

## Rules Modifications

### Armour Class

Armour Class (AC) starts at 10 and rises from there. To convert from standard AD&D 2e rules, subtract the standard AD&D AC from 20 to derive the new AC.

### THAC0

This Campaign Guide replaces THAC0 with an attack bonus. To make an attack, roll d20 and add the attack bonus and any modifiers. If the end result equals or exceeds the target's AC, the attack hits. To convert THAC0 to attack bonus, subtract THAC0 from 20.

### Combat Manoeuvres

Most special combat actions use **combat manoeuvre bonus** (CMB) and **combat manoeuvre defence** (CMD).

- CMB equals a character's attack bonus plus Strength To Hit bonus, plus a size adjustment (see below).
- CMD equals 10 plus a character's attack bonus, plus Strength To Hit bonus, plus Dexterity Reaction Adjustment, plus a size adjustment.

To carry out a combat manoeuvre, roll d20 + CMB. If the result equals or exceeds the target's CMD, the manoeuvre is successful. A CMB roll takes up one of the character's attacks for that round.

#### CMB/CMD Size Adjustments

<b>Tiny:</b>	-2
<b>Small:</b>	-1
<b>Large:</b>	+1
<b>Huge:</b>	+2
<b>Gargantuan:</b>	+4

#### Disarm

A successful Disarm CMB check hurls the target's weapon 2d6 feet in a random direction. Disarming a two-handed weapon requires two successive Disarm checks in the same round.

#### Grapple

A successful Grapple CMB check holds the target in place. The target can make a CMB check to break free. The attacker must make a Grapple check each round to maintain the hold. While two characters are grappling, both lose their Defensive Adjustment to AC.

With a successful Grapple check, the attacker can deal unarmed damage to their target, move them at half the attacker's combat movement rate if the target is the same size or smaller, or continue to hold them in place.

The target cannot attack while grappled.

#### Knockdown/Trip

Knockdown/Trip affects a target up to one size category larger than the attacker. A successful CMB check knocks the target prone. They must spend a round to stand up.

#### Parry

Parrying does not require a CMB check. There are two types of Parry: standard and expert.

With a **standard Parry**, a character forfeits all attacks but gains a bonus to their AC equal to half their level. Warriors add +1 to this bonus.

With an **expert Parry**, the character forfeits a melee weapon attack but still rolls to hit with that weapon, using it to Parry. If the roll equals or exceeds the attack roll of the incoming attack, the Parry is successful.

#### Pin

A successful Pin CMB check traps an opponent's weapon. If the Pin attempt uses a weapon, the attacker cannot make an attack with that weapon. The target must make a CMB check to free their weapon.

#### Staple

A successful Staple CMB check uses a piercing weapon to hold a target in place without dealing damage by stapling their clothing or other item to a nearby surface. The target must make a CMB check to break free.

#### Sunder

Sunder is an attempt to destroy a weapon, armour, or other small item. On a successful Sunder CMB check, the item saves vs. crushing blow or is destroyed. Wood weapons save as thin wood. Stone or obsidian weapons save as rock. Bone, chitin, or ivory weapons save as bone/ivory. Agafari weapons save as thick wood. Weapons made from inferior materials cannot Sunder metal items.

### Critical Hits

An attack that hits with a natural 20 automatically deals maximum damage for the weapon used. If the attack can only hit with a roll of 20, however, roll damage as normal - no critical hit is possible.

## Ability Scores



Each character in the AD&D game has six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The first three abilities represent the physical nature of the character, while the second three quantify his mental and personality traits.

### Strength

**S**trength (Str) measures a character's muscle, endurance, and brute force. It is important for warriors because they must be physically powerful in order to wear armour and wield heavy weapons.

**To Hit** adjustments are added to or subtracted from melee attack rolls. A bonus (positive number) makes the opponent easier to hit; a penalty (negative number) makes him harder to hit. This adjustment also modifies a character's combat manoeuvre bonus and combat manoeuvre defence.

**Damage** adjustment applies to melee attacks and attacks with thrown missile weapons. Characters with high Str simply hit harder. The number listed is added to or subtracted from the dice rolled to determine the damage caused by an attack (a successful attack roll can never cause less than 1 point of damage).

## Ability Scores

### Strength Table

Ability Score	To Hit	Damage	Weight Allowance	Maximum Press	Open Doors	Bend Bars/Lift Gates
1	-5	-5	1	3	+0	0%
2	-4	-4	1	5	+0	0%
3	-3	-3	5	10	+1	0%
4	-2	-2	10	25	+2	0%
5	-2	-2	10	25	+2	0%
6	-1	-1	20	55	+3	0%
7	-1	-1	20	55	+3	0%
8	-1	-1	35	90	+4	1%
9	—	—	35	90	+4	1%
10	—	—	40	115	+5	2%
11	—	—	40	115	+5	2%
12	—	—	45	140	+6	4%
13	+1	+1	45	140	+6	4%
14	+1	+1	55	170	+7	7%
15	+1	+1	55	170	+7	7%
16	+2	+2	70	195	+8	10%
17	+2	+2	85	220	+9	13%
18	+3	+3	110	255	+10	16%
19	+4	+4	200	450	+11 (+3)	20%
20	+4	+5	400	650	+13 (+8)	35%
21	+5	+6	600	850	+15 (+12)	50%
22	+5	+8	800	1,050	+17 (+14)	65%
23	+6	+10	1,000	1,250	+18 (+16)	80%
24	+6	+12	1,200	1,450	+19 (+17)	95%
25	+7	+14	1,500	1,750	+19 (+18)	99%

This adjustment also applies to most missile weapons, although bows must be specially made to gain the bonus; crossbows never benefit from the user's Strength.

**Weight Allowance** is the weight a character can carry without being encumbered. These weights are expressed in pounds. A character carrying up to the listed weight can move his full movement rate.

**Maximum Press** is the heaviest weight a character can pick up and lift over his head. A character cannot walk more than a few steps this way.

**Open Doors** indicates the chance to force open a heavy or stuck door. Roll 1d20 and add this modifier.

On a result of 20 or higher, the door opens. A character can keep trying to open a door until it finally opens, but each attempt takes time (exactly how much is up to the DM) and makes a lot of noise.

Numbers in parentheses are the modifier (on 1d20) to open a locked, barred, or magically held door, but only one attempt per door can ever be made. If it fails, no further attempts by that character can succeed.

**Bend Bars/Lift Gates** states the character's percentage chance (rolled on percentile dice) to bend normal, soft iron bars, lift a vertical gate (portcullis), or perform a similar feat of enormous strength.

When the character makes the attempt, roll percentile dice. If the number rolled is equal to or less than the number listed on the table, the character bends the bar or lifts the gate. A character who fails can never succeed at that task. A character can, however, try to bend the bars on a gate that he couldn't lift, and vice versa.

## Dexterity

Dexterity (Dex) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with missile weapons, and his ability to dodge enemy blows.

**Reaction Adjustment** modifies the die roll to see if a character is surprised when he unexpectedly encounters non-player characters (NPCs). It also modifies a character's combat manoeuvre defence.

**Missile Attack** modifies a character's to hit roll whenever he uses a missile weapon. A positive number makes it easier for the character to hit with a missile, while a negative number makes it harder.

**Defensive Adjustment** applies to a character's saving throws against attacks that can be dodged. It also modifies the character's Armour Class, representing his ability to dodge normal missiles and parry weapon thrusts. In some situations, beneficial Dexterity modifiers to Armour Class do not apply. Usually this occurs when a character is attacked from behind or when his movement is restricted - attacked while prone, tied up, on a ledge, climbing a rope, etc.

## Constitution

A character's Constitution (Con) score encompasses his physique, fitness, health, and physical resistance to hardship, injury, and disease. Since this ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected, it is important to all classes. Some classes have minimum allowable Constitution scores.

A character's initial Constitution score is the absolute limit to the number of times the character can be *raised* or *resurrected* from death. Each such revival reduces the character's Constitution score by one. Magic can restore a reduced Constitution score to its original value or even higher, but this has no effect on the number of times a character can be revived from death.

## Dexterity Table

Ability Score	Reaction Adjustment	Missile Attacks	Defensive Adjustment
1	-6	-6	-5
2	-4	-4	-4
3	-3	-3	-3
4	-2	-2	-2
5	-2	-2	-2
6	-1	-1	-1
7	-1	-1	-1
8	-1	-1	-1
9	-	-	-
10	-	-	-
11	-	-	-
12	-	-	-
13	+1	+1	+1
14	+1	+1	+1
15	+1	+1	+1
16	+2	+2	+2
17	+2	+2	+2
18	+3	+3	+3
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

Once the character has exhausted his original Constitution, nothing can bring him back from the dead. That character's journey has come to its final end - no force Athas is able to reverse such a fate.

**Stamina Bonus** is added to or subtracted from each Hit Die rolled for the character. However, no Hit Die ever yields less than 1 hit point. If an adjustment would lower the number rolled to 0 or less, consider the final result to be 1. Always use the character's current Constitution to determine hit point bonuses and penalties.

## Ability Scores

### Constitution Table

Ability Score	Stamina Bonus	System Shock Survival	Resurrection Survival	Poison Save	Regeneration Rate
1	-5	25%	30%	—	—
2	-4	30%	35%	—	—
3	-3	35%	40%	—	—
4	-2	40%	45%	—	—
5	-2	45%	50%	—	—
6	-1	50%	55%	—	—
7	-1	55%	60%	—	—
8	-1	60%	65%	—	—
9	—	65%	70%	—	—
10	—	70%	75%	—	—
11	—	75%	80%	—	—
12	—	80%	85%	—	—
13	+1	85%	90%	—	—
14	+1	88%	92%	—	—
15	+1	91%	94%	—	—
16	+2	95%	96%	—	—
17	+2	97%	98%	—	—
18	+3 (+2)	99%	100%	—	—
19	+4 (+2)	100%	100%	+1	—
20	+5 (+2)*	100%	100%	+1	1 hp/6 turns
21	+6 (+2)**	100%	100%	+2	1 hp/5 turns
22	+6 (+2)**	100%	100%	+2	1 hp/4 turns
23	+6 (+2)***	100%	100%	+3	1 hp/3 turns
24	+7 (+2)***	100%	100%	+3	1 hp/2 turns
25	+7 (+2)***	100%	100%	+4	1 hp/turn

\* All 1s rolled for Hit Dice are automatically considered 2s.

\*\* All 1s and 2s rolled for Hit Dice are automatically considered 3s.

\*\*\* All 1s, 2s, and 3s rolled for Hit Dice are automatically considered 4s.

Only warriors receive a Stamina Bonus of higher than +2. Non-warriors are capped at +2, except for determining psionic Wild Talents (see page 394).

The Stamina Bonus ends when a character reaches 10th level (9th for warriors and priests); neither the bonus nor Hit Dice are added to a character's hit points after he has passed this level.

If a character's Constitution changes during the course of adventuring, his total hit points may be adjusted up or down to reflect the change. The difference between the character's current Stamina Bonus (if any) and the new Stamina Bonus is multiplied by the character's level (up to 10) and added to or subtracted from the character's total.

## Ability Scores

### Intelligence Table

Ability Score	Insight Bonus	Max. Spell Level	Learn Chance	Max. Spells per Level	Bonus Profs.	Spell Immunities	Bonus spells						
							1	2	3	4	5	6	7
1	-5	—	—	—	0	—	—	—	—	—	—	—	—
2	-4	—	—	—	1	—	—	—	—	—	—	—	—
3	-3	—	—	—	1	—	—	—	—	—	—	—	—
4	-2	—	—	—	1	—	—	—	—	—	—	—	—
5	-2	—	—	—	1	—	—	—	—	—	—	—	—
6	-1	—	—	—	1	—	—	—	—	—	—	—	—
7	-1	—	—	—	1	—	—	—	—	—	—	—	—
8	-1	—	—	—	1	—	—	—	—	—	—	—	—
9	—	4	35%	6	2	—	—	—	—	—	—	—	—
10	—	5	40%	7	2	—	—	—	—	—	—	—	—
11	—	5	45%	7	2	—	—	—	—	—	—	—	—
12	—	6	50%	7	3	—	—	—	—	—	—	—	—
13	+1	6	55%	9	3	—	1	—	—	—	—	—	—
14	+1	7	60%	9	4	—	2	—	—	—	—	—	—
15	+1	7	65%	11	4	—	2	1	—	—	—	—	—
16	+2	8	70%	11	5	—	2	2	—	—	—	—	—
17	+2	8	75%	14	6	—	2	2	1	—	—	—	—
18	+3	9	85%	18	7	—	2	2	1	1	—	—	—
19	+4	9	95%	22	8	1st-level illusion/phantasm spells	3	2	2	1	—	—	—
20	+4	10	96%	26	9	2nd-level illusion/phantasm spells	3	3	2	2	—	—	—
21	+4	10	97%	30	10	3rd-level illusion/phantasm spells	3	3	3	2	1	—	—
22	+4	10	98%	34	11	4th-level illusion/phantasm spells	3	3	3	3	2	—	—
23	+4	10	99%	38	12	5th-level illusion/phantasm spells	4	3	3	3	2	1	—
24	+4	10	100%	All	15	6th-level illusion/phantasm spells	4	3	3	3	3	2	—
25	+4	10	100%	All	20	7th-level illusion/phantasm spells	4	3	3	3	3	3	1

**System Shock Survival** states the percentage chance a character has to survive magical effects that reshape or age his body: petrification (and reversing petrification), polymorph, magical aging, etc. It can also be used to see if the character retains consciousness in particularly difficult situations.

For example, a wizard polymorphs his hireling into a kank. The hireling, whose Constitution is 13, has an 85% chance to survive the change. Assuming he survives, he must roll for system shock again when he is changed back to his original form or else he will die.

**Resurrection Survival** lists a character's percentage chance to be successfully *resurrected* or *raised* from death by magic. The player must roll the listed number or less for the character to be revived. If the dice roll fails, the character is permanently dead.

**Poison Save** gives a saving throw bonus against poison. Dwarves and halflings do not receive this bonus.

**Regeneration** heals the character of 1 point of damage after the listed number of turns. Fire and acid damage cannot be regenerated and must heal normally or be dealt with by magical means.

## Ability Scores

### Wisdom Table

Ability Score	Will Bonus	Max. Spell Level	Spell Failure	Spell Immunities	Bonus spells						
					1	2	3	4	5	6	7
1	-5	—	80%	—	—	—	—	—	—	—	—
2	-4	—	60%	—	—	—	—	—	—	—	—
3	-3	—	50%	—	—	—	—	—	—	—	—
4	-2	—	45%	—	—	—	—	—	—	—	—
5	-2	—	40%	—	—	—	—	—	—	—	—
6	-1	—	35%	—	—	—	—	—	—	—	—
7	-1	—	30%	—	—	—	—	—	—	—	—
8	-1	—	25%	—	—	—	—	—	—	—	—
9	—	5	20%	—	—	—	—	—	—	—	—
10	—	5	15%	—	—	—	—	—	—	—	—
11	—	5	10%	—	—	—	—	—	—	—	—
12	—	5	5%	—	—	—	—	—	—	—	—
13	+1	5	0%	—	1	—	—	—	—	—	—
14	+1	5	0%	—	2	—	—	—	—	—	—
15	+1	5	0%	—	2	1	—	—	—	—	—
16	+2	5	0%	—	2	2	—	—	—	—	—
17	+2	6	0%	—	2	2	1	—	—	—	—
18	+3	7	0%	—	2	2	1	1	—	—	—
19	+4	8	0%	<i>cause fear, charm person, command, friends, hypnotism</i>	3	2	2	1	—	—	—
20	+4	9	0%	<i>forget, hold person, ray of enfeeblement, scare</i>	3	3	2	2	—	—	—
21	+4	10	0%	<i>beguiling, domination, fear</i>	3	3	3	2	1	—	—
22	+4	10	0%	<i>charm monst., confusion, emotion, fumble, sugg., telemp. proj.</i>	3	3	3	3	2	—	—
23	+4	10	0%	<i>chaos, feeblemind, hold monst., magic jar, mass dom., quest</i>	4	3	3	3	2	1	—
24	+4	10	0%	<i>geas, mass suggestion, rulership</i>	4	3	3	3	3	2	—
25	+4	10	0%	<i>anti/sympathy, finger of death, mass charm, Otto's ires. dance</i>	4	3	3	3	3	3	1

### Intelligence

Intelligence (Int) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. Intelligence dictates the number of proficiencies a character can learn.

Intelligence is the prime requisite of wizards, who must have keen minds to understand and prepare magical spells. The wizard's Intelligence dictates which spells he can learn and the number of spells he can prepare at one time.

Wizards gain bonus spells for high Intelligence, as shown in the table above.

This ability gives only a general indication of a character's mental acuity. A semi-intelligent character (Int 3 or 4) can speak (with difficulty) and is apt to react instinctively and impulsively. He is not hopeless as a player character (PC), but playing such a character correctly is not easy. A character with low Intelligence (Int 5-7) could also be called dull-witted or slow. A very intelligent person (Int 11 or 12) picks up new ideas quickly and learns easily. A highly intelligent character

(Int 13 or 14) is one who can solve most problems without even trying very hard. One with exceptional Intelligence (Int 15 or 16) is noticeably above the norm. A genius character is brilliant (Int 17 or 18). A character beyond genius is potentially more clever and more brilliant than can possibly be imagined.

However, the true capabilities of a mind lie not in numbers - IQ, Intelligence score, or whatever. Many intelligent, even brilliant, people in the real world fail to apply their minds creatively and usefully, thus falling far below their own potential.

Don't rely too heavily on your character's Intelligence score; you must provide your character with the creativity and energy he supposedly possesses!

**Insight Bonus** is a bonus on saving throws against illusions. Characters with high Intelligence are able to pierce illusions by noting inconsistencies and errors that less insightful characters would miss.

**Maximum Spell Level** lists the highest level of spells that can be cast by a wizard with this Intelligence. Only those of the highest Intelligence can comprehend the mighty magic of 10th-level spells - and these spells require considerable degrees of psionic ability as well.

**Learn Chance** is the percentage probability that a wizard can learn a particular spell. A check is made as the wizard comes across new spells, not as he advances in level. To make the check, the wizard character must have access to a spell book or scroll containing the spell. If the player rolls the listed percentage or less, his character can learn the spell and copy it into his own spell book. If the wizard fails the roll, he cannot check that spell again until he advances to the next level (provided he still has access to the spell).

**Maximum Number of Spells per Level** indicates the maximum number of spells a wizard can know from any particular spell level. Once a wizard has learned the maximum number of spells he is allowed in a given spell level, he cannot add any more spells of that level to his spell book (unless the optional spell research system is used). Once a spell is learned, it cannot be unlearned and replaced by a new spell.

**Bonus Proficiencies** is the number of extra proficiency slots the character gains due to his Intelligence. These extra proficiency slots can be used to buy extra non-weapon proficiencies. Warriors can use these bonus slots to buy extra weapon proficiencies as well - other classes can only spend them on non-weapon proficiencies.

### Charisma Table

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

The character never needs to spend any slots to speak his native language. All characters except for halflings and thri-kreen also start play knowing how to speak the common tongue as well. Halflings and thri-kreen begin play only knowing their native languages.

**Spell Immunity** is gained by those with exceptionally high Intelligence. Those with the immunity notice some inconsistency or inexactness in the illusion or phantasm, automatically allowing them a saving throw. All benefits are cumulative, thus a character with 20 Intelligence is not fooled by 1st- or 2nd-level illusion spells.



## Wisdom

Wisdom (Wis) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition. It can affect the character's resistance to magical attack. It is the prime requisite of priests. Clerics, druids, and templars receive bonus spells for high Wisdom.

**Will Bonus** applies to saving throws against magical spells that attack the mind: *beguiling*, *charm*, *fear*, *hypnosis*, *illusions*, *possession*, *suggestion*, etc. These bonuses and penalties are applied automatically.

**Maximum Spell Level** lists the highest level of spells that can be cast by a priest with this Wisdom. Only those of the highest Wisdom can comprehend the mighty magic of 8th-, 9th-, and 10th-level spells; these spells also require considerable degrees of psionic ability.

**Spell Failure** states the percentage chance that any particular spell fails when cast. Priests with low Wisdom scores run the risk of having their spells fizzle. Roll percentile dice every time the priest casts a spell; if the number rolled is less than or equal to the listed chance for spell failure, the spell is expended with absolutely no effect whatsoever. Priests with Wisdom scores of 13 or higher don't need to worry about their spells failing.

**Spell Immunity** gives extremely wise characters protection from certain spells, spell-like abilities, and magical items. These immunities are cumulative; a character with Wisdom 23 is immune to all spells up to and including those listed on the Wisdom 23 row.

## Charisma

The Charisma (Cha) score measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. It is important to all characters, but especially to those who must deal with NPCs, mercenary hirelings, retainers, and intelligent monsters.

Charisma also dictates the total number of henchmen a character can retain and affects the loyalty of henchmen, hirelings, and retainers.

**Maximum Henchmen** states the number of non-player characters who will serve as permanent retainers of the player character. It does not affect the number of mercenary soldiers, men-at-arms, servitors, or other persons in the pay of the character.

**Loyalty Base** shows the subtraction from or addition to the henchmen's and other servitors' loyalty scores (in the *Dungeon Master's Guide*). This is crucial during battles, when morale becomes important.

**Reaction Adjustment** indicates the penalty or bonus due to the character because of Charisma when dealing with non-player characters and intelligent creatures.



## What the Numbers Mean

Now that you have finished creating the ability scores for your character, stop and take a look at them. What does all this mean?

Suppose you decide to name your character "Zang" and you rolled the following ability scores for him:

<b>Strength</b>	8
<b>Dexterity</b>	14
<b>Constitution</b>	13
<b>Intelligence</b>	13
<b>Wisdom</b>	7
<b>Charisma</b>	6

Zang has strengths and weaknesses, but it is up to you to interpret what the numbers mean in actual play. Here are just two different ways these numbers could be interpreted.

Although Zang is in good health (Con 13), he's not very strong (Str 8). This could be because he's just plain lazy - maybe he never wanted to exercise when he was a youth and now it's too late. His low Wisdom and Charisma scores (7, 6) show that he lacks the common sense to apply himself properly and projects a

slothful, "I'm not going to bother" attitude (which tends to irritate others). Fortunately, Zang's natural wit (Int 13) and physical agility (Dex 14) keep him from being a total loss.

Thus, you might play Zang as an irritating, smart-alecky twerp forever ducking just out of range of those who want to squash him.

Zang has several good points - he has studied hard (Int 13) and practiced his manual skills (Dex 14). Unfortunately, his Strength is low (8) from a lack of exercise (all those hours spent reading books). Despite that, Zang's health is still good (Con 13). His low Wisdom and Charisma (7, 6) are a result of his lack of contact with people outside the realm of academics.

Looking at the scores this way, you could play Zang as a kindly, naive, and shy professorial type who's a good tinkerer, always fiddling with new ideas and inventions.

Obviously, Zang's ability scores (often called "stats") are not the greatest in the world. Yet it is possible to turn these "disappointing" stats into a character who is both interesting and fun to play. Too often players become obsessed with "good" stats. These players immediately give up on a character if he doesn't have a majority of above-average scores. There are even those who feel a character is hopeless if he does not have at least one ability of 17 or higher! Needless to say, these players would never consider playing a character with an ability score of 6 or 7.

In truth, Zang's survivability has a lot less to do with his ability scores than with your desire to role-play him. If you give up on him, of course he won't survive! But if you take an interest in the character and role-play him well, then even a character with the lowest possible scores can present a fun, challenging, and all-around exciting time. Does he have a Charisma of 5? Why? Maybe he's got an ugly scar. His table manners could be atrocious. He might mean well but always manage to say the wrong thing at the wrong time. He could be bluntly honest to the point of rudeness, something not likely to endear him to most people. His Dexterity is a 3? Why? Is he naturally clumsy or blind as a bat?

Don't give up on a character just because he has a low score. Instead, view it as an opportunity to role-play, to create a unique and entertaining personality in the game. Not only will you have fun creating that personality, but other players and the DM will have fun reacting to him.

