

Attribute Scores

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Abilities And Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level.

The Attributes

Each attribute partially describes your character and affects some of his or her actions.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Athletics checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

Strength Score	Melee Aim	Melee Damage	Fortitude Bonus	Minimum Weight	Maximum Press	Athletics Skill	Wooden Doors/Gates	Iron Doors/Gates
0	-5	-5	-5	--	--	-5	--	--
1	-5	-5	-5	5 lbs	10 lbs	-5	--	--
2	-4	-4	-4	10 lbs	20 lbs	-4	--	--
3	-4	-4	-4	15 lbs	30 lbs	-4	--	--
4	-3	-3	-3	20 lbs	40 lbs	-3	--	--
5	-3	-3	-3	25 lbs	50 lbs	-3	--	--
6	-2	-2	-2	30 lbs	60 lbs	-2	1-1 / d20	--
7	-2	-2	-2	35 lbs	70 lbs	-2	1-2 / d20	--
8	-1	-1	-1	40 lbs	80 lbs	-1	1-3 / d20	--
9	-1	-1	-1	45 lbs	90 lbs	-1	1-4 / d20	--
10	0	0	0	50 lbs	100 lbs	0	1-5 / d20	--
11	0	0	0	55 lbs	115 lbs	0	1-6 / d20	--
12	+1	+1	+1	65 lbs	130 lbs	+1	1-7 / d20	--
13	+1	+1	+1	75 lbs	150 lbs	+1	1-8 / d20	--
14	+2	+2	+2	85 lbs	175 lbs	+2	1-9 / d20	--
15	+2	+2	+2	100 lbs	200 lbs	+2	1-10 / d20	--
16	+3	+3	+3	115 lbs	230 lbs	+3	1-11 / d20	1-1 / d20
17	+3	+3	+3	130 lbs	260 lbs	+3	1-12 / d20	1-2 / d20
18	+4	+4	+4	150 lbs	300 lbs	+4	1-13 / d20	1-3 / d20
19	+4	+4	+4	175 lbs	350 lbs	+4	1-14 / d20	1-4 / d20
20	+5	+5	+5	200 lbs	400 lbs	+5	1-15 / d20	1-5 / d20
21	+5	+5	+5	230 lbs	460 lbs	+5	1-16 / d20	1-6 / d20
22	+6	+6	+6	260 lbs	520 lbs	+6	1-17 / d20	1-7 / d20
23	+6	+6	+6	300 lbs	600 lbs	+6	1-18 / d20	1-8 / d20
24	+7	+7	+7	350 lbs	700 lbs	+7	1-19 / d20	1-9 / d20
25	+7	+7	+7	400 lbs	800 lbs	+7	1-20 / d20	1-10 / d20

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

- Attack rolls that require aiming or hand-eye coordination.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Acrobatics, Stealth, Devices, and Thievery checks. These are the skills that have Dexterity as their key ability.

Dexterity Score	Evasion AC	Initiative Bonus	Reaction Speed	Ranged Aim	Ranged Damage	Reflex Bonus	Skill Bonus
0	5	-5	1-1 / d20	-5	-5	-5	-5
1	5	-5	1-1 / d20	-5	-5	-5	-5
2	6	-4	1-2 / d20	-4	-4	-4	-4
3	6	-4	1-2 / d20	-4	-4	-4	-4
4	7	-3	1-3 / d20	-3	-3	-3	-3
5	7	-3	1-3 / d20	-3	-3	-3	-3
6	8	-2	1-4 / d20	-2	-2	-2	-2
7	8	-2	1-4 / d20	-2	-2	-2	-2
8	9	-1	1-5 / d20	-1	-1	-1	-1
9	9	-1	1-5 / d20	-1	-1	-1	-1
10	10	0	1-6 / d20	0	0	0	0
11	10	0	1-6 / d20	0	0	0	0
12	11	+1	1-7 / d20	+1	+1	+1	+1
13	11	+1	1-7 / d20	+1	+1	+1	+1
14	12	+2	1-8 / d20	+2	+2	+2	+2
15	12	+2	1-8 / d20	+2	+2	+2	+2
16	13	+3	1-9 / d20	+3	+3	+3	+3
17	13	+3	1-9 / d20	+3	+3	+3	+3
18	14	+4	1-10 / d20	+4	+4	+4	+4
19	14	+4	1-10 / d20	+4	+4	+4	+4
20	15	+5	1-11 / d20	+5	+5	+5	+5
21	15	+5	1-11 / d20	+5	+5	+5	+5
22	16	+6	1-12 / d20	+6	+6	+6	+6
23	16	+6	1-12 / d20	+6	+6	+6	+6
24	17	+7	1-13 / d20	+7	+7	+7	+7
25	17	+7	1-13 / d20	+7	+7	+7	+7

Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

- Initial Hit Points Bonuses at Level 1.
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

Constitution Score	Health Bonus	Fortitude Bonus	System Shock	Concentrate Bonus	Poison DR	Regeneration (in HP)					
						Active		Resting / Bandaged		Bandaged + Resting	
						Per Day	Per Hour	Per Day	Per Hour	Per Day	Per Hour
0	-5	-5	1-5 / d20	-5	--	1	1 in 24	1	1 in 24	1	1 in 24
1	-5	-5	1-5 / d20	-5	--	1	1 in 24	2	1 in 12	2	1 in 12
2	-4	-4	1-6 / d20	-4	--	2	1 in 12	3	1 in 8	3	1 in 8
3	-4	-4	1-6 / d20	-4	--	2	1 in 12	3	1 in 8	4	1 in 6
4	-3	-3	1-7 / d20	-3	--	3	1 in 8	4	1 in 6	5	1 in 5
5	-3	-3	1-7 / d20	-3	--	3	1 in 8	5	1 in 5	6	1 in 4
6	-2	-2	1-8 / d20	-2	--	4	1 in 6	6	1 in 4	7	1 in 4
7	-2	-2	1-8 / d20	-2	--	4	1 in 6	6	1 in 4	8	1 in 3
8	-1	-1	1-9 / d20	-1	--	5	1 in 5	7	1 in 4	9	1 in 3
9	-1	-1	1-9 / d20	-1	--	5	1 in 5	8	1 in 3	10	5 in 12
10	0	0	1-10 / d20	0	--	6	1 in 4	9	1 in 3	11	5 in 12
11	0	0	1-10 / d20	0	--	6	1 in 4	9	1 in 3	12	1 in 2
12	+1	+1	1-11 / d20	+1	--	7	1 in 4	10	5 in 12	13	1 in 2
13	+1	+1	1-11 / d20	+1	--	7	1 in 4	11	5 in 12	14	1 in 2
14	+2	+2	1-12 / d20	+2	--	8	1 in 3	12	1 in 2	15	5 in 8
15	+2	+2	1-12 / d20	+2	--	8	1 in 3	12	1 in 2	16	2 in 3
16	+3	+3	1-13 / d20	+3	--	9	1 in 3	13	1 in 2	17	2 in 3
17	+3	+3	1-13 / d20	+3	--	9	1 in 3	14	1 in 2	18	3 in 4
18	+4	+4	1-14 / d20	+4	1 / Round	10	5 in 12	15	5 in 8	19	5 in 6
19	+4	+4	1-14 / d20	+4	1 / Round	10	5 in 12	15	5 in 8	20	5 in 6
20	+5	+5	1-15 / d20	+5	2 / Round	11	5 in 12	16	2 in 3	21	7 in 8
21	+5	+5	1-15 / d20	+5	2 / Round	11	5 in 12	17	2 in 3	22	11 in 12
22	+6	+6	1-16 / d20	+6	3 / Round	12	1 in 2	18	3 in 4	23	11 in 12
23	+6	+6	1-16 / d20	+6	3 / Round	12	1 in 2	18	3 in 4	24	1 in 1
24	+7	+7	1-17 / d20	+7	4 / Round	13	1 in 2	19	5 in 6	25	1 in 1
25	+7	+7	1-17 / d20	+7	4 / Round	13	1 in 2	20	5 in 6	26	13 in 12

Intelligence (Int)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- Tracking, Perception, and Spellcraft checks. These are the skills that have Intelligence as their key ability.
- A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

Intelligence Score	Spell Aim Bonus	Reflex Bonus	Skill Bonus	Maximum Spell Level	Chance to Learn Spell	Chance of Spell Failure	Tome: Spells/Level	Illusion Immunity
0	-5	-5	-5	--	--	--	--	--
1	-5	-5	-5	--	--	--	--	--
2	-4	-4	-4	--	--	--	--	--
3	-4	-4	-4	--	--	--	--	--
4	-3	-3	-3	--	--	--	--	--
5	-3	-3	-3	--	--	--	--	--
6	-2	-2	-2	0th	1-1 / d20	1-20 / d20	1	--
7	-2	-2	-2	0th	1-2 / d20	1-19 / d20	2	--
8	-1	-1	-1	1st	1-3 / d20	1-18 / d20	3	--
9	-1	-1	-1	1st	1-4 / d20	1-17 / d20	4	--
10	0	0	0	2nd	1-5 / d20	1-16 / d20	5	--
11	0	0	0	2nd	1-6 / d20	1-15 / d20	6	--
12	+1	+1	+1	3rd	1-7 / d20	1-14 / d20	8	--
13	+1	+1	+1	3rd	1-8 / d20	1-13 / d20	10	--
14	+2	+2	+2	4th	1-9 / d20	1-12 / d20	12	--
15	+2	+2	+2	4th	1-10 / d20	1-11 / d20	14	--
16	+3	+3	+3	5th	1-11 / d20	1-10 / d20	16	--
17	+3	+3	+3	5th	1-12 / d20	1-9 / d20	18	--
18	+4	+4	+4	6th	1-13 / d20	1-8 / d20	20	0th Level
19	+4	+4	+4	6th	1-14 / d20	1-7 / d20	23	0th Level
20	+5	+5	+5	7th	1-15 / d20	1-6 / d20	26	1st Level
21	+5	+5	+5	7th	1-16 / d20	1-5 / d20	29	1st Level
22	+6	+6	+6	8th	1-17 / d20	1-4 / d20	32	2nd Level
23	+6	+6	+6	8th	1-18 / d20	1-3 / d20	36	2nd Level
24	+7	+7	+7	9th	1-19 / d20	1-2 / d20	40	3rd Level
25	+7	+7	+7	9th	1-20 / d20	1-1 / d20	45	3rd Level

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm person and other spells).
- Medical and Survival checks. These are the skills that have Wisdom as their key ability.
- Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

Wisdom Score	Will Bonus	Skill Bonus	Bonus Experience	Maximum Spell Level	Chance to Learn Spell	Chance of Spell Failure	Tome: Spells/Level	Enchantment Immunity
0	-5	-5	--	--	--	--	--	--
1	-5	-5	--	--	--	--	--	--
2	-4	-4	--	--	--	--	--	--
3	-4	-4	--	--	--	--	--	--
4	-3	-3	--	--	--	--	--	--
5	-3	-3	--	--	--	--	--	--
6	-2	-2	--	0th	1-1 / d20	1-20 / d20	1	--
7	-2	-2	--	0th	1-2 / d20	1-19 / d20	2	--
8	-1	-1	--	1st	1-3 / d20	1-18 / d20	3	--
9	-1	-1	--	1st	1-4 / d20	1-17 / d20	4	--
10	0	0	--	2nd	1-5 / d20	1-16 / d20	5	--
11	0	0	--	2nd	1-6 / d20	1-15 / d20	6	--
12	+1	+1	+10%	3rd	1-7 / d20	1-14 / d20	8	--
13	+1	+1	+10%	3rd	1-8 / d20	1-13 / d20	10	--
14	+2	+2	+20%	4th	1-9 / d20	1-12 / d20	12	--
15	+2	+2	+20%	4th	1-10 / d20	1-11 / d20	14	--
16	+3	+3	+30%	5th	1-11 / d20	1-10 / d20	16	--
17	+3	+3	+30%	5th	1-12 / d20	1-9 / d20	18	--
18	+4	+4	+40%	6th	1-13 / d20	1-8 / d20	20	0th Level
19	+4	+4	+40%	6th	1-14 / d20	1-7 / d20	23	0th Level
20	+5	+5	+50%	7th	1-15 / d20	1-6 / d20	26	1st Level
21	+5	+5	+50%	7th	1-16 / d20	1-5 / d20	29	1st Level
22	+6	+6	+60%	8th	1-17 / d20	1-4 / d20	32	2nd Level
23	+6	+6	+60%	8th	1-18 / d20	1-3 / d20	36	2nd Level
24	+7	+7	+70%	9th	1-19 / d20	1-2 / d20	40	3rd Level
25	+7	+7	+70%	9th	1-20 / d20	1-1 / d20	45	3rd Level

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Deception and Speechcraft checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

When an ability score changes, all attributes associated with that score change accordingly. A character does not get additional skill points for previous levels if she increases her intelligence.

Charisma Score	Will Bonus	Skill Bonus	Reaction: Alignment	Reaction: Opposite	Civilian	ATTRACT FOLLOWERS		
						Soldier / %	Officer	Party
0	-5	-5	-5	+5	--	--	--	--
1	-5	-5	-5	+5	5	2	1	--
2	-4	-4	-4	+4	10	5	2	1
3	-4	-4	-4	+4	15	7	3	1
4	-3	-3	-3	+3	20	10	4	2
5	-3	-3	-3	+3	30	12	5	2
6	-2	-2	-2	+2	40	15	6	3
7	-2	-2	-2	+2	50	17	7	3
8	-1	-1	-1	+1	60	20	8	4
9	-1	-1	-1	+1	80	25	9	4
10	0	0	0	0	100	30	10	5
11	0	0	0	0	120	35	11	5
12	+1	+1	+1	-1	140	40	12	6
13	+1	+1	+1	-1	170	50	13	6
14	+2	+2	+2	-2	200	60	14	7
15	+2	+2	+2	-2	230	75	15	7
16	+3	+3	+3	-3	260	90	16	8
17	+3	+3	+3	-3	300	105	17	8
18	+4	+4	+4	-4	340	120	18	9
19	+4	+4	+4	-4	380	140	19	9
20	+5	+5	+5	-5	420	160	20	10
21	+5	+5	+5	-5	470	180	21	10
22	+6	+6	+6	-6	520	200	22	11
23	+6	+6	+6	-6	570	225	23	11
24	+7	+7	+7	-7	620	250	24	12
25	+7	+7	+7	-7	670	300	25	12

DIFFICULTY vs. ATTRIBUTE CHECK

Every attribute check requires a minimal attribute rating. From that point, every 8 points in the necessary attribute is considered a +1 bonus to die rolls. Barely rolling over the needed die roll (difficulty rating) does not mean full succession. It may mean partial succession where more rolls are required.

When doing an attribute check, this table represents the percentile of success:

Rolls above Requirement	Percentile to Succession
1-2	10%
3-4	20%
5-6	30%
7-8	40%
9-10	50%
11-12	60%
13-14	70%
15-16	80%
17-18	90%
19-20	100%

All percentile results stacks upon one another and only one roll can be made per round. If a PC has rolled 5 points over the difficulty rating, he or she has completed only 30% of the task in one round. If the same PC rolled an extra 7 above the rating, he or she has progressed another 40% totaling to 70% of the required task. This continues until the task is complete.

Any failed check usually means no progression has been made. Only during certain circumstances (stated by the game master) does the failed check become a negative progression result:

Rolls under Requirement	Percentile from Succession
-1 to -2	-10%
-3 to -4	-20%
-5 to -6	-30%
-7 to -8	-40%
-9 to -10	-50%
-11 to -12	-60%
-13 to -14	-70%
-15 to -16	-80%
-17 to -18	-90%
-19 to -20	-100%