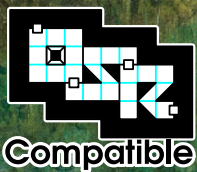


For Gold & Glory™

Old School Roleplaying



Justen Brown

Sample file

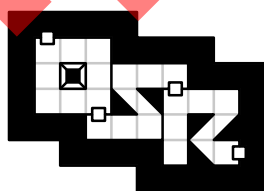
The Adventurer's Compendium: A Comprehensive Guide to Adventuring

FOR GOLD AND GLORY™

and
How to Survive
Long Enough to Enjoy It

For Gold & Glory™
ADVANCED FANTASY
ROLE PLAYING GAME
2ND EDITION (v2.0.1: 6 June 2016)

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Compatible

This rulebook is **OSR Compatible** and can be used with any old school RPG or modern clones. It was designed with the **advanced** version of the game in mind but with minimal changes can be used with **original** or **classic** rules or their clones.

Encounters are listed in the following format:

Orcs (4) – AC 6, Move 9, HD 1, THACO 19, Attack 1 longsword (1d8), Size M, Morale 12, XP 15

Armor Class is given descending values. An unarmored character is AC 10 and chainmail gives AC 5.



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FOREWORD

I was introduced to role-playing through video games. Early PC titles like Ultima, Wizardry, and Might & Magic brought me into fantastical worlds where monsters lurked in every wire frame dungeon waiting to kill your faceless avatars who sought fantastic, randomly generated treasure. I made my own maps, poorly scribbled on graph paper, complete with locations of traps, merchants, and ambushes. I named my characters after friends and family – their victories and failures felt like my own. With every death or secret trove discovered, I felt like I had accomplished something. No play session, whether five minutes or five hours, went without its pleasant (or not) surprises.

Unwittingly I was being prepared for a richer and more in depth experience that transcended the digital world. I remember checking out the 2nd Edition Advanced rules at my local library. I knew a little about the license from video games but nothing could prepare me for the wealth of opportunities within those books.

Cracking open the original 1989 player's guide, the first illustration you're drawn to is a full-page oil painting by Larry Elmore. Entitled "Dragon slayers, and proud of it!" the painting depicts five adventurers triumphantly posing before the body of a very young green dragon dangling from a tree as a fisherman would present his prized catch. A small wooden box at their feet held gold coins, a few glittering gems poking out here and there. The adventurers weren't wearing ridiculously exaggerated armor, bikini-mail with bare midriffs and massive cleavage, or wielding fifty-foot long paper-thin swords. Our heroes were a lightly armored elf archer, a cleric with a hammer and a holy symbol etched on his belt buckle, a massive bearded warrior with rusty chain mail, a smaller raven haired female warrior, and a mysterious looking magic user cloaked in red.

To me, this picture is how I imagine the quintessential adventurers. These allies had braved some distant lair, defeated a mighty monster (as even newborn dragons are not to be trifled with), collected a modest treasure, and escaped with treasure (and a few scars) that tell entire stories. These heroes were the invisible men and women I created in my fantasy video games. I knew that I held in my hand a gateway into majestic worlds yet to be told and I quickly met many people whose vision we all shared. These dragon slayers have made a hobbyist out of me and I'm proud of it.

Justen Brown

EDITOR'S FOREWORD

"Wow!" That's the sound that I make every time I think about the last year and a half that I labored on this massive compendium of rules and suggestions. Since February of 2010, For Gold & Glory™ has consumed most of my spare time. Though I have done smaller projects in recent years, I haven't been this consumed by a game system since I published my own OGL inspired Mutazoids3e back in 2003. While that project used the (then) new open gaming system and a post apocalyptic setting, as you know by now, FG&G™ uses the open gaming license to simulate old school rules in a straight fantasy setting. I felt as if I had come home to a much more familiar territory.

Even though I didn't know it at the time, my first gaming experiences were in hybrid games. Thirty years later, I can now see how my first GM had intricately woven rules from the (then) new, "Advanced" version of the game with his favorite house rules pulled from the "Basic" games that came before it and the now infamous RPG magazines of the day: the Dragon, Dungeon, Polyhedron, etc.

For Gold & Glory™ pays homage to this hybrid style of gaming. My primary concern when I took over as editor of FG&G™ was to lay nothing less than a solid, old school foundation similar in style to the second "Advanced" version of the game. My next concern then became to fix any obvious errors and fill in any obviously missing rules. Whenever possible, the most official sources (such as erratum, official second edition handbooks, "Dispel Illusion", and www.d20srd.org) were consulted. Next, either the first "Advanced" version or even one of the "Basic" versions was consulted. If no official source could be found, unofficial sources, such as "Sage Advice" was checked, and finally if no source of information could be found, I would consult the forums at www.dragonsfoot.com and attempt to form a consensus. Justen and I dropped sections of his original manuscript, other sections previously considered optional were added, and all sections were completely reworked. I attempted to leave stubs in place for many of the optional rules that have not yet been devised. While my stepson Warren and others found several issues in the core, Adam was of utmost assistance when working with the spells. He devoured them, and researched dozens of issues I never would have considered. Lessons learned while working on spells paid off while working on magical items. Dan came on to the project at this time, checked over the magical items, corrected my punctuation over the entire document, and forced me to be more careful with my run-on sentences.

This book is the result. Despite its size, I certainly don't think it's perfect or complete. I also don't think everyone will agree with every decision that Justen or I made. Even so, I am rather pleased with it, not because it represents the way you or I actually play the game, but because it lays a solid foundation for either of us to turn it into the game we will love to play.

Moses Wildermuth
July 12, 2012

PS—Always remember that magic is not an exact science. - HawkWolf

CHAPTER 0 INTRODUCTION

INTRODUCTION TO THE GAME

In 1974, E. Gary Gygax and Dave Arneson created the rules to the world's first published Role Playing Game. Combining improvisational character acting with modified war-gaming rules to support single players, "The Fantasy Medieval War game" became a major success among tabletop gamers and young adults alike. Gygax continued to expand on his original concept and in 1977 he released the first edition "Advanced" rules based on the original TFMW.

Gygax billed his new rules as "neither an expansion nor a revision of the old game, it is a new game". For ten years the Advanced product line remained strong, seeing many published adventures, a monthly magazine, and supplemental material that expanded the rules. Having left the company, TSR built upon Gygax's Advanced line to create a "2nd Edition" in 1989 designed by David "Zeb" Cook and developed by Steve Winter and Jon Pickens.

*For Gold & Glory*TM is an Open Game License interpretation of Zeb Cook's 2nd Edition rules. All material contained within is free for use, distribution, copying, and updating within the confines of the OGL. The rules remain mostly intact but the descriptions have changed for the sake of brevity, clarity, and ease of reference. *For Gold & Glory* gives role players a complete reference to 2nd Edition "core material" and allows publishers to release original or new material using 2nd Edition rules.

WHAT IS A ROLE-PLAYING GAME?

A role playing game combines the rules aspects of a board game with the free form acting found in traditional role-play. Players assume the role of intrepid heroes (or dastardly villains) and their interactions with the world they live in. Players act as their avatars would with a fictional background and personality.

What separates role-playing from all other games is the variable nature. Heroes win and lose as the result of good planning, experience, and sharp skills or lack thereof. However, just like real life, circumstances can get the better of you as events can sway in either direction at the drop of a hat (or dice, in the game's case).

The players shape the world and the Game Master creates the world. The rules remain the same, but unlike most games the playing field constantly changes. Role-playing is unique because every choice has a reaction. Sometimes it's blatant but often subtle. You can play the game for years and never recreate the same experience twice.

THE GOLDEN RULE

Have fun. Role-playing is a shared experience that relies on the teamwork of everyone at the table. If people aren't having fun then the problem needs to be identified quickly, whether it's a problem player or noticeable distraction. If a single person is ruining the enjoyment for everyone else, they should be politely notified of their behavior and the situation corrected without detracting from the game. Arguments naturally devolve from interpretations of the rules but regardless of any situation the GM has

the final say in all matters. The only important thing at the table is the game and the enjoyment of everyone.

A WORD OF METAGAMING

Metagaming is a term referring to a character that has knowledge that only the player could obtain. This is usually knowledge regarding monsters, spells, or item functions. The challenge of role-playing is feigning ignorance. Players are discouraged from acting upon knowledge their characters wouldn't have. Remember that *FG&G*TM is a game of high fantasy and magic where literally anything is possible from exploring the stars to time travel. This is a game where gods can walk the earth...or not. The GM is "God" but should be impartial in his rulings.

REQUIRED MATERIALS

To play this game you need a player willing to be the Game Master (GM) and at least one player to run a character. The Game Master creates and runs the world while the players create characters to experience the world. Four to five characters are optimal—the more players, the slower the game plays. In addition to a copy of this rule set you'll also need some paper, graphing paper for maps although combat relies very little on exact placement, some miniatures or character markers if you prefer, pencils, and a set of funny dice (d4, d6, d8, d10, d12, and d20).

CORE MECHANIC

The basis on which the game runs is "If it's not covered by the rules, roll d20 and add or subtract modifiers." There are numerous situations that cannot be covered in a single document. In cases where an action seems probable, a player is encouraged to roll a d20; high numbers favor their character. Positive modifiers can be applied for easy situations such as masterwork tools and negative modifiers can be applied for difficult situations such as poor visibility. As a rule of thumb, situational modifiers should be applied in even numbers such as -2 (-10%) or +4 (+20%). The higher the bonus means the easier the task and vice versa for penalties.

A NOTE ABOUT PRONOUNS

The male pronoun (he, him, his) is used regularly throughout this document for ease of use. It does not reflect gender exclusivity.

AN EXAMPLE OF PLAY

This example is to ease new players into how a typical game of *For Gold & Glory*TM is played. A fighter, ranger, thief, and wizard (the four players) have been tasked by a nearby village to clear out the evil infesting a nearby moat house. The PCs easily dispatched the giant frogs that ambushed them in the marshes and are now approaching the ruined drawbridge.

GM: Wiping the frog blood from your weapons, you approach a drawbridge. Half of it has been battered through and the holes patched with wooden planks, the wood having long rotted. The chains have fallen and are completely rusted.

Wizard: I'm not setting foot on that!

Thief: Let me prod it with my 10' pole!

Fighter: Forget it. I'm the heaviest. Attach this rope around my waist, hand it to Ranger, and walk across testing each plank.

Ranger: A sound plan.

GM: The wood has rotted but it holds up easily under your weight. The rest of the party crosses with no problems. Before you are massive wooden doors serving as gates – one hanging open on a great hinge and the other is splintered and shored closed from the inside. Boot prints are visible leading out from the gates.

Thief: Where there are tracks, there's bound to be treasure.

Ranger: Or, more accurately, trouble. Fighter, cover me. Stooping low, I follow the tracks in. What do I see?

GM: (Secretly rolls dice. He determines that two brigands keeping watch spot the party and stealthily run off to warn their leader.) The tracks lead into a ruined courtyard. Great stone steps lead up to the moat house's main keep, the large oak doors rotten and ajar. The remains of a watchtower looms behind you, its wooden doors closed.

Ranger: About how many tracks are there? (Ranger rolls a skill check for his tracking ability)

GM: Six or seven distinct tracks. It's hard to tell because the tracks slide about on the wet surface. Two tracks are fresh, though, only a minute or two old.

Ranger: Weapons out, everyone. Proceed in formation to the keep.

Wizard: I don't like being out in the open. I cast shield on myself. What do we hear?

GM: Aside from your own chanting, strange sounds from inside the keep echo out and reverberate along the walls.

Thief: Hmm, that watchtower shouldn't go unchecked. I peek inside.

Ranger: Hey! Stay in formation!

GM: Creeping over to the doors, you push them open. A few bones are scattered among the dirt but the gleam of many coins catches your eye.

Thief: Jackpot! I rush in and scoop up some coins.

Fighter: Stop you idiot!

GM: Thief runs in with his coin purse open ready to snatch up some gold. There's a hissing sound and a rush of air as a huge spider, the size of a bull mastiff, drops down. (Rolls d6 to see if Thief is surprised on a 1-5 – GM rolls a 6 meaning Thief isn't surprised.) Your keen senses are enough to keep you alert but the spider presses in to attack.

Thief: Help me!

Wizard: Argh! I hate spiders!!

Fighter: Attack!

GM: Hold it, I'm not done yet. As the spider drops down you guys immediately hear multiple footsteps echo out the keep. Eight rough and tumble men wearing studded leather armor and wielding flails come rushing out followed by a larger, meaner

looking man wearing chain armor, a shield, and wielding a long sword. He speaks "More adventurers?! Your heads will line my trophy wall, Haha!"

Ranger: I'll see to it this land is cleansed of your evil, brigand! Charge!!

The game continues as the PCs fight out this encounter. Thief is in a bad spot, fighting a huge spider alone, but he could gain the advantage by striking first. The other three PCs must contend with triple their numbers but Fighter and Ranger can hold their own in melee, the brigands are poorly equipped, and Wizard can cast sleep which may be the key to winning the battle.

The events could've been different depending on the party's actions. The two brigands standing watch could've been surprised and likely would have run off screaming or surrendered. The PCs could've investigated the watchtower first, fighting the spider alone and likely making quick work of it. The brigand leader, a coward at heart, could've ordered a retreat while taking with all their treasure with them but instead he pressed on after seeing the party was only three strong (he can't see Thief who is in the watchtower).

Every game is different and the party's actions shape the world around them. This is the key to good roleplaying.

GLOSSARY

Ability: One of six attributes that determine the basic strong points and weak points of a character. These attributes are strength, dexterity, constitution, intelligence, wisdom, and charisma.

Ability Check: A roll of 1d20, plus modifiers, against a relevant ability score. If the result is equal to or less than your character's ability score the action succeeds. As a general rule, any action not covered by the rules should be handled with an ability check. For example, use a dexterity check to swing off a chandelier or an intelligence check to navigate a difficult maze. The GM may apply penalties based on the situation such as –8 for a fighter trying to pick a lock (–2 for not having tools and –6 for not being a trained thief). If an action takes longer than a few seconds, assume a person can perform that action on a successful check for one round (one minute) before having to re-roll.

Alignment: Reflects the characters attitude and personality. Alignment is a guideline, not an all-encompassing rule. A good character may lie to protect an innocent ally, while an evil person's lie is likely to be entirely self-serving and harmful.

Armor Class ("AC"): The defensive rating of a character, or how difficult they are to hit. AC begins at base 10 (unarmored, no modifiers) and caps at –10 (highest armor value regardless of modifiers). Penalties increase AC and bonuses reduce it. AC is an abstraction; failing to hit an opponent's AC doesn't necessarily mean a miss' but rather the weapon scraped across armor harmlessly, or the blow was deflected.

Attack Roll: 1d20 plus modifiers. Any bonus "to hit" is added to the attack roll. The attack roll is cross-referenced with THACO to determine a successful hit.

Common: The generic, universal language that all player characters know how to speak, read, and write. Often, all civilized races and societies that interact with one another share this language.

Creature: A collective term for PCs and NPCs. Sometimes used interchangeably with "character" or "monster".

d#: Abbreviation for die or dice. By itself, it means a single die while a number preceding indicates the number of die or dice to roll (e.g. 3d6 means roll three sets of six dice).

d3: Roll 1d6; a result of 1-2 is considered a 1, 3-4 is considered a 2, and 5-6 is considered a 3.

d100 or d%: Either an actual 100 sided dice or roll 2d10 and denote which is the 10s die and which is the 1s die. A roll of 10 on either die is considered a 0. Rolling two 0s is equal to 100.

Damage: The effect of a successful attack subtracted from a creature's hit points.

Demi-human: Any non-human player character race.

Dual-class Character: A human who stops advancing in their current class to advance in another. Demi-humans cannot dual class.

Effective Area: The area in which a device, creature or character's power works. Unless stated otherwise, all creatures caught in the area are subject to the effects, regardless of disposition.

Energy drain: A special power that allows a creature to drain the life energy in the form of class levels from a character.

Experience points ("XP"): Points characters earn from the GM. When XP reaches a certain level, their character advances learning new abilities and becoming more powerful.

Game Master ("GM"): The player who controls the flow of the game, creates encounters, and adjudicates the rules.

Henchman: Non-player character that is loyal to a specific PC. The PC in question usually controls the henchman's actions but is expected to treat the henchman fairly. In cases of abuse, a henchman should be role-played by the GM. The total number of henchmen a PC can ever have is based on the PC's charisma score.

Hireling: Non-player characters hired for a particular task and that usually stay under control of the GM. Hirelings are loyal, so long as the pay is good, and the job in question isn't against their nature.

Hit dice: Dice rolled to determine a character's hit points. After a certain level, hit dice are no longer obtained. Hit point modifiers gained from constitution are only added to hit dice, never levels.

Hit points ("HP"): A number representing the overall health of a character. Hit points are an abstraction; higher-level characters are capable of shrugging off blows that would have killed weaker characters. An attack that deals 1 HP against a creature with 2 HP is a vicious blow but the same attack against a creature with 20 HP is hardly a scratch.

Infravision: The ability to see in non-magical darkness. Infravision is black and white only; color must be discerned in natural light.

Initiative: A 1d10 roll made by opposing parties in combat. Lower initiatives go before higher initiatives. All actions a party makes happen simultaneously before proceeding to the next party in the initiative order.

Level: Generally used as a measure of power for characters, dungeons, or spells. The higher the level, the stronger the aspect is.

Melee: Combat made through direct contact, either through natural or manufactured weapons.

Missile combat: Attacking using a ranged weapon, either powered by a weapon or thrown.

Movement Value/Speed ("MV"): A number representing the distance a character can cover in a single round. Movement value (or sometimes referred to as speed) is represented in miles, yards, or feet depending on whether the characters are traveling overland, exploring open terrain, navigating enclosed areas, or fighting.

Multi-class character: A demi-human with more than one class. Humans cannot multi-class.

Non-player Character ("NPC"): All characters controlled by the GM.

Object: Any inanimate, unintelligent item, organic or not. Some objects are magically intelligent and can be treated as creatures.

Race: A player character's species. These include human, elf, half-elf, dwarf, halfling, and gnome.

Rate of fire ("ROF"): The number of times a ranged weapon can be used to attack, represented as (# of attacks)/(per round). An ROF of 3/1 means three attacks per round. An ROF of 1/2 means one attack every other round.

Round: Measurement of in-game time equal to 1 minute. In combat, characters can generally perform one action. Rounds are an abstraction and in combat encompass more than simple attacking and moving. Attackers feint, dodge blows, and move into favorable positions.

Saving Throw: A character's ability to resist the effects of special attacks such as magic, poison, or a dragon's breath. Success is determined by rolling 1d20 and meeting or beating the character's modified save. Penalties increase saving throws, while bonuses decrease it.

Size Category: All creatures have a size category that can affect the type of equipment they need, the amount of damage done to them and the types of spells cast against them. Most humanoids are man-sized, thus equipment is sized for them.

Surprise: The chance a party may be surprised before an encounter. When two or more parties may be surprised, the GM rolls a surprise check of 1d10. On a 1-3, that character or group is surprised. It's possible for all parties to be surprised at the same time.

To Hit A Combat Opponent ("THACO"): This number represents a character's ability to successfully hit a target. Subtract the defender's AC from the attacker's THACO – the attack roll must equal or exceed this modified number in order to successfully hit. Remember that double negatives (subtracting a negative from a positive) add to the number, making it more difficult to hit.

Bonuses to hit decrease THACO and penalties increase it. Under no circumstances can THACO be reduced below 1. If a bonus would reduce it below 1, discard the remainder.

Turn: Measurement of in-game time equal to 10 minutes.

Turn Undead: The magical ability to channel divine power to turn away or destroy undead.

Table 1: Size Categories

Size	Examples
Tiny-sized or smaller	Pixie, frog
Small-sized	Halfling, large spider
Man-sized	Human, riding dog
Large-sized	Ogre, bear
Huge-sized	Giant, behir
Gigantic-sized	Titan, tarrasque



CHARACTER GENERATION BASICS

To create a character to play in *For Gold & Glory*™, read through Chapters 1-6. These cover all aspects of the player character. If there's a term you don't understand, check the glossary or keep reading. Some terms are explained in more detail during later chapters.

You'll keep your character recorded on a sheet of paper. Some people prefer fancy, pre-made character sheets but a simple index card or lined notebook paper will do.

CHAPTER 1: ROLL ABILITY SCORES

Your character's six ability scores are his "backbone" and determine his strong points and weak points.

CHAPTER 2: CHOOSE RACE

Each race has its own advantages and disadvantages, special abilities, and movement value.

CHAPTER 3: CHOOSE CLASS

Your character's class is like his job. Class determines combat skills (THACO), health (hit points), endurance (saving throws), and special abilities like stealth or magic.

CHAPTER 4: CHOOSE ALIGNMENT

Your character's alignment is his moral compass, or complete lack thereof, that influences his personality and choices. Alignment isn't a straight jacket that limits role-play but rather a tool to help guide the decisions you make for your character.

CHAPTER 5 & 6: CHOOSE SKILLS

This is where your character's previous life experience and training shape a future hero, and you determine his favored or signature weapon(s) and other attack methods that he employs in battle. If your character is a single class fighter, he will now gain his greatest advantages over the other classes, with the most number of options and interesting combinations. This is due to a single class fighter's uniquely singular focus on combat.

CHAPTER 7: PURCHASE EQUIPMENT

With your character finished, it's time to outfit him. His starting gear could spell the difference between life and death, so choose affordable equipment that will help your character survive long enough to collect more treasure and find better gear.

CHAPTER 1 ABILITY SCORES

All characters are represented by six ability scores; three physical and three mental. The method for generating ability scores is determined by the GM.

Method I - Traditional: Roll 3d6 in order of attributes: strength, dexterity, constitution, intelligence, wisdom, and charisma.

Method II - Contemporary: Roll 4d6 six times, dropping the lowest number, and assign as the player chooses.

Method III - New Age: Roll 4d4 + 2 six times and assign as the player chooses.

Method IV - Points System: Characters have 60 + 4d4 points to assign to their abilities (minimum 3 and maximum 18). Each 10% of exceptional strength costs 1 point.

Human characters will typically have a score between 3–18 with 9–11 being the typical average. Non-human races have ability requirements; if the ability scores do not meet the requirement, the character cannot be that race. A starting character won't have a single ability score above 18 with the exception of racial bonuses or exceptional strength provided the character is a warrior.

STRENGTH

Strength (Str) represents raw muscle mass and is the most important ability score for warriors. A warrior with strength of 18 can roll a d% for exceptional strength. An 18/61 is stronger than an 18/35.

Melee Attack Modifier: Modifies the character's ability to hit with a melee weapon or bow. Refer to Weapons and Armor: Bows, for more information.

Damage Modifier: This bonus is applied to the damage of melee weapons, hurled weapons, and bows, but never cross-bows. Refer to Weapons and Armor: Bows, for more information.

Non-Encumbered: How much weight a character can carry on his person without feeling the effects of encumbrance (Refer to Encumbrance).

Max Weight: The maximum amount of weight the character can carry on his person. If a character carries more weight than they're allowed, they cannot move or act.

Force Doors: The chance to force open a large or stuck door on a roll of 1d20. If the number is equal to or less than the number the door is forced open. Each attempt takes an amount of time determined by the GM and creates considerable noise. The number in parentheses is the chance to force open a locked (magical or mundane) or barred door. Retrying a failed roll is not possible.

Table 1.1: Strength

Ability Score	Melee Attack Modifier	Damage Modifier	Non-Encum	Max Weight	Force Doors	Bend Bars/Lift Portcullis
1	-5	-4		3	1	0%
2	-3	-2	1	5	1	0%
3	-3	-1	5	10	2	0%
4-5	-2	-1	10	20	3	0%
3	-3	-1	5	10	2	0%
4-5	-2	-1	10	20	3	0%
6-7	-1	0	20	55	4	0%
8-9	0	0	35	90	5	1%
10-11	0	0	40	115	6	2%
12-13	0	0	45	135	7	4%
14-15	0	0	55	165	8	7%
16	0	+1	70	180	9	10%
17	+1	+1	85	220	10	13%
18	+1	+2	110	255	11	16%
18/01-50	+1	+3	135	280	12	20%
18/51-75	+2	+3	160	315	13	25%
18/76-90	+2	+4	185	330	14	30%
18/91-99	+2	+5	235	380	15(3)	35%
18/00	+3	+6	335	480	16(6)	40%
19	+3	+7	485	640	16(8)	50%
20	+3	+8	535	700	17(10)	60%
21	+4	+9	635	810	17(12)	70%
22	+4	+10	785	970	18(14)	80%
23	+5	+11	935	1,130	18(16)	90%
24	+6	+12	1,235	1,440	19(17)	95%
25	+7	+14	1,535	1,750	19(18)	99%

Bend Bars/Lift Portcullis: The chance to physically bend strong metal bars or lift a heavy portcullis. Retrying a failed roll is not possible.

Bonuses and Penalties to Exceptional Strength Scores: If a character with exceptional strength receives a bonus or penalty to his strength score, whether permanent or temporary, from a spell, magic item or some other magical means, each point of bonus or penalty equates to one category increase or decrease in the character's exceptional strength, placing them in the middle of the next lowest or highest category. This does not include racial modifiers for strength given while the character is created.

For each +1 bonus or -1 penalty, the results for exceptional strength are shown here: 18/01-50 will rise to 18/64 or drop to standard 18; 18/51-75 will rise to 18/83 or drop to 18/25; 18/76-90 will rise to 18/95 or drop to 18/64; 18/91-99 will rise to 18/00 or drop to 18/83; and 18/00 will rise to 19 or drop to 18/95.

DEXTERITY

Dexterity (Dex) represents reflexes and hand eye coordination. It is the most important ability score for rogues.

Surprise Modifier: Modifier added to your character's surprise roll. This bonus is also applied to saving throws vs. attacks that can be avoided by quick movement like *fireballs* and breath weapons.

Missile Attack Modifier: Modifies the attack roll for all ranged attacks, and reduces the penalties for two-weapon attacks.

AC Modifier: Modifies the character's AC. A beneficial modifier can be ignored in cases where character's cannot react to a situation such as when surprised, prone, paralyzed, sleeping or tied up. A positive number is a penalty and a negative number is a bonus whenever calculating AC.

Table 1.3: Dexterity

Ability Score	Surprise Modifier	Missile Attack Modifier	AC Modifier
1	-6	-6	+5
2	-4	-4	+5
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	0	0	+1
7-14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
18	+2	+2	-4
19	+3	+3	-4
20	+3	+3	-4
21	+4	+4	-5
22	+4	+4	-5
23	+4	+4	-5
24	+5	+5	-6
25	+5	+5	-6

CONSTITUTION

Constitution (Con) represents a character's physical endurance and is important to all classes. A character's base constitution is also the maximum number of times they can be resurrected.

HP Modifier: Modifies the hit die rolled to determine HP. Regardless of modifiers, the hit dice always yield at least 1 HP (treat anything less than 0 as 1). A character may gain extra HP if their constitution changes, by multiplying the new value with the character's current hit dice and adding if their new constitution is higher or subtracting it if their new constitution is lower. For

Table 1.2: Constitution

Ability Score	HP Modifier	System Shock	Resurrection Chance	Poison Resistance	Regeneration
1	-3	25%	30%	-2	N/A
2	-2	30%	35%	-1	N/A
3	-2	35%	40%	0	N/A
4	-1	40%	45%	0	N/A
5	-1	45%	50%	0	N/A
6	-1	50%	55%	0	N/A
7	0	55%	60%	0	N/A
8	0	60%	65%	0	N/A
9	0	65%	70%	0	N/A
10	0	70%	75%	0	N/A
11	0	75%	80%	0	N/A
12	0	80%	85%	0	N/A
13	0	85%	90%	0	N/A
14	0	88%	92%	0	N/A
15	+1	90%	94%	0	N/A
16	+2*	95%	96%	0	N/A
17	+3	97%	98%	0	N/A
18	+4	99%	100%	0	N/A
19	+5	99%	100%	+1	N/A
20	+5**	99%	100%	+1	1/6 turns
21	+6***	99%	100%	+2	1/5 turns
22	+6***	99%	100%	+2	1/4 turns
23	+6***	99%	100%	+3	1/3 turns
24	+7****	99%	100%	+3	1/2 turns
25	+7****	100%	100%	+4	1/1 turn

*Maximum HP bonus for non-warrior classes regardless of actual constitution score.

**1s rolled for hit dice are considered 2.

***1s and 2s rolled for hit dice are considered 3.

****1s, 2s, and 3s rolled for hit dice are considered 4s.

Table 1.4: Intelligence

Ability Score	Languages Known	Max Spell Level	Max Number	Learn Spell	Illusion Immunity
1	0	0	0	0%	—
2–8	1	0	0	0%	—
9	2	4 th	6	35%	—
10	2	5 th	7	40%	—
11	2	5 th	7	45%	—
12	3	6 th	7	50%	—
13	3	6 th	9	55%	—
14	4	7 th	9	60%	—
15	4	7 th	11	65%	—
16	5	8 th	11	70%	—
17	6	8 th	14	75%	—
18	7	9 th	18	85%	—
19	8	9 th	24	95%	1 st Level Illusions
20	9	9 th	30	96%	2 nd Level Illusions
21	10	9 th	30	97%	3 rd Level Illusions
22	11	9 th	30	98%	4 th Level Illusions
23	12	9 th	30	99%	5 th Level Illusions
24	15	9 th	30	100%	6 th Level Illusions
25	20	9 th	30	100%	7 th Level Illusions

example, an 11th level fighter who goes from 17 constitution to 18 would gain 9 hit points (1 × 9 hit dice), but if he went down to 16 constitution he would lose 9 hit points. It is possible to die through hit point loss as a result of reduced constitution.

System Shock: Modifies a character's chance to survive against magical changes to their body such as petrification and polymorph. If the character fails a system shock check when they return to their original form they die.

Resurrection Chance: Defines a character's chance to survive resurrection. If the character fails they can no longer be raised short of divine intervention.

Poison Resistance: Modifies a character's bonus to saving throws vs. poison. Dwarves and halflings do not benefit from this.

Regeneration: Characters with exceptionally high constitution regenerate hit points at a rate equal to 1 per number of turns listed after the slash. Regeneration is a supernatural ability. Acid and fire damage cannot be regenerated and must be healed naturally or magically.

INTELLIGENCE

Intelligence (Int) represents a character's cognitive reasoning and thought. It is the most important ability score for wizards.

Languages Known: All player character races know how to speak, and if the GM allows, read and write, common. Demihumans can also speak, read and write their native languages. This indicates the number of extra languages a character can learn. If the character's intelligence is 1, he only communicates through grunts and gestures.

Max Spell Level: The highest spell level a wizard with this intelligence score can cast.

Max Number: The maximum number of spells per spell level that a wizard may learn. For mortals, 30 per spell level is the maximum, but beings of demigod or higher status, with an intelligence of 21+, have no upper limit to the number of spells they may learn.

Learn Spell: If this roll fails, the wizard cannot retry until gaining an experience level.

Illusion Immunity: Indicates the cumulative power of magical illusions a character is immune to. Illusions have no effect on characters with high intelligence and they recognize and disbelieve them as soon as they see them.

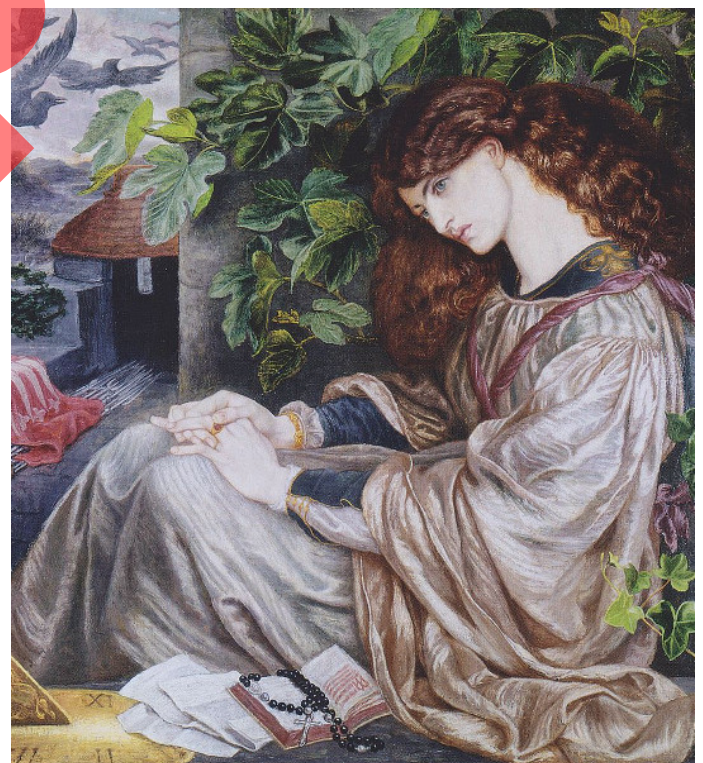


Table 1.5: Wisdom

Ability Score	Mental Defense Modifier	Bonus Spells	Spell Failure	Spell Immunity
1	-6	0	80%	-
2	-4	0	60%	-
3	-3	0	50%	-
4	-2	0	45%	-
5	-1	0	40%	-
6	-1	0	35%	-
7	-1	0	30%	-
8	0	0	25%	-
9	0	0	20%	-
10	0	0	15%	-
11	0	0	10%	-
12	0	0	5%	-
13	0	1 st	0%	-
14	0	1 st	0%	-
15	+1	2 nd	0%	-
16	+2	2 nd	0%	-
17	+3	3 rd	0%	-
18	+4	4 th	0%	-
19	+4	1 st , 4 th	0%	Cause Fear, Charm, Command, Friends, Hypnotism
20	+4	2 nd , 4 th	0%	Forget, Hold Person, Ray of Enfeeblement, Scare
21	+4	3 rd , 5 th	0%	Fear
22	+4	4 th , 5 th	0%	Charm Monster, Confusion, Emotion, Fumble, Suggestion
23	+4	5 th , 5 th	0%	Chaos, Feeble mind, Hold Monster, Magic Jar, Quest
24	+4	6 th , 6 th	0%	Geas, Mass Suggestion, Rod of Rulership
25	+4	6 th , 7 th	0%	Antipathy/Sympathy, Death Spell, Mass Charm

WISDOM

Wisdom (Wis) represents a character's will power, comprehension, and common sense. It is the most important ability score for priests.

Mental Defense Modifier: Modifies a character's saving throw vs. spell effects that affect the mind such as charm and fear.

Bonus Spells: Allows additional spells per day to be cast by a priest only. Each entry in the block grants the priest one bonus spell per listed spell level. The effects are cumulative.

Spell Failure: The chance a priest's spell may fail when cast.

Spell Immunity: Character's with high wisdom are immune to all the effects given in this list. The effects are cumulative.

CHARISMA

Charisma (Cha) represents a character's personal magnetism and presence. It becomes important whenever any character expect to deal with NPCs. Charisma does not necessarily represent physical appearance, although this may play a role. A horrific monster could have a high charisma, commanding fear through his appearance. A beautiful princess could have a low charisma because she's shy and introverted.

Maximum Henchmen: The number of NPCs that may act as permanent retainers to the character. This has no effect on hirelings.

Loyalty Modifier: Modifies a henchman's loyalty to the character.

Reaction Modifier: Modifies random reaction rolls during an encounter.

Table 1.6: Charisma

Ability Score	Maximum Henchmen	Loyalty Modifier	Reaction Modifier
1	0	-8	-7
2	1	-7	-6
3	1	-6	-5
4	1	-5	-4
5	2	-4	-3
6	2	-3	-2
7	3	-2	-1
8	3	-1	0
9-11	4	0	0
12	5	0	0
13	5	0	+1
14	6	+1	+2
15	7	+3	+3
16	8	+4	+5
17	10	+6	+6
18	15	+8	+7
19	20	+10	+8
20	25	+12	+9
21	30	+14	+10
22	35	+16	+11
23	40	+18	+12
24	45	+20	+13
25	50	+20	+14