

# Attributes

**MONSTERS & MAGIC** characters have six **attributes**: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. For normal humans, these attributes have a score between 3 and 18; exceptional humans, and other races and animals, may have higher or lower scores.

You determine your attribute scores in one of several ways. The traditional way is to randomly generate them by rolling 3 six-sided dice (3d6) for each, or 4 or 5 dice and taking the 3 highest. If that's too random, you can assign fixed values: say, take the values 8, 10, 12, 12, 15, and 16, and assign them to your six attributes in any order you wish (useful if you have a specific character class or race in mind). Finally, you can use a "point distribution" method: assume each attribute has a base score of 7 points, then distribute 30 points among them, with no single attribute being higher than 18 before racial adjustments (see below) are applied.

These methods give you starting characters better than the run-of-the-mill. To create less powerful characters — the average inhabitants of your fantasy world — simply distribute 24 points among your attributes instead of 30. To create more powerful characters, distribute 36 points for a heroic, larger-than-life feel, and even 42 points for characters who are approaching superhuman levels (in this case, ignore the 18 maximum score restriction).

## YOUR CHARACTER CONCEPT

*Monsters & Magic* favours bold character archetypes — elven wizards, dwarven warriors, noble knights, sneaky halfling thieves. However, with the basic ten classes and six races, the variability in the 6 attributes and the customisation possible using traits, alignments, and goals, there's a huge variety in the characters you can play.

If you like, before you start character creation, think about the kind of character you'd like to play. Are you honest, or devious? Do you use magic, or do you bash things with a big axe? What's the coolest thing you want your character to do? Maybe jot down a sentence or two to help you visualise your character — you can change it as you go, but it's good to begin somewhere. Especially if you're playing in a group — it might be cool to play a backstabbing half-orc thief, but if **everyone** wants to be one, then you might find your group lacks essential skills in play. Talk it through with your GM and other players to ensure your group has a good mix of abilities.

You don't have to do any of this, of course. If you like, you can let the dice decide; roll up your attributes first, then choose the character race and class combination that would be most effective — or most fun to play!

## CHAPTER 2

**Attribute scores** are frequently used in-game. Additionally, we use a **modifier** derived from your attribute which is added to dice rolls. This modifier is a bonus if your attribute score is good, and a penalty if it's bad.

Calculate your modifiers using the table below. Modifiers are referred to by capitalised three-letter abbreviations; so, "WIS" refers to your Wisdom attribute modifier. Attribute scores are referred to using the full attribute name; so, "Constitution" refers to your Constitution attribute score.

Each **character class** (fighter, magic user, cleric, etc) has one attribute which is particularly important, known as its **prime attribute**. For example, the fighter character class's prime attribute is Strength. When you calculate your ATT modifier for your character's prime attribute, you **double** the bonus in the table below. If your prime attribute modifier is **negative**, for any reason, increase it by +2 instead, or to +0, whichever is lower. Character **sub-classes** (page XX) also have **secondary attributes** — more on that below.

The following descriptions indicate the things you can do with attributes.

## STRENGTH

Strength represents muscle and the ability to apply physical force. Use Strength to make more effective melee attacks, smash down doors, bend bars, lift heavy weights, and succeed at challenges like arm-wrestling and throwing things great distances. Strength is the prime attribute for **fighters**, and the secondary attribute for **assassins**.

## DEXTERITY

Dexterity represents agility and manual dexterity. Use it for climbing walls, sneaking about, hiding, balancing, dodging, jumping, and throwing things at targets and shooting bows and crossbows. Dexterity is the prime attribute for **thieves**, and the secondary attribute for **rangers** and **illusionists**.

TABLE 1: ATTRIBUTE SCORE MODIFIERS

<i>Attribute Score</i>	<i>Attribute Modifier</i>	<i>Prime Attribute Modifier</i>
3	-4	-2
4-5	-3	-1
6-7	-2	+0
8-9	-1	+0
10-11	+0	+0
12-13	+1	+2
14-15	+2	+4
16-17	+3	+6
18	+4	+8



## CHARACTER CREATION



### USING MY CLASSIC FANTASY CHARACTER

If you're like us, you probably still have your favourite characters from previous classic fantasy campaigns. Maybe you're still playing one now, or would like to bring one back for new adventures.

In *Monsters & Magic*, that's easy; you can use your character mostly without change. Here's what to do:

1. Keep your attributes, character race and class, alignment, level, spells, equipment, languages, unchanged.
2. Make sure your ATT modifiers tally with those on page XX. Be sure to **double** the ATT bonus for your prime attribute (determined by your character class — see page XX).
3. Check your hit points: these are called **physical hit points** (PHP) in *Monsters & Magic*. Add your Constitution score to your old hit points to get your PHP score.
4. Using your level, and your hit die as indicated in your character class description, calculate your **mental hit points** (MHP) as shown on page XX.
5. Recalculate your **armour class** (page XX); it may not be that different.
6. Jot down on your character sheet your racial and character class **traits**, or use the trait cards from the reference sheets (page XX).
7. Select an **advancement** (page XX) for your character, or 2 if he's human.
8. If you're higher than 1st level, select one advancement for **each additional level**. Be sure to choose advancements which reflect how you imagine your character.
9. If you have any magical or significant items (even strongholds if your character is high enough level), check with your GM to see if there's anything specific you need to describe about them. For example, if you have a castle, your GM might decide to give it hit points, an armour class, and even some traits.
10. Test your character out in play — if anything seems out of focus or inappropriate, change it (with your GM's approval). Otherwise, play on — adventure awaits!

### CONSTITUTION

Constitution represents your endurance, stamina, and overall health. Use it for running distances, staying awake, resisting poisons and diseases, and figuring out how many physical hit points you have (page XX). Constitution is the secondary attribute for **monks**.

### INTELLIGENCE

Intelligence represents your reasoning ability, memory, and ability to make sense of the world. Use it to figure out puzzles, remember information, know an obscure fact or item of lore, read and write, and cast magical spells. Intelligence is the prime attribute for **magic users**.

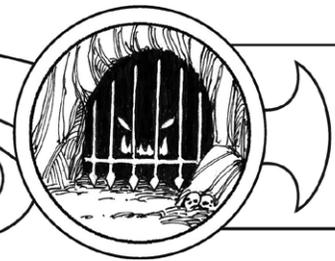
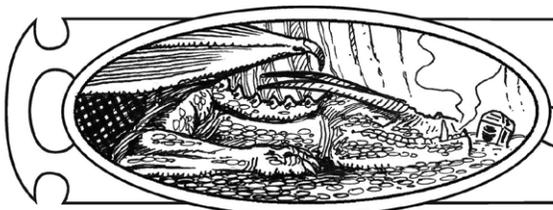
### WISDOM

Wisdom represents your judgement, willpower, and perception. Use it to see hidden things and hear noises you'd otherwise miss, make judgements, resist attempts to deceive you or sway your mind (including magic), see through illusions, use clerical magic, and figure out how many mental hit points you have (page XX). Wisdom is the prime attribute for **clerics**.

### CHARISMA

Charisma represents the force of your personality. Use it to charm and persuade, intimidate and terrify, lead warriors in battle, calm a crowd, and generally make yourself attractive, imposing, or impressive. Charisma is the prime attribute for **bards**, and the secondary attribute for **paladins** and **druids**.





### XIOLA'S STORY

Xiola's player has decided in advance the kind of character she wants to play, with an "unworldly elven sorceress" character concept. She opts to assign points to her attributes as follows: Strength 8, Dexterity 12, Constitution 12, Intelligence 16, Wisdom 15, and Charisma 10.

### GRAMFIVE'S SAGA

Gramfive's player doesn't have a character concept, so opts to roll his attributes. He gets: Strength 16, Dexterity 13, Constitution 15, Intelligence 8, Wisdom 9, and Charisma 12.

Looking over the available character races and classes, he decides he's rolled a human fighter.

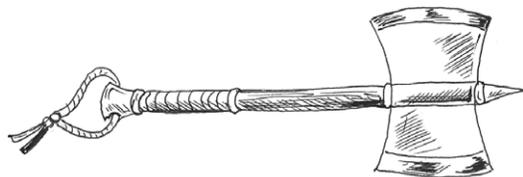
### THE CHRONICLES OF HIGH FANTASY

Throughout this book we refer to an example *Monsters & Magic* game to show you how things work. We've called it "The Chronicles of High Fantasy"; it's a classic fantasy campaign of deadly dungeons, unexplored wilderlands, and teeming cities. We think you'll recognise the place...

There are five player characters in our game, all beginning first-level characters:

- ❖ **Felix Pook**, aka Pook i'the Hood, a male halfling thief
- ❖ **Gramfive the Grim**, a male human fighter
- ❖ **Guido of Gramarye**, a male human bard
- ❖ **Shamira Sunfire**, a female human cleric
- ❖ **Xiola Zenwaith**, a female elven magic user

In this chapter, we'll focus on a couple of them to illustrate how to create characters.



### WHAT NEXT?

You'll now either have a set of 6 numbers, ready to assign to your attributes, or you'll have assigned them already and be looking for a character class to best suit them. Before that, though, you'll need to select your character's **race**.

## Character Races

IN *MONSTERS & MAGIC*, the term **race** refers not to your character's ethnicity, but to which of the traditional fantasy species he belongs to. In this section, we present character creation details for humans, elves, dwarves, halflings, gnomes, half-elves, and half-orcs.

Each race has **racial traits**: these are things you can describe your character doing because he's a member of that race (like seeing in the dark, or finding secret doors). When you create a character, write these traits down on your character sheet, or photocopy or print out the appropriate **racial trait card** from the reference sheets (page XX).

You don't have to write your racial traits out *exactly* as written — you can customise the wording to more closely fit your character. Try to capture the essence of the trait, and not to add any features. For example, you could re-word the *Highly Adaptable* trait to something like *Loves Trying New Things*, but not *Great At Everything He Does*. If in doubt, check with your GM, or just use the traits as given.

Races often give bonuses or penalties to your attributes; some also limit your choice of character class, unless your GM approves otherwise. These are called **racial adjustments**. Modify the attribute scores and their ATT modifiers on your character sheet as appropriate.

### HUMANS

Humans are the baseline from which other character races are measured. They're the "common folk" — most people in your game will probably be human.

Within the human race, your game world may contain many cultural and ethnic backgrounds, with different appearances, beliefs, and attitudes. Humans are the most variable and adaptable of the *Monsters & Magic* races.

#### *Human Traits*

- ❖ *Highly Adaptable*
- ❖ a **cultural trait**, such as *Open-Minded*, *Warlike*, *Cosmopolitan*
- ❖ a background trait, such as *Herbalist*, *City Boy*, *Apprentice*
- ❖ *Quick Learner*

#### *Human Adjustments*

- ❖ gain an **additional bonus advancement** at 1st level (see page XX). You don't have to choose this right now — in fact, you'll probably want to wait until you've selected your race and class.



## CHARACTER CREATION



### ELVES

Elves are an ancient and noble race, with magical natures. Called the “fair folk”, they have young faces and ageless, wisdom-filled eyes. There are several different types of elf, including wood elves, grey elves, and high elves. Legend also speaks of a race of evil elves dwelling deep beneath the earth — the dark elves, or *drow*.

#### *Elven Traits*

All elves get the following traits:

- ❖ *Graceful And Mysterious*: you're slender and almost magically attractive.
- ❖ *Excellent Perception*: easily spot hidden things like secret doors and people hiding, and hear small sounds and see at great distance.
- ❖ *Speak Elven*: in addition to the Common tongue. You may learn one additional language per point of INT bonus.
- ❖ *Extremely Long-lived*: you live hundreds of years, and may be immortal. Your character may still be young, but older than any human.
- ❖ *Infravision*: see in the dark up to 60ft.
- ❖ *Resist Charm*: you're highly resistant to Sleep and Charm spells.
- ❖ *Elf Weapons*: you have a natural ability with long-swords and bows.

Wood elf characters get the following additional traits:

- ❖ *Forest Child*: you're at home in forests.
- ❖ *Find Healing In Beauty*: recover from wounds by contemplating beauty.

High elf characters get the following additional traits:

- ❖ *The Rising of the Dark*: you're troubled by the rising evil you see all around.
- ❖ *From An Ordered Society*: you like things to be structured and disciplined.

#### *Elven Adjustments*

- ❖ +2 bonus to Dexterity
- ❖ -2 penalty to Constitution

### DESCRIBING WHAT YOU'RE DOING

*Monsters & Magic* lets you describe what your character's doing any way you like. There's no set of fixed “actions” or “moves” you must select when it's your character's turn to act. Instead, you describe what you're doing, then work out how to represent that in the rules. If you can justify why your character can do something, then your GM will let you try that as an action.

