

FRACTIONAL ABILITY POINTS

At character creation, roll 1d100 for each statistic, and record the result. For example, Strength 15/73. Whenever you level up, roll the dice size indicated below and add it to your ability fraction. As soon as an ability fraction exceeds 100, the ability score goes up one point. Keep every point above 100. For example: Morgan Ironwolf increases her Fighter level from 3 to 4. She rolls 1d20, getting an 8, and adds it to her strength of 15/95. Her new Strength score is 16/03.

Fighter		Cleric		Magic-User		Thief		Elf		Dwarf	
STR	+d20	STR	+d10	STR	+d4	STR	+d8	STR	+d12	STR	+d20
INT	+d4	INT	+d6	INT	+d20	INT	+d10	INT	+d20	INT	+d10
WIS	+d6	WIS	+d20	WIS	+d12	WIS	+d4	WIS	+d4	WIS	+d8
DEX	+d10	DEX	+d6	DEX	+d8	DEX	+d20	DEX	+d10	DEX	+d6
CON	+d12	CON	+d12	CON	+d10	CON	+d6	CON	+d8	CON	+d12
CHA	+d8	CHA	+d8	CHA	+d6	CHA	+d12	CHA	+d6	CHA	+d4
Halfling		Gibb.Mouther		Octopus		Orangutan		Flesh-Crafter		Mountebank	
STR	+d12	STR	+d12	STR	+d12	STR	+d20	STR	+d4	STR	+d8
INT	+d4	INT	+d4	INT	+d10	INT	+d6	INT	+d20	INT	+d6
WIS	+d6	WIS	+d8	WIS	+d4	WIS	+d4	WIS	+d10	WIS	+d4
DEX	+d20	DEX	+d10	DEX	+d20	DEX	+d10	DEX	+d8	DEX	+d12
CON	+d8	CON	+d20	CON	+d8	CON	+d12	CON	+d12	CON	+d10
CHA	+d10	CHA	+d6	CHA	+d6	CHA	+d8	CHA	+d6	CHA	+d20
Pact-Bound		Centaur		Half-Ogre							
STR	+d4	STR	+d20	STR	+d20	STR		STR		STR	
INT	+d6	INT	+d4	INT	+d6	INT		INT		INT	
WIS	+d10	WIS	+d10	WIS	+d10	WIS		WIS		WIS	
DEX	+d8	DEX	+d6	DEX	+d8	DEX		DEX		DEX	
CON	+d12	CON	+d12	CON	+d12	CON		CON		CON	
CHA	+d20	CHA	+d8	CHA	+d4	CHA		CHA		CHA	
STR		STR		STR		STR		STR		STR	
INT		INT		INT		INT		INT		INT	
WIS		WIS		WIS		WIS		WIS		WIS	
DEX		DEX		DEX		DEX		DEX		DEX	
CON		CON		CON		CON		CON		CON	
CHA		CHA		CHA		CHA		CHA		CHA	
STR		STR		STR		STR		STR		STR	
INT		INT		INT		INT		INT		INT	
WIS		WIS		WIS		WIS		WIS		WIS	
DEX		DEX		DEX		DEX		DEX		DEX	
CON		CON		CON		CON		CON		CON	
CHA		CHA		CHA		CHA		CHA		CHA	