

Ability Scores

powerful reality-altering magic (such as a *wish* spell) can save the character!

Non-warriors cannot apply more than a +2 bonus to HP gained. Additionally, negative modifiers cannot reduce the number of HP gained below 1. Constitution modifiers to HP are retroactively applied.

You apply your constitution modifier to:

- Constitution checks
- Skill checks with constitution as the relevant ability score
- Hit points rolled
- Fortitude saving throws

Example constitution checks

- Survive *polymorph*/petrification (DC 6)
- Survive *resurrection* (DC 5)

Intelligence

Intelligence is a measure of your cognition, memory and ability to reason. It affects how many spells, skills and languages you can know and how easily you learn new ones. It is the prime requisite of mages, illusionists and bards. It is important for characters who want a wide assortment of skills and languages.

Each point of intelligence above 18 grants an immunity to spells of the Illusion school equal to one spell power per point above 18.

Table 1-6 lists the effects of low intelligence scores on linguistic ability. Native languages are defined as languages granted by race, alignment and class. Intelligence bonuses grant additional languages at level 1. If an optional skill system is used, skill points can be used to gain new languages regardless of intelligence score.

TABLE 1-5: INTELLIGENCE AND LANGUAGE

Score	Use of language
1-2	Can only communicate in grunts
3-4	Cannot read/write; speaks poorly
5-6	Cannot read/write; speaks fluently
7-8	Reads/writes poorly; speaks fluently
9-10	Can read/write/speak native languages fluently
11+	As with 9-10 and add intelligence bonus to number of languages fluent in

You apply your intelligence modifier to:

- Intelligence checks
- Skill checks with intelligence as the relevant ability score
- Additional languages known at rank 1 (bonus only)
- Skill points at rank 1 and every rank thereafter

Example intelligence checks:

- Recall a piece of rare knowledge (DC 18)

Arcane Spell Limits

At the GD's discretion, arcane spellcasters must make a DC 12 intelligence check to learn spells from scrolls and spellbooks. This check can be made once per spell per rank. As well, arcane spellcasters can be limited to knowing a number of spells of each power equal to their intelligence score. A score of 19 grants unlimited spells per power.

Wisdom

Wisdom is a measure of your insight, willpower, perception and common sense. For priests and paladins, it also represents piety. It affects your ability to resist mind-altering effects, notice things and judge the motives of others. It is the prime requisite of clerics, druids, paladins and psionics. It is important for all characters as it increases will saves and perception.

Each point of wisdom above 18 grants an immunity to mind-affecting spells equal to one spell power per point above 18.

You apply your wisdom modifier to:

- Wisdom checks
- Skill checks with wisdom as the relevant ability score
- Will saving throws

Example wisdom checks:

- Notice a hidden box (DC 14)
- Sense that a merchant is lying (DC 20)

Charisma

Charisma is a measure of your personal magnetism, leadership and persuasiveness. It affects your ability to convince others, how many retainers you can have and how loyal they are. It is the prime requisite of bards and druids. It is important for all characters as it improves your interactions with others and your proficiency with followers.

The maximum number of permanent retainers (as opposed to hired mercenaries, soldiers, servants, ect.) you can have at once is equal to your charisma score up to a score of 20. Scores higher than 20 gain retainers in increments of 5 instead of 1.

You apply your Charisma modifier to:

- Charisma checks
- Skill checks with charisma as the relevant ability score
- NPC reaction checks
- Follower loyalty scores and morale checks

Example charisma checks

- Change hostile NPC to indifferent (DC X)
- Convince a friendly noble to grant you a title (DC 21)

Comeliness

Comeliness is an optional ability score that measures your physical beauty and grace. It affects how others react to you initially and how gracefully you perform in social settings. Unlike charisma, which represents your ability to interact with people, comeliness affects how people see you during first impressions. It is important for all characters because it allows you to easily charm and control people.

Comeliness is determined just like any other ability score (coming after charisma if rolled in order). Then, the character's charisma modifier is applied to comeliness, giving it an average range of -1 to 22. This initial modifier is permanent and changes to the modifier do not directly affect comeliness; however, any change in charisma score affects comeliness on a 1:1 basis.

Comeliness is also affected by race as per **Table 1-7**. This adjustment is only applied when dealing with members of other races, just like racial charisma modifiers. Races grouped together are considered the same race for this purpose. Comeliness has the following effects on humans, demihumans, humanoids and other bipedal human-like beings: