

## Advanced Swords & Sorcery Attributes

### Strength

Attribute Score	Fighting Ability Adjustment	Damage Roll Modifier	Weight Allowance
1	-5	-5	5
2	-4	-4	10
3	-3	-3	15
4	-3	-3	20
5	-2	-2	25
6	-1	-1	30
7	-1	-1	35
8	-1	-1	40
9	-	-	45
10	-	-	50
11	-	-	55
12	-	-	60
13	+1	+1	70
14	+1	+1	80
15	+1	+1	90
16	+2	+2	110
17	+2	+2	130
18	+3	+3	160
19	+4	+4	200
20	+5	+5	250
21	+6	+6	310
22	+7	+7	380
23	+8	+8	460
24	+9	+9	550
25	+10	+10	650

*Fighting Ability Adjustment:* This is a modifier to hit rolls applied when making melee or missile attacks with suitable weapons, often expressed as effective fighting ability in the form FA 4(5), which would indicate +1. Some weapons, such as guns and crossbows do not benefit from this, having their own strength rating, whilst a given bow can only accommodate the degree of strength it was made for.

*Damage Roll Modifier:* This is a modifier to damage rolls when making melee or missile attacks with suitable weapons. As with fighting ability adjustments, some weapons are not affected and others have a limitation on the degree to which they can benefit.

*Weight Allowance:* This is the amount of weight in pounds that a character can carry without suffering excessive fatigue from the exertion.

## Dexterity

Attribute Score	Fighting Ability Adjustment	Armour Class Adjustment	Saving Throw Modifier	Initiative Delimitations
1	-5	+5	-2	5
2	-4	+4	-2	4
3	-3	+3	-1	3
4	-3	+3	-1	2
5	-2	+2	-1	2
6	-1	+1	+0	-
7	-1	+1	+0	-
8	-1	+1	+0	-
9	-	-	+0	-
10	-	-	+0	-
11	-	-	+0	-
12	-	-	+0	-
13	+1	-1	+0	-
14	+1	-1	+0	-
15	+1	-1	+0	-
16	+2	-2	+1	9
17	+2	-2	+1	9
18	+3	-3	+1	8
19	+4	-4	+2	7
20	+5	-5	+2	6
21	+6	-6	+3	5
22	+7	-7	+3	4
23	+8	-8	+4	3
24	+9	-9	+4	2
25	+10	-10	+5	1

*Fighting Ability Adjustment:* This is a modifier to hit rolls that may applied when making missile attacks of all sorts. If both strength and dexterity would add a bonus or penalty, use only the most significant; if one would add a penalty and the other a bonus, combine them together. This adjustment may sometimes be used for melee attacks in place of strength, as indicated elsewhere, and in that case follows the same rules as when used for missile attacks.

*Armour Class Adjustment:* This is a modifier to the effective armour class of the character, usually expressed in the form AC 5(4), indicating a -1 to enemy hit rolls against the character. A character who is not defending himself is treated as though he has an effective dexterity of 1 for the purposes of this modifier.

*Saving Throw Modifier:* This is a modifier to the saving throw roll of the character whenever agility or speed of action would be of significance.

*Initiative Delimitations:* The lower half of the table shows the worst initiative result that a character with a high dexterity score can roll assuming all else is equal, whilst the upper half of the table shows the best initiative result that a character with a low dexterity can get under the same conditions. Where movement or spell casting delimitations apply, use the least favourable to the character.

## Constitution

Attribute Score	Hit Point Adjustment	Transformation Survival	Saving Throw Modifier
1	-5	5	-2
2	-4	10	-2
3	-3	15	-1
4	-3	20	-1
5	-2	25	-1
6	-1	30	+0
7	-1	35	+0
8	-1	40	+0
9	-	45	+0
10	-	50	+0
11	-	55	+0
12	-	60	+0
13	+1	65	+0
14	+1	70	+0
15	+1	75	+0
16	+2	80	+1
17	+2	85	+1
18	+3	90	+1
19	+4	95	+2
20	+5	100	+2
21	+6	105	+3
22	+7	110	+3
23	+8	115	+4
24	+9	120	+4
25	+10	125	+5

*Hit Point Adjustment:* This is a modifier applied to each hit die rolled to determine the hit points of the character.

*Transformation Survival:* This is the percentage chance that a character survives being subjected to hostile transformative magic that alters his body or the condition of his spirit relative to it.

*Saving Throw Modifier:* This is a modifier to the saving throw roll of the character whenever hardness of physical well being would be of significance.

## Intelligence

Attribute Score	Maximum Spell Level	Additional Spell Slots
1	–	–
2	–	–
3	–	–
4	–	–
5	–	–
6	–	–
7	–	–
8	–	–
9	3	0
10	3	0
11	3	0
12	3	0
13	4	1
14	4	1
15	4	1
16	5	2
17	5	2
18	6	3
19	7	4
20	8	5
21	9	6
22	10	7
23	11	8
24	12	9
25	U	10

*Maximum Spell Level:* This is the maximum level of spells that a magician character is capable of acquiring or casting; the letter U indicates “unlimited” advancement.

*Additional Spell Slots:* These are bonus spell slots available to a magician character; they may be used to memorize additional spells of a level within his ability. Only a single slot is required for a first level spell, whilst two slots are required for a second level spell, and so on.

## Wisdom

Attribute Score	Maximum Spell Level	Additional Spell Slots	Saving Throw Modifier
1	–	–	–2
2	–	–	–2
3	–	–	–1
4	–	–	–1
5	–	–	–1
6	–	–	+0
7	–	–	+0
8	–	–	+0
9	3	0	+0
10	3	0	+0
11	3	0	+0
12	3	0	+0
13	4	1	+0
14	4	1	+0
15	4	1	+0
16	5	2	+1
17	5	2	+1
18	6	3	+1
19	7	4	+2
20	8	5	+2
21	9	6	+3
22	10	7	+3
23	11	8	+4
24	12	9	+4
25	U	10	+5

*Maximum Spell Level:* This is the maximum level of spells that a cleric character is capable of acquiring or casting; the letter U indicates “unlimited” advancement.

*Additional Spell Slots:* These are bonus spell slots available to a cleric character; they may be used to memorize additional spells of a level within his ability. Only a single slot is required for a first level spell, whilst two slots are required for a second level spell, and so on.

*Saving Throw Modifier:* This is a modifier to the saving throw roll of the character whenever strength of will or mental forbearance would be of significance.

## Charisma

Attribute Score	Maximum Henchmen	Loyalty Adjustment	Reaction Adjustment
1	1	-25	-2
2	1	-20	-2
3	1	-15	-1
4	2	-10	-1
5	2	-10	-1
6	4	-5	+0
7	4	-5	+0
8	4	-5	+0
9	6	-	+0
10	6	-	+0
11	6	-	+0
12	6	-	+0
13	8	+5	+0
14	8	+5	+0
15	8	+5	+0
16	10	+10	+1
17	10	+10	+1
18	12	+15	+1
19	15	+20	+2
20	19	+25	+2
21	24	+30	+3
22	30	+35	+3
23	36	+40	+4
24	42	+45	+4
25	50	+50	+5

*Maximum Henchmen:* This is the maximum number of henchmen that the character is able to have in his employ at any one time.

*Loyalty Adjustment:* Whenever the loyalty of a henchman, hireling, or other non-player associate of the character is tested, this modifier is applied.

*Saving Throw Modifier:* This is a modifier applied to the reaction roll whenever the character presents himself as the leader of the party or is otherwise at the forefront of negotiations.

## Notes

If it is elected to use the above attribute tables in place of the default ones for OSRIC, the following special rules also apply: 1) The optional weapon specialisation rules are not available to fighters, but they always apply +1 to hit and +1 to damage when using weapons with which they are familiar; 2) The armour class of thieves is improved by 1 whenever dexterity would also be a consideration.