

The Six Abilities

All creatures — characters and monsters — have six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table.

Ability Descriptions

Ability	Score Measures...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise and charm

Ability Scores

Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean.

Ability Score Meanings

Score	Meaning
1	This is the lowest a score can normally go. If an effect reduces a score to 0, that effect explains what happens.
2-9	This represents a weak ability.
10-11	This represents the human average.
12-19	This represents a strong capability.
20	This is the highest an adventurer’s score can go unless a feature says otherwise.

21-29	This represents an extraordinary capability.
30	This is the highest a score can go.

Ability Modifiers

Each ability has a modifier that you apply whenever you make a D20 Test with that ability (explained in “D20 Tests”). An ability modifier is derived from its score, as shown in the Ability Modifiers table.

“Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Ability Modifiers Table

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

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