

<b>Strength</b>	
<u>d100 score</u>	<u>% value</u>
1-5	-15%
6-15	-10%
16-25	-5%
26-65	0%
66-70	+5%
71-75	+10%
76-85	+15%
86-90	+20%
91-95	+25%
96-99	+30%
100	+35%

<b>Dexterity</b>	
<u>d100 score</u>	<u>% value</u>
1-5	-15%
6-15	-10%
16-25	-5%
26-59	0%
60-75	+5%
75-79	+10%
80-89	+15%
90-95	+20%
96-99	+25%
100	+30%

<b>Fortitude</b>	
<u>d100 score</u>	<u>% value</u>
1-5	-15%
6-15	-10%
16-25	-5%
26-50	0
51-69	+5%
70-85	+10%
86-90	+15%
91-95	+20%
96-99	+25%
100	+30%

<b>Logic</b>	
<u>d100 score</u>	<u>% value</u>
1-10	-15%
11-20	-10%
21-30	-5%
31-69	0%
70-79	+5%
80-85	+10%
86-90	+15%
91-95	+20%
96-98	+25%
99	+30%
100	+35%

<b>Intuition</b>	
<u>d100 score</u>	<u>% value</u>
1-10	-15%
11-20	-10%
21-30	-5%
31-70	0%
71-80	+5%
81-85	+10%
86-90	+15%
91-94	+20%
95-98	+25%
99	+30%
100	+35%

<b>Presence</b>	
<u>d100 score</u>	<u>% value</u>
1-5	-15%
6-15	-10%
16-35	-5%
36-69	0%
70-75	+5%
76-85	+10%
86-90	+15%
91-94	+20%
95-98	+25%
99	+30%
100	+35%

<b>Will</b>	
<u>d100 score</u>	<u>% value</u>
1-10	-15%
11-20	-10%
21-30	-5%
31-69	0%
70-80	+5%
81-85	+10%
86-90	+15%
91-95	+20%
96-98	+25%
99	+30%
100	+35%

### **Strength (STR):**

Strength is a character's raw power, his muscle capacity. This stat determines a character's ability to lift heavy objects, to use skills involving large amounts of brute strength, and to inflict damage in combat. Strength is very important to all warriors, especially Fighters and Paladins. The Strength stat directly affects a character in four ways:

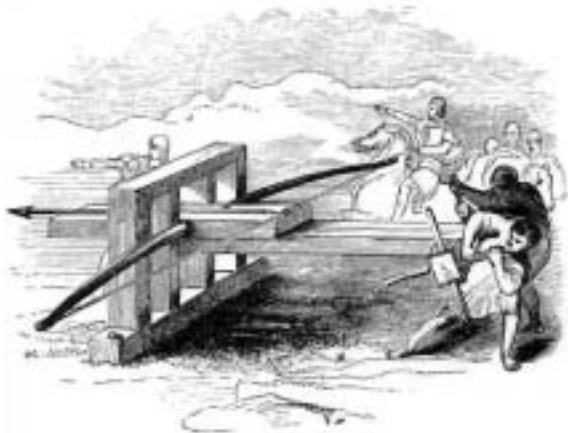
- ❖ **Percent Value:** A character's strength Percent Value is used to determine his ability to use skills involving strength (see Using Skills p. 66 for more information).
- ❖ **Damage Modifier (Dmg mod):** The damage modifier affects a character's ability to inflict damage in combat. One-handed weapon damage is increased by the Dmg mod, two-handed by twice the Dmg mod. All character may add their Dmg mod to melee and thrown weapon damage. Only archers may add their Dmg mod to missile weapons, and then only once.
- ❖ **Weight Allowance (Wt Allow):** A character's weight allowance represents the amount of weight he can carry around without it causing

encumbrance. If a character exceeds his weight allowance, he receives a -5% penalty to Physical Skills. For every ten pounds over the weight allowance the character exceeds, he receives an additional -5% penalty to all Physical Skills.

- ❖ **Maximum Lift (Max Lift):** This is the maximum amount of weight that a character can dead lift.

#### **Strength Chart**

<u>% Value</u>	<u>Dmg. Mod.</u>	<u>Wt. Allow</u>	<u>Max Lift</u>
-15%	-3	10 lbs.	50 lbs.
-10%	-2	15 lbs.	75 lbs.
-5%	-1	20 lbs.	100 lbs.
0%	0	30 lbs.	150 lbs.
+5%	0	40 lbs.	200 lbs.
+10%	+1	50 lbs.	250 lbs.
+15%	+1	60 lbs.	330 lbs.
+20%	+2	70 lbs.	400 lbs.
+25%	+2	80 lbs.	500 lbs.
+30%	+3	90 lbs.	610 lbs.
+35% or greater	+4	100 lbs.	750 lbs.



### **Dexterity (DEX):**

Dexterity represents a character's coordination, nimbleness, and quickness. This stat determines a character's ability to perform tasks that require good hand-eye coordination (e.g. using most weapons). Dexterity is very important to all classes and professions, but is particularly useful for Thieves and Archers. The Dexterity stat directly affects a character in four ways:

- ❖ **Percent Value:** A character's dexterity Percent Value is used to determine his ability to use skills involving dexterity.
- ❖ **Defensive Bonus (DB):** A character's defensive bonus reflects how well he is able to avoid attacks. It is equal to his DEX Percent Value.
- ❖ **Initiative Modifier (IM):** The initiative modifier represents a character's quickness in combat, and helps to determine the order of attacks (see Combat p. 72).
- ❖ **Movement:** This is the base distance a character can move in one round.

#### Dexterity Chart:

%Value	Initiative Mod.	Movement (ft/rnd)
-15%	+3	15
-10%	+2	17
-5%	+1	20
0%	0	25
+5%	0	26
+10%	-1	27
+15%	-1	28
+20%	-2	30
+25%	-2	32
+30% or greater	-3	35

### **Fortitude (FOR):**

Fortitude is a character's toughness, his ability to endure hard physical conditions. This stat determines a character's capacity to take

damage in combat and the speed with which he heals. Fortitude is important for characters of all professions, but it is especially significant for warriors. The fortitude stat directly affects a character in three ways:

- ❖ **Percent Value:** A character's fortitude Percent Value is used to determine his ability to use skills involving fortitude.
- ❖ **Hit Point Modifier (HP Mod):** The Hit Point modifier helps to determine how many Hit Points a character starts out with. This affects the amount of physical damage a character is able to take before going unconscious or being seriously injured (see Combat p. 76).
- ❖ **Rate of Healing (ROH):** A character's rate of healing is the amount of Hit Points he can heal in each Hit Location each night.

#### Fortitude Chart

% Value	HP Mod	ROH
-15%	+0	1/3 Nights
-10%	+1	1/2 Nights
-5%	+2	1/2 Nights
0	+3	1/Night
+5%	+4	2/Night
+10%	+6	2/Night
+15%	+8	3/Night
+20%	+11	3/Night
+25%	+13	4/Night
+30% or greater	+15	4/Night

