestion, Rod of Rulership*
- 30 *Antipathy/sympathy, Death Spell, Mass charm*

Ability Scores

Ability Score Descriptions

The seven character abilities are described below. Each description gives an idea of what that ability encompasses. Specific game effects are also given. Ability scores above 18 or under 3 can be obtained only by adjustment of the character's stats for racial bonuses or class bonuses. There are also other extraordinary means, whether it is by good fortune (finding a magical book that raises a score) or ill fortune (an attack by a creature that lowers a score).

Rolling the Ability Scores

There are two methods of obtaining a character's ability scores, one with, and one without dice. The latter can only be used with my help.

I am not fond of point buy systems. If you really really want to use a point buy system run it passed me and well talk.

Method 1: Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three. Repeat this five more times for a total of six, then assign the six numbers to the character's abilities however you want. This is a fast method that gives you a good character, but you can still get low scores (after all, you could roll 1s on all four dice!).

Any character with three stats under 9 can be discarded without comment.

The final ability, Psionic Strength is rolled on 2d4. This stat does not count against the "9s". To get a Psionic character you must consult **Chapter 9: Psionics**.

Method 2: This is the diceless system. There are no fixed rolls, or dice pools or anything like that. You come to me with a character concept, and justify every ability score. Trying to tell me your "concept" will not work unless all your stats are 17 or better will get you handed the dice. I am looking for truly interesting concepts that are a balance of strengths and weaknesses, not super characters.

Note that all character classes add one to any chosen ability score every four levels. At levels 4, 8, 12, 16 and so forth.

Strength: Table A1

Strength (Str) measures a character's muscle, endurance, and stamina. There are no limits on strength for sex or race. Your body mass and strength score determine how much you can lift and carry. A hobbit with a 14 strength is not as strong as a human with a 14 strength. The character's physical build is important. A table of heights and weights for each of the character races is in *Chapter 3: Character Races*.

High Strength improves the character's chance to hit an enemy, increases the damage he causes with each hit, increases the weight the character is able to carry without a penalty for encumbrance (see below), and increases the character's ability to force open doors and similar portals.

The rest of this section on Strength consists of explanations of the columns in Table 2a. Refer to the table as you read.

Bonus: For strength this means adjustments are added to or subtracted from the attack roll rolled on 1d20 (one 20-sided die) during combat. A bonus (positive number) makes the opponent easier to hit; a penalty (negative number) makes him harder to hit.

The bonus also applies to damage. The listed number is added to or subtracted from the dice rolled to determine the damage caused by an attack (regardless of subtractions a successful attack roll can never cause less than 1 point of damage). For example, a short sword normally causes 1d6 points of damage. An attacker with Strength 13 causes one extra point of damage, for a range of 2 to 7 points of damage. The damage adjustment also applies to

missile weapons, although bows must be specially made to gain the bonus; crossbows never benefit from the user's Strength.

Lastly the bonus applies to any strength related task from opening a stuck door to getting that bolder off your girlfriend. Skills with Strength as the relevant stat also use this bonus.

Weight Allowance is the weight (in pounds) a character can carry without being encumbered. These weights are expressed as a percentage of the character's weight that they can carry without becoming encumbered. To find your character's encumbrance multiple your character's weight by the "Weight Allowance". This will give the "encumbrance weight". A character carrying up to the listed weight can move his full movement rate.

Maximum Press is the heaviest weight a character can pick up and lift over his head. A character cannot walk more than a few steps this way. No human or humanoid creature without exceptional Strength can lift more than twice his body weight over his head. Maximum Press is figured based on the character's weight. Multiply the character's weight by the figure under maximum press. The resulting figure is your character's maximum press.

Giant Bonus: The equivalent strengths granted by the various items of giant strength.

Constitution: Table A1

A character's Constitution (Con) score encompasses his physique, fitness, health, and physical resistance to hardship, injury, and disease. Since this ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected from death, it is vitally important to all classes. Some classes and races have minimum allowable Constitution scores.

A character's initial Constitution score is the absolute limit to the number of times the character can be raised or resurrected from death. Each such revival reduces the character's Constitution score by one. Magic can restore a reduced Constitution score to its original value or even higher, but this has no effect on the number of times a character can be revived from death. Once the character has exhausted his original Constitution, nothing short of divine intervention can bring him back.

Bonus is added to or subtracted from each Hit Die rolled for the character. However, no Hit Die ever yields less than 1 hit point, regardless of modifications. If an adjustment would lower the number rolled to 0 or less, consider the final result to be 1. Always use the character's current Constitution to determine hit point bonuses and penalties.

If a character's Constitution changes during the course of adventuring, his hit points may be adjusted up or down to reflect the change. The difference between the character's current hit point bonus (if any) and the new bonus is multiplied by the character's level and added to or subtracted from the character's total.

The bonus is also added to a character's Fortitude Save. Fortitude is the chance a character has to survive magical effects that reshape or age his body: petrification (and reversing petrification), polymorph, magical aging, etc. It can also be used to see if the character retains consciousness in particularly difficult situations such as severe wounding.

This is also the save for resurrection survival. It is a character's chance to be successfully resurrected or raised from death by magic. The player must better the given DC number or more on 1d20 for the character to be revived. If the dice roll fails, the character is dead, regardless of how many times he has previously been revived. Only divine intervention can bring such a character back again.

Lastly any skills with Constitution as the relevant stat use this bonus.

Poison Resistance is in addition to the normal saving throw vs. Poison. This resistance is a "pre saving throw" made with the given lesser bonus to totally avoid the poison. If failed it does not lower or remove the normal save. However if successful it negates the need for a save on that poison and avoids all damage.

Regeneration enables those with especially endowed Constitutions to heal at an advanced rate, regenerating damage taken. The character heals 1 point of damage after the passage of the listed number of hours or turns. However, fire and acid damage (which are more extensive than normal wounds) cannot be regenerated in this manner. These injuries must heal normally or be dealt with by magical means.

Dexterity: Table A1

Dexterity (Dex) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with thrown weapons and bows, and his ability to dodge an enemy's blows.

The **Bonus** is used for four basic modifiers.

- **Reaction Adjustment** modifies the die roll to see if a character is surprised when he unexpectedly encounters something. The more positive the modifier, the less likely the character is to be surprised.

- **Missile Attack Adjustment** is used to modify a character's die roll whenever he uses a missile weapon (a bow or a thrown weapon). A positive number makes it easier for the character to hit with a missile, while a negative number makes it harder.

- **Defensive Adjustment** applies to a character's Armor Class, representing his ability to dodge normal missiles and parry weapon thrusts. In some situations, beneficial Dexterity modifiers to Armor Class do not apply. Usually this occurs when a character is attacked from behind or when his movement is restricted, they are attacked while prone, tied up, on a ledge, climbing a rope, etc.)

- **Reflex Save** The bonus is also applied to a character's reflex save unless they are in a position where they cannot dodge, such as asleep or trapped.

Lastly any checks against general balance, quickness or fleetness of foot that do not fall into a Reflex save will be made against Dexterity as well as skill checks with Dexterity as the relevant Stat.

Intelligence: Table A1 & A2

Intelligence (Int) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. Intelligence adds to the number of skills a character can learn. The wizard's Intelligence dictates which spells he can learn and the number of spells he can memorize at one time. Only those of the highest Intelligence can comprehend the higher levels of magic.

This ability gives only a general indication of a character's mental acuity. A semi-intelligent character (Int 3 or 4) can speak (with difficulty) and is apt to react instinctively and impulsively. He is not hopeless as a player character, but playing such a character correctly is not easy. A character with low Intelligence (Int 5-7) could also be called dull-witted or slow. A very intelligent person (Int 11 or 12) picks up new ideas quickly and learns easily. A highly intelligent character (Int 13 or 14) is one who can solve most problems without even trying very hard. One with exceptional intelligence (Int 15 or 16) is noticeably above the norm. A genius character is brilliant (Int 17 or 18). A character beyond genius is potentially more clever and more brilliant than

can possibly be imagined.

However, the true capabilities of a mind are not in the numbers. Many intelligent, even brilliant, people in the real world fail to apply their minds creatively and usefully, thus falling far below their own potential. Don't rely too heavily on your character's Intelligence score; you must provide your character with the creativity and energy he supposedly possesses.

Bonus lists the number of additional skills above the class limits the character can acquire when created. "Skills" can be anything from languages spoken to trades and skills learned. A negative number removes skill slots. A character must have at least a 3 Intelligence to speak a language, and must have at least a 7 to be literate.

The Bonus also applies to any checks or saves dependent on intelligence such as illusion and charms and certain skills with Intelligence as the relevant stat..

Spell Bonus for Intelligence is the number of additional spells per day that certain classes can cast because of high Intelligence. Magicians, Healers, and Craft receive these bonuses. Magicians and craft from the 9 level table, healers from the 7 level table. Bards and Rangers do not get bonus spells.

Wisdom: Table A1 & A2

Wisdom (Wis) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition. It can affect the character's resistance to magical attack. Clerics with Wisdom scores of 13 or higher gain bonus spells over and above the number they are normally allowed to use.

Bonus listed on Table 2a applies to Will saving throws against magical spells and effects that attack the mind: *beguiling, fear, hypnosis, possession, suggestion*, etc. These bonuses and penalties are applied automatically, without any conscious effort from the character. This bonus is also added to the character's Mental Defense score. It is also used for skills that have wisdom as the relevant stat..

Bonus Spells indicates the number of additional spells a priest is entitled to because of his extreme Wisdom. Note that these spells are available only when the priest is entitled to spells of the appropriate level. Paladins do not get bonus spells.

Charisma: Tables A1 & A4

The Charisma (Cha) score measures a character's physical attractiveness. Although attractiveness certainly plays a role in encounters personality is much more important once the first impression has been made. Since some things require a measure that is unmeasurable, they are attached to charisma for convenience.

It should be noted that beauty is in the eye of the beholder. What one race or culture regards as beautiful, another will not. There are modifiers and racial adjustments for the differing beauty standards.

Bonus shows the subtraction from or addition to the henchman's and other servitors' loyalty scores (in the *DMG*). This is crucial during battles, when morale becomes important. This is also used to modify NPC reactions. It indicates the penalty or bonus due to the character because of Charisma when dealing with NPCs and intelligent creatures. This bonus or penalty is only applied to first reactions. A sad but true fact is people do make judgments based on appearance.

Fascination is the result of beauty beyond the norm. People that fall for a beauty based on the beauty alone can be anything from dangerous rivals or stalkers, to helpful servants, lovers and those willing to worship the character as a god. You also get well meaning goofballs that simply get under foot. Fascination is rolled

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Table A4 -- Charisma Fascination Table

% Roll	Distaff Gender Results	Same Gender Results
01-03	Will possess or destroy PC	Insanely jealous, must ruin & kill PC
04-08	Will work to possess PC at any cost to self	Jealous, attempts to ruin PC totally
09-15	Will sexually seduce PC at any cost to self	Jealous, attempts to ruin PC's reputation
16-24	Will court PC and be demanding of time	Becomes rival in love and other matters
25-35	Will become a loyal dog	Will become loyal dog
36-65	Will always favor PC	Will always favor PC
66-76	Will become henchmen	Will become henchmen
77-85	Will become lover sexual or otherwise	Will be ever loyal
86-92	Will be ever loyal	PC gains matchmaker
93-97	Will become worshiper	Wishes to become lover
98-00	Will become willing slave	Will become worshiper

Evil Creatures roll -20, Good Creatures roll +20

appropriate tables in Chapter 9

Psionic Strength is the character mental ability rating. This ability is not rolled like the others. Character rating above 8 are considered psionically active and carry an experience rider. For this reason they are chosen rather than rolled randomly like other ability scores. Only the non active scores are given here. Players wishing to play psionic characters should read

as an "attack" $d20 + \text{fascination bonus}$ against the NPC's Intelligence score plus wisdom bonus plus level as a target. The fascination "attack" is never made willingly. It is always a case of "lust at first sight". The NPC reaction is rolled on **Table A4**.

Psionics: Table A3

Every character has a psionic strength (Psi) whether they possess ability or not. This rating determines their bonus scores for mental defense should they be attacked mentally.

Players wishing non-psionic characters roll 2d4 to find their character's psionic ability score and defense adds. Spell casters must have a psionic strength of 3 or better. If you are planning to play a spell caster and roll under the 3, take a 3.

Players wishing characters with psionic abilities use the

Chapter 9: Psionics.

Defense Bonus defines the plus character has to their psionic defense rating. A character's Psionic Defense or PD is defined as $10 + \text{psionic defense bonus} + \text{wisdom bonus}$. A character with a Psionic Ability Score of 4, a Wisdom of 14 and currently 4th level will have a PD score of 20.

Attacks from psionic sources are rolled against the PD the same as melee attacks are rolled against Armor Class. The attacker must exceed the target's PD to succeed.

Additional plus per X level is the bonus gained by the character for increased level. This additional plus is added at the level indicated. It is determined by the character's Psionic Ability score and does not follow the standard bonus scale.



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