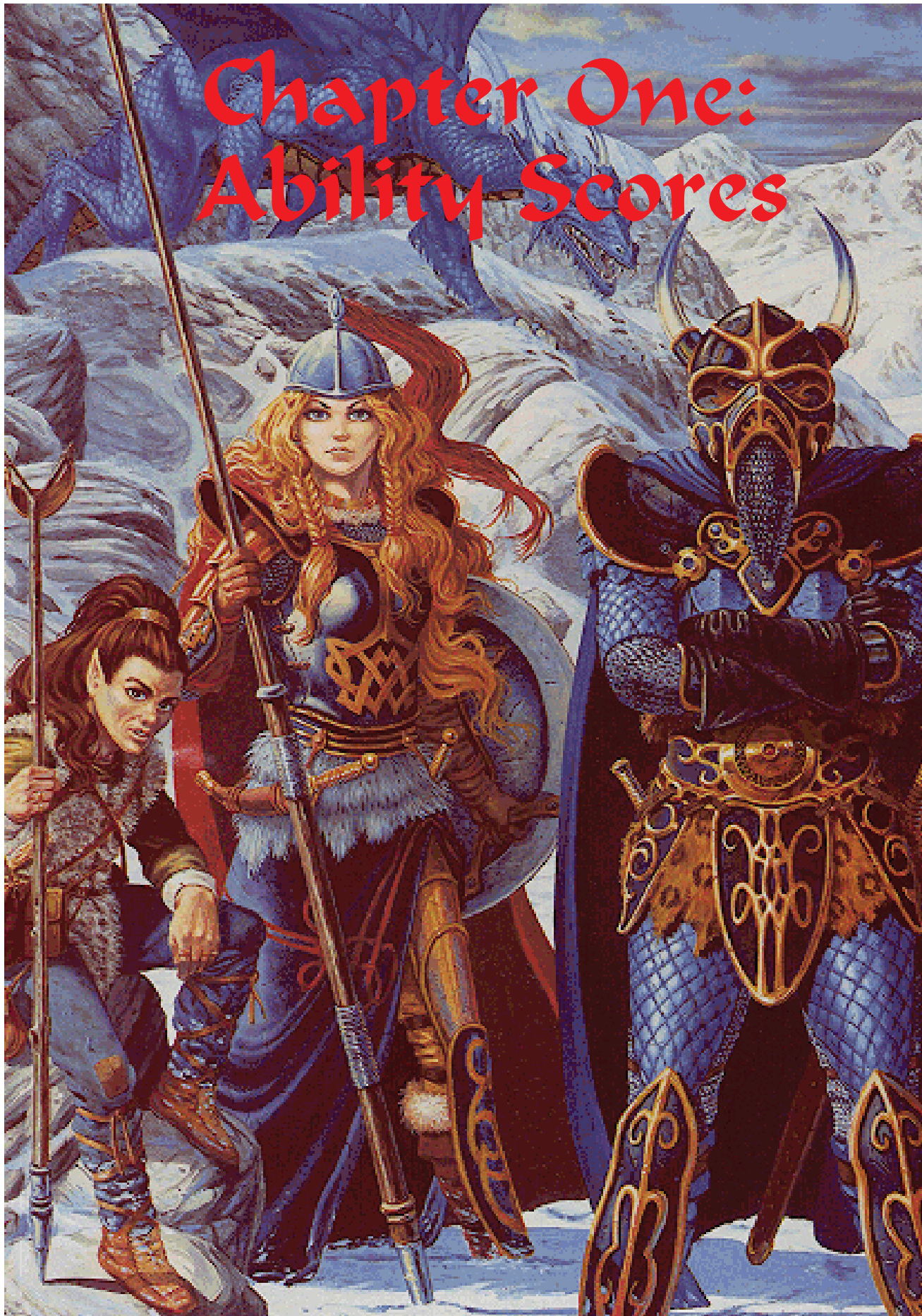


# Chapter One: Ability Scores



# Ability score generation

Every character has seven basic ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma and Ego. Ability scores are generated randomly by rolling six-sided dice to obtain scores between 3 and 18.

To generate a character's ability scores, roll 4d6 and discard the lowest die roll and add the remaining three dice to get a score between 3 and 18. Repeat this process seven times and record the results in any order. While this method will sometimes result in the creation of a character with lower ability scores than some player's are accustomed to, it should be noted that ability scores can be increased by expending experience points as the character advances in level.

The player should roll three groups of statistics for each character to be played. The best set of the three rolled (as determined by the player) is used for the character. Any set of statistics that does not include at least one score of 15 may be discarded and rerolled. Every player in Fälgorna should create four characters in this manner. While only one character will be used at a time, the others will be used to form a character tree (see more on character trees later in this manual).

In addition to these scores, every character also has two derived scores: Observation and Sanity.

After all ability scores have been rolled pick the character's race and apply applicable racial modifiers before moving on to determine the character's subabilities.

## Subabilities

Once a player character's seven ability scores have been established, it's time to introduce the concept of subabilities. Each standard ability score — Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma and Ego — is

divided into two subabilities. These are more specific definitions of what makes up a character. For example, a character's Strength score is divided into the subabilities of Stamina, which reflects being able to physically exert oneself over a period of time, and Muscle, which measures the raw power needed to force open locked doors or overturn banquet tables.

To determine a character's subabilities, simply double the score of the parent ability (Strength, Wisdom, etc.) and divide that total between the subabilities. The scores for the two subabilities must be within four points of each other. Only whole numbers are allowed, no subability score can be lower than 3, and no subability score can be higher than the racial maximum for the parent ability.

For example, Leon is determining the subabilities for his fighter. The fighter's seven ability scores are:

Strength 16	Wisdom 8
Dexterity 14	Charisma 11
Constitution 12	Ego 13
Intelligence 12	

Leon doubles the fighter's Strength score ( $16 \times 2 = 32$ ), and divides the 32 points as follows: Stamina — 15, Muscle — 17 ( $15 + 17 = 32$ ). Leon records this on his character's record sheet

<b>Strength</b> 16	Intelligence 12
Stamina 15	Wisdom 8
Muscle 17	Charisma 11
Dexterity 14	Ego 13
Constitution 12	

Subabilities are used as the relevant ability score for many nonweapon skills in the Fälgorna. See chapter five for more information.

Subability scores also are used in place of the seven standard ability scores when ability checks are called for. For example, if Leon's fighter wanted to lift a large piece of fallen masonry that is trapping a fellow adventurer, the DM normally would call for one Strength check to see if the fighter is capable of lifting the heavy block of stone, and another Strength check to see if the fighter can hold the



block aloft long enough for the other character to crawl free. Without subabilities, the fighter stands an equal chance of succeeding at both attempts.

Using the same scenario with the subabilities system, the DM would call for a Muscle check (Muscle score of 17) to see if the fighter has the sheer power to lift the stone block off his friend. Assuming that roll is successful, next a Stamina check (Stamina 15) would be needed to hold the masonry in the air long enough for his friend to move out from under it.

The 14 subabilities are listed below, along with their effects on characters.

## Strength

The subabilities derived from a character's Strength score are Stamina and Muscle, and these are the only subabilities that can have unmodified initial scores higher than 18 — provided the character is a fighter. Such characters can have exceptional subability scores, just as they can have exceptional Strength scores. If a fighter qualifies for exceptional subability scores, roll percentile dice (d00) and consult the charts under Stamina and Muscle. A fighter with an 18 Strength score might decide to have 18s in both subabilities, at which point he would roll percentile dice for both. Or, the fighter might have a 20 Stamina or Muscle, with the other subability having a score of 16 — or any combination in between.

Characters from other classes can have scores of 18 in Strength subabilities, but cannot have exceptional subability scores, and do not roll percentile dice for these subabilities.

## Stamina

The Stamina subability score determines muscle efficiency. A character with a Stamina score higher than his Muscle score may not have masses of huge muscles, but the muscles he has will be rock hard. Characters like these may surprise others — not because they can lift four hay bales at once, but because they can lift one or two at a time for 10 hours straight.

**Weight Allowance:** This is the weight in pounds a character can carry without being encumbered (see Encumbrance for more information). Characters carrying less than or equal to their weight allowance move at their full normal speed.

**Movement Adjustment:** This is the amount added to a character's base movement rate.

**Fatigue:** A character's Stamina influences when he becomes fatigued.

**Skills:** Stamina is the relevant ability for skills such as Carpentry, Mountaineering, Stonemasonry and Swimming.

**Table 1.1: Stamina**

Stamina	Weight Allow.	Move Adj.
3	5	-3
4-5	10	-2
6-7	20	-1
8-9	35	0
10-11	40	0
12-13	45	0
14-15	55	0
16	70	0
17	85	+1
18	110	+1
18/01-50	135	+1
18/51-75	160	+2
18/76-90	185	+2
18/91-99	235	+2
18/00	335	+3
19	485	+3
20	535	+3
21	635	+4
22	785	+4
23	935	+5
24	1,235	+6
25	1,535	+7

## Muscle

The Muscle subability measures the sheer power a character can exert at a moment's notice. A character with a Muscle score higher than his Stamina score will look quite strong. Males will have bulging biceps, broad chests, and wide shoulders. While females don't generate the muscle mass of males, they will have well-defined, strongly toned forms.

**Attack Adjustment:** This modifier is subtracted from or added to d20 rolls during combat. A bonus with a + sign makes an opponent easier to hit, while a penalty with a - sign makes an opponent more difficult to strike.

**Damage Modifier:** This modifier is applied to damage rolls after successful physical attacks in combat.

**Maximum Press:** This is the most weight a character can lift over his head. He cannot walk more than a few steps with it, nor can he hold it very long.

**Sprinting:** Stamina is used when a character needs to make a Sprinting check.

**Open Doors:** This indicates the chance a character has to force open a heavy door or one that is stuck closed. To open such a door, a player rolls 1d20. If the result is equal to or less than the number listed for the character's Muscle score, the door opens. A character who failed can try again, but each successive attempt takes more time and makes

more noise. The numbers in parentheses are a character's chances to open a locked, barred, or magically held door. Only one attempt for each such door is allowed.

**Bend Bars/Lift Gates:** This represents the character's chance (rolled on d00) to bend iron bars, lift a vertical gate or portcullis, or perform a similar feat of Muscle power. If the number rolled on d00 is equal to or less than the listed score, the character bends the bars or lifts the gate. If the roll fails, the character cannot attempt the same feat again. The character could, however, attempt to bend the bars of a gate he failed to lift, or vice versa.

**Dig Tunnels:** This modifier applies to those characters who have the Dig Tunnels ability.

**Skills:** One example of a skill with Muscle as a relevant ability is Jumping — an ability that utilizes the muscles' explosive power rather than endurance.

## Dexterity

This ability score is divided into the subabilities of Aim, which represents hand-eye coordination and manual acuity, and Balance, which denotes reflexes and overall agility. Leon chooses to use these Dexterity subabilities for his character:

<b>Strength</b> 16	Constitution 12
Stamina 15	Intelligence 12
Muscle 17	Wisdom 8
<b>Dexterity</b> 14	Charisma 11
Aim 12	Ego 13
Balance 16	

## Aim

A character with a high Aim score might be an expert marksman or a sleight-of-hand artist.

**Missile Adjustment:** This modifier is applied to the d20 combat roll whenever a character attacks with a missile weapon, such as firing arrows or hurling a spear. As above, negative modifiers are penalties to the die roll, and positive numbers are bonuses.

**Escape Bonds:** This modifier applies only to those characters who have the Escape Bonds ability.

**Open Locks:** Similarly, this modifier is used only by those characters with the Open Locks ability.

**Pick Pockets:** This modifier applies only to those characters who have the ability to pick another character's pockets.

**Table 1.2: Muscle**

Muscle Score	Att. Adj.	Dam. Adj.	Max. Press	Open Doors	Bend Bars/Lift Gates	Dig Tunnels
3	-3	-1	10	2	0	-15
4-5	-2	-1	25	3	0	-10
6-7	-1	0	55	4	0	-5
8-9	0	0	90	5	1	0
10-11	0	0	115	6	2	0
12-13	0	0	140	7	4	0
14-15	0	0	170	8	7	0
16	0	+1	195	9	10	+5
17	+1	+1	220	10	13	+10
18	+1	+3	255	11	16	+15
18/01-50	+1	+3	280	12	20	+15
18/51-75	+2	+3	305	13	25	+15
18/76-90	+2	+4	330	14	30	+20
18/91-99	+2	+5	380	15 (3)	35	+25
18/00	+3	+6	480	16 (6)	40	+30
19	+3	+7	640	16 (8)	50	+35
20	+3	+8	700	17 (10)	60	+40
21	+4	+9	810	17 (12)	70	+45
22	+4	+10	970	18 (14)	80	+50
23	+5	+11	1,130	18 (16)	90	+55
24	+6	+12	1,440	19 (17)	95	+60
25	+7	+14	1,535	19 (18)	99	+70

**Remove Traps:** This modifier only applies to those characters who have the Remove Traps or Remove Large Traps ability. It does not affect the ability to find traps. The ability to find traps is a function of Observation.

**Set Traps:** This modifier only applies to those characters who have the Set Traps ability.

**Critical Hit Modifier:** This modifier is added to a character's chance to score a critical hit on an attack roll of a natural 20.

**Critical Fumble Modifier:** This modifier is added to a character's chance to critically fumble on an attack roll of a natural 1.

**Skills:** The Somatic Concealment, Cobbling, Bowyer/Fletcher, Rope Use, Seamstress/Tailor, Craft Instrument, Forgery, and Gem Cutting skills all are based on Aim.

## Balance

A character possessing a high Balance score may be an acrobat or a tightrope walker. A new rule for the *Player's Option* system is that all unarmored warrior and rogue characters gain an additional +2 bonus to Armor Class while unencumbered. This bonus is in addition to any the characters might receive for high Balance scores.

### Table 1.3: Aim

Aim Score	Missile Adj.	Escape Bonds	Open Locks	Pick Pockets	Remove Traps	Set Traps	Crit. Hit Mod.	Fumble Mod.
3	-3	-30	-30	-30	-30	-30	-30	+30
4	-2	-25	-25	-25	-25	-25	-20	+20
5	-1	-25	-20	-25	-25	-25	-15	+15
6	0	-20	-20	-20	-20	-20	-10	+10
7	0	-20	-15	-20	-20	-20	-5	+5
8	0	-15	-15	-15	-15	-15	0	0
9	0	-15	-10	-15	-10	-10	0	0
10	0	-10	-5	-10	-10	-10	0	0
11	0	-5	0	-5	-5	-5	0	0
12-15	0	0	0	0	0	0	0	0
16	+1	0	+5	0	0	0	+5	-5
17	+2	+5	+10	+5	0	0	+10	-10
18	+2	+10	+15	+10	+5	+5	+10	-10
19	+3	+15	+20	+15	+10	+10	+15	-15
20	+3	+20	+25	+20	+15	+15	+15	-15
21	+4	+25	+30	+25	+20	+20	+20	-20
22	+4	+30	+35	+30	+25	+25	+20	-20
23	+4	+35	+40	+35	+30	+30	+20	-20
24	+5	+40	+45	+40	+35	+35	+25	-25
25	+5	+45	+50	+45	+40	+40	+25	-25

**Reaction Adjustment:**

This modifier is applied to a d10 to determine if a character is surprised by an unexpected encounter. The more positive the value, the less likely the character is to be surprised.

**Defensive Adjustment:**

This modifier is applicable to a character's saving throws versus attacks that can be dodged, such as lightning bolt spells, hurled boulders, etc. It also modifies the character's Armor Class, representing the character's ability to dodge normal missile attacks and parry melee attacks. The lower the negative value, the more difficult the character will be to strike.

**Movement Adjustment:** This is the amount added to a character's base movement rate.

### Table 1.4: Balance

Balance Score	Reaction Adj.	Defense Adj.	Movement Adj.	Climb Walls	Hide in Shadows	Move Silently
3	-3	+4	-3	-30	-30	-30
4	-2	+3	-2	-25	-25	-30
5	-1	+2	-1	-20	-20	-30
6	0	+1	0	-20	-20	-25
7	0	0	0	-15	-15	-25
8	0	0	0	-15	-15	-20
9	0	0	0	-10	-10	-20
10	0	0	0	-5	-5	-15
11	0	0	0	0	0	-10
12	0	0	0	0	0	-5
13-14	0	0	0	0	0	0
15	0	-1	0	0	0	0
16	+1	-2	+1	0	0	0
17	+2	-3	+2	+5	+5	+5
18	+2	-4	+2	+10	+10	+10
19	+3	-4	+3	+15	+15	+15
20	+3	-4	+3	+20	+15	+15
21	+4	-5	+4	+20	+20	+20
22	+4	-5	+4	+25	+20	+20
23	+5	-6	+5	+25	+25	+25
24	+5	-6	+5	+30	+25	+25
25	+5	-6	+5	+30	+30	+30

**Climb Walls:** This modifier applies to characters with the Climb Walls ability.

**Hide in Shadows:** This modifier applies to characters with the Hide in Shadows ability.

**Move Silently:** This concerns only those characters who have the Move Silently ability. The higher the positive value, the easier the skill becomes for the character.

**Skills:** Balance is the relevant ability for such skills as Tumbling, Dancing, Seamanship, Tightrope Walking, and Charioteering.

## Constitution

Constitution is divided into the sub abilities of Health, which is a measurement of a character's ability to resist diseases and other hardships, and Fitness, which indicates overall physical condition and the character's ability to endure punishment. Leon sets up his character's Constitution subabilities like this:

<b>Strength</b> 16	<b>Constitution</b> 12
Stamina 15	Health 12
Muscle 17	Fitness 12
<b>Dexterity</b> 14	Intelligence 12
Aim 12	Wisdom 8
Balance 16	Charisma 11
Ego 13	

## Health

A character with a high Health score would seldom get sick and be little affected by allergies and other ailments.

**System Shock:** This is the percentage chance (on a d00 that the character has to survive magical effects that age or alter his body such as — petrification (and reversing it), polymorphing, magical aging, etc. If the system shock result is equal to or less than the listed chance, the character survives the process of alteration.

**Poison Saves:** This modifier applies to saving throws made versus poisons.

**Skills:** Health serves as the relevant ability for skills such as Hold Breath, Deep Diving and Running.

## Fitness

A character with a high Fitness score has great endurance and can suffer more damage than other characters while continuing to function.

**Hit Point Adjustment:** This modifier is applied to the hit dice roll every time a character advances to a new experience level. No roll yields less than one hit point, regardless of any modifier. This bonus ends when a character reaches 10th level (9th for warriors and priests). Hit

**Table 1.5: Health**

Health Score	System Shock	Poison Save
3	35%	0
4	40%	0
5	45%	0
6	50%	0
7	55%	0
8	60%	0
9	65%	0
10	70%	0
11	75%	0
12	80%	0
13	85%	0
14	88%	0
15	91%	0
16	94%	0
17	97%	0
18	99%	0
19-20	99%	+1
21-22	99%	+2
23-24	99%	+3
25	100%	+4

points gained after this are given on the experience point table for each class.

**Resurrection Chance:** This is the percentage chance a dead character has of being successfully brought back to life with a *resurrection* or *raise dead* spell.

**Regeneration:** This is the number of hit points a character regains in a period of one or more turns (For example, 1/5 turns equals one point every five turns.)

**Skills:** Fitness serves as the relevant ability for skills such as Endurance, Fasting and Light Sleeping.

## Intelligence

Intelligence becomes the subabilities of Reason, which measures capacity for learning and deduction, and Knowledge, which measures the general level of education, experience and the ability to remember information. Leon assigns his character's subability scores as follows:

<b>Strength</b> 16	<b>Intelligence</b> 12
Stamina 15	Reason 11
Muscle 17	Knowledge 13
<b>Dexterity</b> 14	Wisdom 8
Aim 12	Charisma 11
Balance 16	Ego 13
<b>Constitution</b> 12	
Health 12	
Fitness 12	

## Table 1.6: Fitness

Fitness Score	Hit Point Adjustment	Resurrect. Chance	Regeneration
3	-2	40%	nil
4	-1	45%	nil
5	-1	50%	nil
6	-1	55%	nil
7	0	60%	nil
8	0	65%	nil
9	0	70%	nil
10	0	75%	nil
11	0	80%	nil
12	0	85%	nil
13	0	90%	nil
14	0	92%	nil
15	+1	94%	nil
16	+2	96%	nil
17	+2 (+3)	98%	nil
18	+2 (+4)	100%	nil
19	+2 (+5)	100%	nil
20	+2 (+5) <sup>1</sup>	100%	1/6 turns
21	+2 (+6) <sup>2</sup>	100%	1/5 turns
22	+2 (+6) <sup>2</sup>	100%	1/4 turns
23	+2 (+6) <sup>3</sup>	100%	1/3 turns
24	+2 (+7) <sup>3</sup>	100%	1/2 turns
25	+2 (+7) <sup>3</sup>	100%	1/1 turns

*Parenthetical bonus applies only to warriors. All other classes receive maximum bonus of +2 per die.*

<sup>1</sup>All 1s rolled for Hit Dice are automatically considered 2s.

<sup>2</sup>All 1s and 2s rolled for Hit Dice are automatically considered 3s.

<sup>3</sup>All 1s, 2s, and 3s rolled for Hit Dice are automatically considered 4s.



## Reason

This ability defines how well a character handles new information. A character with a high Reason score would be good at solving riddles and puzzles, and would be talented at using deductive, logical thinking.

**Spell Level:** This is the highest level of magical spells that can be cast by wizards with corresponding Reason scores.

**Bonus Spell Points:** The spell point system detailed in *Player's Option: Spells and Magic* is used in Fälgorna and wizards receive bonus spell points for high Intelligence.

**Max. # Spells:** This is the maximum number of wizard spells of each level that a spellcaster can record in his spellbook. This only includes spells not researched by the character. Researched spells may be included in a spellbook in excess of the normal maximum number of spells.

**Detect Illusion:** This modifier applies to the thief ability Detect Illusion

**Spell Immunity:** This is the level of illusion/phantasm spells that a character is immune to. All immunities are cumulative, so a character with a 21 Reason score is immune to first-, second-, and third-level illusion spells.

**Skills:** Reason is the relevant ability for such skills as Administration, Engineering, Numeracy, Project Thoughts, Sabotage and Tactics of Magic.

## Knowledge

This score is a measurement of the character's educational experiences — whether in a school or on the streets, his grasp of languages, and his memory capacity. A character with a high Knowledge score can speak many languages, knows something about several subjects, and can remember the slightest detail of a past event.

**# of Lang.:** This is the number of additional languages the character can speak beyond his native language. Every character can speak his native language, no matter what his Intelligence is. This knowledge extends only to speaking the language; it does not include reading or writing.

A character can begin the game already knowing these additional languages, however skill points must be expended to learn them.

Note, a character or creature with an Intelligence of 1, while unable to speak a true language, can communicate by grunts and gestures.

**Read Lang. Bonus:** A character with the thief ability to Read Languages uses this number to modify his thief ability. A character with an Intelligence of 1 has no chance to Read Languages.

**% Learn Spell:** This is the percentage chance (on d00) for a wizard to learn to cast a particular spell. If the roll is equal to or less than the listed chance, the wizard can learn the spell. If the roll is higher than the listed chance, the wizard can try to learn the spell later — after gaining an experience level.

**Skills:** Knowledge is the relevant ability for skills such as Alchemy, Ancient History, Ancient and Modern Languages, Navigation, Reading/Writing, Weaponsmithing, Armorer, and Spellcraft.

## Wisdom

Wisdom is divided into the subabilities of Intuition — which determines the character's awareness of his surroundings, grasp of a situation, and understanding of other people, and Understanding — which measures the character's insight into the nature of the universe, his ability to apply his learning in everyday situations and to make judgments based on deduction and evidence available. Leon decides his character has little Understanding. The character's statistics now read:

**Table 1.7: Reason**

Reason Score	Spell Level	Bonus Spell Points	Max. # Spells	Detect Illusion	Spell Immunity
3-5	-	0	-	-25	-
6-7	-	0	-	-20	-
8	-	0	-	-15	-
9	4th	1	6	-10	-
10	5th	2	7	-5	-
11	5th	2	7	0	-
12	6th	3	8	0	-
13	6th	3	9	0	-
14	7th	4	10	0	-
15	7th	4	11	0	-
16	8th	5	12	+5	-
17	8th	6	14	+10	-
18	9th	7	18	+15	-
19	10th	8	24	+20	1
20	10th+	9	30	+25	2
21	10th+	10	all	+30	3
22	10th+	15	all	+35	4
23	10th+	20	all	+40	5
24	10th+	25	all	+45	6
25	10th+	30	all	+50	7

**Table 1.8: Knowledge**

Knowledge Score	# of Lang.	Read Lang. Bonus	% Learn Spells
1	0*	n/a	nil
2-5	1	-90	nil
6-8	1	-75	nil
9	2	-50	35%
10	2	-25	40%
11	2	-15	45%
12	3	-5	50%
13	3	0	55%
14	4	0	60%
15	4	0	65%
16	5	0	70%
17	6	+5	75%
18	7	+10	85%
19	8	+15	95%
20	9	+20	96%
21	10	+25	97%
22	11	+30	98%
23	12	+35	99%
24	15	+40	100%
25	20	+50	100%



<b>Strength</b> 16	<b>Intelligence</b> 12
Stamina 15	Reason 11
Muscle 17	Knowledge 13
<b>Dexterity</b> 14	<b>Wisdom</b> 8
Aim 12	Intuition 10
Balance 16	Understanding 6
<b>Constitution</b> 12	Charisma 11
Health 12	Ego 13
Fitness 12	

## Intuition

A character with a high Intuition score likely would be very perceptive and good at making educated guesses, and would be difficult to fool or lie to effectively. Intuition is like a sixth sense -- the ability to grasp a concept or idea even if little information is available.

**Detect Scrying and Divination:** A character with a Wisdom of 15 or higher has a chance to intuitively sense when another creature or person is attempting to spy on him or uncover information about him through the use of divinatory magic, psionics or items that duplicate these effects as detailed on Table 1.9. A character with a chance to detect scrying or divination does not have the ability to determine who or what is attempting to divine information about him, only that the divination is occurring.

**Detect Magic:** A character with the thief ability to Detect Magic uses this number to modify his thief ability.

**Automatic Scrying and Divination Detection:** Characters with a Wisdom of 19 or higher can automatically detect some magical and psionic scrying and divination attempts (no roll necessary) as listed on Table 1.9.

Psionic devotions and sciences which have are equivalent to magical effects are detected as if they were a spell of the same level. For example, psionic *clairvoyance* is considered a third-level divination. A creature with an Intuition of 24 automatically detects all attempts to scry or divine through a psionic devotion, even if it does not duplicate a magical effect. A character with an Intuition of 25 automatically detects all divinatory psionic sciences.

Magical items which can be used to perform divinations or scrying are considered to operate at a spell level equal to the most powerful divination effect the item is capable of producing. For example, a *detect evil* spell cast through the power of a special *crystal ball* would be considered a third-level effect since the *crystal ball* can also be used to scry *clairvoyantly*, a third-level effect.

**Skills:** Intuition is relevant ability for such diverse skills as Artistic Ability, Healing, Direction Sense, Weather Sense, Mining, and Hunting.

### Table 1.9: Intuition

Intuition Score	Detect Scrying	Detect Magic	Automatic Scry. Detection
1-14	0%	0%	—
15	5%	0%	—
16	10%	0%	—
17	15%	+5%	—
18	20%	+10%	—
19	25%	+15%	1st-lvl divinations
20	30%	+20%	2nd-lvl divinations
21	35%	+25%	3rd-lvl divinations
22	40%	+30%	4th-lvl divinations
23	50%	+35%	5th-lvl divinations
24	60%	+40%	6th-lvl divinations, all divinatory psionic devotions
25	70%	+50%	7th-lvl divinations, all divinatory psionic sciences

## Understanding

This score gauges a character's ability to grasp inner meanings and cosmic truths, especially with regard to philosophy and religion. A character with a high understanding has a greater grasp of the meaning of the world around him and the teachings of his deities. Priests with high understanding are better able to grasp the concepts needed to successfully cast priestly magic.

**Bonus Spells:** This is the number of additional spell points that a priest characters receives, according to his Understanding score and level.

**% Spell Failure:** This is the percentage chance a priest's spell will fail when cast. Those priests with low Understanding scores run the risk of having spells misfire.

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*'Understanding holds two weights, the first blessed and the second cursed; Chose carefully your burden for the feather may be confused with the stone.'*

—Fälgornian proverb

*'Many men make little other use of their speech than to give evidence against their own understanding'*

—Sir Calidin Rose, Knight of Erus

---

## Table 1.10: Understanding

Ability Score	Bonus Spell Points							% Spell Failure
	1	2	3	4	5	6	7	
1	--	--	--	--	--	--	--	80%
2	--	--	--	--	--	--	--	60%
3	--	--	--	--	--	--	--	50%
4	--	--	--	--	--	--	--	45%
5	--	--	--	--	--	--	--	40%
6	--	--	--	--	--	--	--	35%
7	--	--	--	--	--	--	--	30%
8	--	--	--	--	--	--	--	25%
9	0	0	0	0	0	0	0	20%
10	0	0	0	0	0	0	0	15%
11	0	0	0	0	0	0	0	10%
12	0	0	0	0	0	0	0	5%
13	4	4	4	4	4	4	4	0%
14	8	8	8	8	8	8	8	0%
15	8	15	15	15	15	15	15	0%
16	8	20	20	20	20	20	20	0%
17	8	20	30	30	30	30	30	0%
18	8	20	30	45	45	45	45	0%
19	12	25	45	60	60	60	60	0%
20	12	30	50	75	75	75	75	0%
21	12	30	60	85	100	100	100	0%
22	12	30	60	100	135	135	135	0%
23	12	30	60	100	180	180	180	0%
24	12	30	60	100	180	240	240	0%
25	12	30	60	100	180	270	310	0%



**Skills:** Understanding is the relevant ability score for skills such as Omen Reading and Religion.

## Charisma

Charisma is split into the subabilities of Leadership, which measures forcefulness of personality and how willing others are to follow the character's lead, and Appearance, which gauges physical attractiveness, presence, and poise. Leon decides his character will have these Leadership and Appearance scores:

<b>Strength</b> 16	<b>Intelligence</b> 12
Stamina 15	Reason 11
Muscle 17	Knowledge 13
<b>Dexterity</b> 14	<b>Wisdom</b> 8
Aim 12	Intuition 10
Balance 16	Understanding 6
<b>Constitution</b> 12	<b>Charisma</b> 11
Health 12	Leadership 10
Fitness 12	Appearance 12
Ego 13	

## Leadership

A character with a high Leadership often may be a group's leader, or at least its spokesperson. Generals and those who can calm or incite a mob with a few words all have good Leadership scores.

**Command Diameter:** This number is only used with the Battle System mass combat rules. It is a bonus that applies to a unit commander's radius of command.

**Loyalty Base:** This modifier is applied to henchmen's loyalty scores (see the *Dungeon Master's Guide*). This modifier can be crucial during battles, where good morale is vital.

**Max. # of Henchmen:** This is the maximum number of permanent allies and retainers a character can attract. This does not affect the number of hirelings, mercenaries, or other servitors a character can have.

**Underworld Contacts:** A character with the Underworld Contacts thief ability uses this number to modify his thief ability.

**Skills:** This score is the relevant ability for skill such as Oratory and Statecraft.

## Appearance

This determines the physical presence and attractiveness of the character. A character with a high Appearance score would be handsome or beautiful, perhaps even famous for outstanding looks (such as Helen of Troy).

**Reaction Adjustment:** This number modifies the Reaction Roll made when a character interacts with NPCs and intelligent creatures for the first time (see the DMG). Obnoxious behavior can negate bonuses for a high Appearance score, just as solicitous manners can overcome a weakness.

**Bribe Official:** A character with the Bribe Official thief ability uses this number to modify his thief ability.

**Skills:** This score is the relevant ability for skills such as Singing, Gaming, Etiquette and Disguise.

### Table 1.11: Leadership

Leadership Score	Command Radius	Loyalty Base	# of Henchmen	Underworld Contacts
1	-8	-8	0	-50%
2	-7	-7	1	-25%
3	-6	-6	1	-15%
4	-5	-5	1	-15%
5	-4	-4	2	-10%
6	-3	-3	2	-10%
7	-2	-2	3	-5%
8	-1	-1	3	-5%
9-11	0	0	4	0%
12-13	0	0	5	0%
14	+1	+1	6	0%
15	+3	+3	7	0%
16	+4	+4	8	+5%
17	+6	+6	10	+10%
18	+8	+8	15	+15%
19	+10	+10	20	+20%
20	+12	+12	25	+25%
21	+14	+14	30	+30%
22	+16	+16	35	+35%
23	+18	+18	40	+40%
24	+20	+20	45	+45%
25	+25	+20	50	+50%

## Ego

Ego is the mystical driving force that makes the character a unique individual. Ego is divided into the subabilities of Willpower, which measures a character's strength of will and commitment and Aura, which measure a character's spiritual strength, life energy or inner essence, and luck. Leon decides his character has average Willpower. The character's statistics now read:

<b>Strength</b> 16	<b>Intelligence</b> 12
Stamina 15	Reason 11
Muscle 17	Knowledge 13
<b>Dexterity</b> 14	<b>Wisdom</b> 8
Aim 12	Intuition 10
Balance 16	Understanding 6
<b>Constitution</b> 12	<b>Charisma</b> 11
Health 12	Leadership 10
Fitness 12	Appearance 12
<b>Ego</b> 13	
Willpower 11	
Aura 15	

**Other affects of Ego:** Ego affects a PC's ability to control intelligent magic weapons. The formula for deter-

### Table 1.12: Appearance

Appearance Score	Reaction Adjustment	Bribe Official
1	-7	-35%
2	-6	-30%
3	-5	-25%
4	-4	-20%
5	-3	-15%
6	-2	-10%
7	-1	-5%
8-12	0	0
13	+1	0
14	+2	0
15	+3	0
16	+5	+5%
17	+6	+10%
18	+7	+15%
19	+8	+20%
20	+9	+25%
21	+10	+30%
22	+11	+35%
23	+12	+40%
24	+13	+45%
25	+14	+50%

mining the PC's power rating vs. intelligent magical items follows: Intelligence + Level + Ego.

## Willpower

This ability measures a character's strength of will, ability to resist magical forces, and sense of commitment to a cause. A character with a high Willpower would be difficult to harm with mind-affecting magic spells, could be quite stubborn, and would resist interrogation.

**Magical Defense Adjustment:** This modifier applies to the character's saving throws versus magical spells that affect the victim's mind — *beguiling, charm, fear, hypnosis, possession, suggestion*, etc. This modifier is applied automatically, without any effort on the part of the character or player making the saving throw.

**Spell Immunity:** This grants those characters with extremely high Willpower scores protection from mind-affecting spells and psionic devotions and sciences which attack the character's mind.

**Skills:** This ability is important for skills such as Animal handling, Animal training, Concentration and Intimidation.

Ability Score	Mental Attack Adjust.	Attack Immunity
1	-6	nil
2	-5	nil
3	-4	nil
4	-3	nil
5	-2	nil
6	-1	nil
7-14	0	nil
15	+1	nil
16	+2	nil
17	+3	nil
18	+4	nil
19	+4	1st level spells
20	+4	2nd level spells
21	+4	3rd level spells
22	+4	4th level spells
23	+4	5th level spells
24	+4	6th level spells and psionic devotions
25	+4	7th level spells and psionic sciences

## Aura

This ability measures the strength of a character's life force, luck and ability to resist magic which affects the character's life energy, such as necromantic spells. A character with a high Aura has a powerful life energy and is less effected by the life sapping attacks of undead and the effects of death magic. A character with a high Aura has a greater potential to use his mind to harness psionic powers and may also be very lucky.

**Life Point Bonus:** This is the number of additional life points a character receives in addition to those awarded by race and level.

**Luck Point Bonus:** This is the number of luck points a character receives in addition to those awarded by level

**Death Magic Defense Adjustment:** This is the bonus a character receives to his saving throw vs. death magic and necromantic spells. The saving throw bonus can be ignored by a character who wishes to be affected by a spell.

**Skills:** This ability is important for skills such as Meditative Focus, Rejuvenation and Spirit Lore.

Ability Score	Life Point Bonus	Luck Point Bonus	Death Magic Def. Adj.
1	1	0	nil
2	2	0	nil
3	3	0	nil
4	4	0	nil
5	5	0	nil
6	6	0	nil
7	7	0	nil
8	8	0	nil
9	9	0	nil
10	10	0	nil
11	11	0	nil
12	12	0	nil
13	13	0	nil
14	14	0	nil
15	16	1	+1
16	18	1	+2
17	20	2	+3
18	22	2	+4
19	25	3	+5
20	28	3	+5
21	31	4	+5
22	35	4	+6
23	40	5	+6
24	45	5	+6
25	50	6	+7

# Observation

Observation describes the character's ability to effectively survey and examine the world around him. In game terms, a character with a high Observation score is able to find secret and concealed portals and hidden objects more effectively, hear noises more effectively, and discern details more effectively. A rogue character with a high observation score can more easily Find Traps and notice back attacks. A character with a low Observation score is inhibited in these abilities.

**Calculating Observation Score:** The Observation ability is a derivative score. A character's power of Observation is based on his mental ability to see things clearly and the physical ability to see or hear effectively. Therefore to calculate Observation, add Wisdom/Intuition and Dexterity/Aim and divide by two, round up the total.

**Concealed Doors Modifier:** This number modifies a character's chance on a d20 roll to find a concealed portal or item.

**Secret Doors Modifier:** This number modifies character's chance on a d20 roll to find a secret door or invisible item.

A character with a high Secret Doors Modifier has a better chance to hit invisible creatures and may add his modifier to his chance to hit such creatures. This modifier also can also be added to a character's chance to hit in conditions of darkness or limited visibility, but the bonus for a high Observation can never exceed the penalty applied because of low visibility.

These special bonuses to hit do not apply if the character is deafened or if the creature he is fighting cannot be heard (if the creature in question has a strong odor or is detectable by some other means than sight or sound then the bonus is halved instead of negated even if it is magically silenced). For example, Jon the Light would normally have a -4 to hit penalty against an invisible creature, but since he has an Observation of 18 he can reduce that bonus to -2.

---

*'Common sense and observation serve the warrior more often than a sharp blade'*

*-- Sir Maeven Calnsey*

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**Table 1.15: Observation**

Ability Score	Concealed Doors	Secret Doors	Back Protection	Find Traps	Hear Noise	Spell Immunity
1	-6	-6	-90%	-90%	-20% (-4)	nil
2	-5	-5	-75%	-75%	-20% (-4)	nil
3	-4	-4	-50%	-50%	-20% (-4)	nil
4	-3	-3	-45%	-45%	-15% (-3)	nil
5	-2	-2	-40%	-40%	-10% (-2)	nil
6	-1	-1	-35%	-35%	-5% (-1)	nil
7	0	0	-20%	-20%	0	nil
8	0	0	-15%	-15%	0	nil
9	0	0	-10%	-10%	0	nil
10	0	0	-5%	-10%	0	nil
11	0	0	0	-5%	0	nil
12-14	0	0	0	0	0	nil
15	+1	0	0	0	0	nil
16	+2	0	0	0	+5% (+1)	nil
17	+3	+1	+5%	0	+10% (+2)	nil
18	+4	+2	+10%	+5%	+15% (+3)	nil
19	+4	+3	+15%	+10%	+20% (+4)	1st lvl illusion/phantasm
20	+5	+4	+20%	+15%	+25% (+5)	2nd lvl illusion/phantasm
21	+5	+4	+25%	+20%	+25% (+5)	3rd lvl illusion/phantasm
22	+6	+5	+30%	+25%	+30% (+6)	4th lvl illusion/phantasm
23	+6	+5	+35%	+30%	+30% (+6)	5th lvl illusion/phantasm
24	+7	+6	+40%	+35%	+35% (+7)	6th lvl illusion/phantasm
25	+7	+6	+45%	+40%	+35% (+7)	7th lvl illusion/phantasm

**Back Protection:** A character with the Back Protection thief ability uses this number to modify his thief ability.

**Find Traps:** A character with the Find/Remove Traps or Find/Remove Large Traps thief ability uses this number to modify his thief ability to find traps, but not to remove traps.

**Hear Noise Modifier:** This number modifies a character's chance to hear noise on d20 or d00 roll for rogue characters.

**Spell Immunity:** Like the immunity to illusions/phantasms granted to a character with an Intelligence of 19 or higher, a character with an Observation of 19 or higher will notice inconsistencies in certain illusions allowing him to automatically make his saving throw. Spell immunities are cumulative.

**Skills:** Observation is the relevant ability for skills such as Blindfighting and Tracking.

## Sanity

Sanity measures a character's mental stability. Characters with low Sanity scores have little mental stability and characters with high scores are very stable. Unlike other ability scores, this score is represented by a percentile.

Sanity comes into play when a character encounters a horrible monster, suffers a loss, experiences a traumatic event, or encounters something so alien to his realm of experience that it has a chance of causing him to become temporarily or permanently insane. When a Sanity check is required, percentile dice are rolled. A roll equal to or less than the character's Sanity score indicates that the character overcame his fear, dealt with the situation rationally and experienced no adverse effect. A failed roll indicates the situation in question affected the character and that Table 1.4: Sanity Check Failure must be consulted.

Each time a Sanity check is failed, the character loses a variable amount of percentile points from his Sanity score as indicated on Table 1.4. If a character's Sanity is reduced to zero or less the character becomes hopelessly insane.

Some examples of when a Sanity check may be required are: an encounter with undead, the sight of a fiend, the traumatic death of a close friend, casting a spell of 10th

level or higher, or a upon visiting the Abyss. The DM will tell you when a Sanity check is required. A character's current Sanity, level, and previous experience may effect the results of a Sanity check failure as detailed on Table 1.3 below.

**Calculating Sanity:** Sanity is a percentile score equal to five times the average of a character's Wisdom and Ego scores (round up). For example, Tren the Mage has a Wisdom of 15 and an Ego of 14, therefore his Sanity is score is 75.

**Table 1.16: Sanity check modifiers**

Current Sanity	Modifier
Sanity below 20:	+20 %
Sanity below 40:	+10 %
Sanity 41-59:	0 %
Sanity above 60:	-10 %
Sanity above 80:	-20 %
Sanity above 00:	-40 %

### Other Modifiers

Previously encountered same creature or situation:	(20+1d20%)
Per experience level	-1%



*'Were such things here as we do speak  
about? Or have we eaten on insane root  
That takes the reason prisoner?'*

*-- anonymous Arrakian bard*

## Table: 1.17 Sanity Check Failure

% roll	effect	point loss
01-20	Dismayed and terrified: -4 to hit and AC until end of combat, spell casters have a 20% chance of spell failure, psionicists -4 to power score.	1d4
21-40	Flee in terror for 1d12 rounds, as if a <i>fear</i> spell had been cast.	1d6
41-60	Attack in a berserk rage the object or creature that required the character to make a Sanity check. Attacks are made at +2, AC is penalized by -4, and spell casting is impossible. When there is no creature or object to attack the character raves maniacally for 1d6 turns.	2d4
61-80	Paralyzed with fear, dread, etc.: Unable to take any action for 1d6 rounds, AC is penalized by -4.	2d6
81-90	Catatonic state: Unable to take any action for 1d6 rounds. If a 6 is rolled, roll again for the number of turns of catatonia. Successive 6's indicate hours, days, weeks and years of catatonia. Any character who rolls more than six 6's will remain in a catatonic state until cured by a <i>heal</i> spell or similar magic.	4d4
91-00	Driven insane, consult <i>Player's Option: Spells and Magic</i> , Table 24: Random Insanity Chart on page 88 for type of insanity. If a monster caused the Insanity check, modify the percentile roll on Table 24 by +5% for every Hit Die beyond three that the monster has, to a maximum of +40%.	10d10



## Racial ability scores

Every character race in Fälgorna has minimum and maximum requirements for their ability scores. The character's ability scores must be within these ranges in order to belong to a specific race. In most cases sex has no effect on these ranges.

Any character can be human, regardless of ability scores. The human minimum ability score is 3 and maximum is 19 in all attributes. Minimum and maximum ability scores are detailed on Table 1.8. Only magic can raise an ability score above the racial maximum.

*'Of your ability think sure, for no two creatures share the same strength ... neither do they share the same weakness.'*

*– the Ard Righ Senschal IV  
from a speech to his army as it prepared  
for the Battle of Rone Hills, C.T. 684*

**Table 1.18: Racial Ability Minimums and Maximums**

Race	Str	Dex	Con	Int	Wis	Cha	Ego	Obs	San
<b>Dwarf</b>									
<i>Hill</i>	8/18	3/17	12/19	3/18	3/18	3/17	9/19	3/18	15/90
<i>Mountain</i>	8/18	3/17	11/19	3/18	3/18	3/16	9/20	3/18	15/90
<i>Deep</i>	8/18	3/16	13/20	3/18	3/18	3/15	9/20	3/17	15/90
<i>Duergar</i>	8/18	3/17	11/19	3/16	3/18	3/15	7/18	3/18	15/90
<b>Mul</b>	10/20	5/18	8/19	3/17	3/18	3/16	5/19	3/18	15/90
<b>Elf</b>									
<i>Drow</i>	3/18	8/20	7/18	9/19	3/18	9/18	11/19	12/19	15/75
<i>Elberethi</i>	3/16	6/18	7/17	8/18	7/20	10/18	10/18	11/20	35/100
<i>Oceanus</i>	4/19	6/19	6/16	8/18	3/18	10/17	10/18	10/18	15/90
<i>Oldanquasti</i>	3/17	6/19	6/16	8/18	3/18	12/20	10/18	10/18	15/90
<i>Paladian</i>	5/19	6/19	7/18	8/18	3/18	11/19	11/19	10/18	25/100
<i>Variquesti</i>	3/17	6/19	7/17	10/20	3/17	10/18	9/17	11/19	15/85
<b>Half-Elf</b>	3/18	6/19	6/18	4/18	3/18	6/19	3/18	6/18	15/90
<b>Gnome</b>									
<i>Forest</i>	3/17	9/19	8/18	3/17	7/19	3/18	5/18	8/19	35/95
<i>Rock</i>	6/18	6/18	8/18	7/19	3/17	3/18	5/18	8/19	15/85
<i>Svirfneblin</i>	6/18	6/19	6/18	3/17	4/19	1/16	5/18	9/19	20/95
<b>Goblin</b>	6/15	6/19	7/20	3/16	3/16	3/15	5/18	3/17	15/80
<b>Halfling</b>									
<i>Furchin</i>	3/17	9/19	11/19	6/18	3/17	7/18	7/18	6/19	15/85
<i>Hairfoot</i>	3/17	8/19	10/18	6/18	3/18	7/18	6/18	6/19	15/90
<i>Stout</i>	5/17	8/19	10/19	6/18	3/18	5/18	7/18	6/19	15/90
<i>Tallfellow</i>	3/17	8/19	10/18	6/18	7/19	5/18	6/18	8/19	35/95
<i>Wild</i>	6/18*	9/19	10/18	5/17	3/18	5/18	6/18	6/19	15/90
<b>Half-Ogre</b>	14/21†	3/15	14/20	3/14	3/18	3/12	10/19	3/16	15/90
<b>Hobgoblin</b>	9/19	3/17	13/19	3/17	3/18	3/17	8/18	3/18	15/90
<b>Human</b>	3/19	3/19	3/19	3/19	3/19	4/19	3/19	3/19	15/95
<b>Kobold</b>	3/14	10/21	5/18	3/16	3/16	3/15	5/18	3/17	15/80
<b>Lizard Man</b>	8/18	3/18	6/18	3/17	3/18	3/16	3/18	3/18	15/90
<b>Orc</b>	8/19	3/17	13/19	3/16	3/17	3/16	9/19	3/18	15/85
<b>Half-Orc</b>	6/19	3/16	13/19	3/18	3/17	3/16	3/18	3/16	15/85
<b>Uldra</b>	8/18	3/18	10/18	6/18	8/18	3/16	3/18	4/18	40/90

\*Wild halfling fighters with a Strength of 18 never roll percentile dice for exceptional Strength.

†Half-ogres of all classes with a Strength of 18 roll percentile dice for exceptional Strength.