

# Attributes

Each PC has seven physical attributes. These attributes will affect how well the PC performs in various areas. Each of the seven attributes is described below and how that attribute may affect certain character classes is described. This will be modified by many factors such as class, race and gender. The appendix has tables that show how PC abilities are affected by the various attributes.

Depending on the class of the PC, one or more of these attributes may be a prime attribute. A prime attribute is one that is particularly important to a PC. For example, intelligence is important for magic users while strength, dexterity and constitution are most important for fighters. Different races have modifiers added or subtracted to their attributes during PC generation to reflect the differences in races. For example, elves receive +1 to dexterity and -1 to strength while dwarves receive +1 to both strength and constitution and -1 to both dexterity and karma.

**Strength:** Strength is an indicator of how physically strong a PC is. A PC's strength will determine how much he can carry, extra damage that will be inflicted in battle from physical attacks as well as increase a PC's chance to successfully hit an opponent. From time to time great strength will be needed to perform such feats as bending bars, smashing in doors and moving heavy objects.

**Intelligence:** Intelligence is the measure of how fast a PC can learn new information and to apply that information to a fast changing situation. A PC with high intelligence is slightly more resistant to magic and is better able to fend off some magical attacks that affect the mind.

**Wisdom:** Wisdom is the measure of how well a PC can apply past experience to the current situation. A wise PC is more resistant to magic and is better able to fend off some magical attacks that affect the mind.

**Dexterity:** Dexterity is a measure of a PC's speed and reflexes. A PC with high dexterity will be more likely to perform tricky tasks such as picking a lock, walk a tight rope, climb walls as well as be harder to hit in combat. A high dexterity is also essential for dodging arrows, rocks, darts or any other thrown weapon.

**Constitution:** Constitution is the measure of how hardy a PC's body is. PCs with a high constitution will gain more stamina points per experience level and will be better able to fend off attacks that affect the body such as

poison or noxious gases. A high constitution is also important in surviving resurrection.

**Karma:** Karma is the indicator of a PC's personality, good looks and ability to get along with others in general. High karma is important to have when dealing with others for you will generally fair better.

**Luck:** Luck is an indicator of a PC's general good fortune in life. PCs with good luck will from time to time have a successful outcome where one who is unlucky would fail. This factor can sometimes reflect the magical nature of some races such as halflings who benefit from good luck due to unexplained magical properties that is inherit to their race.

## Other Attributes

There are many attributes that each PC possesses.

**Damage:** Damage is the amount of damage a PC will inflict in melee combat in addition to that normally afflicted by the weapon. This is the sum total of all strength bonuses, as well as any magical bonuses from wielded weapons and worn items.

**Stamina:** Stamina is the amount of damage a PC can withstand before going unconscious. If a PC's stamina falls to 0 that PC will become unconscious. If their stamina falls below -9 they die. Dead PCs can only be revived by some type of resurrection.

**Spell Points:** If the PC possesses Spell Points, his current total is displayed along with his maximum number of spell points.

**Armor Category:** (AC) Armor Category is the measure of how difficult a PC is to hit with Melee weapons. The lower the AC the more difficult to hit. AC varies from 20 (The easiest to hit) to -20 the most difficult. As noted before, AC only determines how difficult it is to hit a PC with Melee weapons. Missile weapons and spells are determined differently.

**Magic Resistance:** All nine of the races to which a PC may belong possess at least some resistance to Magic. If a PC lies within the area of a magical spell, there is a possibility that the PC will be able to resist its effects entirely. Not all spells are capable of being resisted in this way. The damage or effect of various spells is determined in a complex way. For further information on this, see the chapter on Magic Resistance and Saving

Throws.

**Level:** Level is the experience level of the PC. As PCs adventure and gain experience, they will advance in experience levels. When a PC gains a level, they will receive additional stamina and abilities, as well as spell points, if the PC is of a magic-using class.

## Minimum Attributes by Class

\* All other bonuses or penalties apply after these minimums.

### Class

	Strength	Intelligence	Wisdom	Dexterity	Constitution	Karma
Fighter						

9

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6

6

7

6  
Monk

15

6

15

15

11

6  
Paladin

12

9

13

6

9

17  
Ranger

13

13

14

6

14

6  
Thief

6

6

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9

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- Magic-User

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9

6

6

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6  
Cleric

6

6

9

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6

Enchanter

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9

6

6

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6

## Minimum Attributes by Race

\* All other bonuses or penalties apply after these minimums.

### Race

	Strength	Intelligence	Wisdom	Dexterity	Constitution	Karma
Human						

6

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5

- Draw Elf

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8

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7

5

8  
Elf

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8

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7

5

8  
Orc

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15

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Halfling  
6

6

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8

10

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Gnome

6

7

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-

8

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Dwarf

8

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12



Half-Elf  
5

4

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5

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Half-Orc  
6

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13

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