



For OSRIC
and 1E Games

1E HEROIC ABILITIES

An Olde School Arcana supplement for OSRIC™
and other First Edition Fantasy games

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Fundamentals

These rules allow characters of any class to increase their prime requisite ability scores. Such training has two restrictions. First of all, the increased score does not grant experience point bonuses. These bonuses represent natural aptitude and insight, not special training. Secondly, characters may not increase their ability scores any higher than their racial maximums. The DM may waive this last restriction in special cases, where the player characters represent truly mythic heroes. We recommend that each campaign allow only one PC and one NPC to benefit from mythic ability scores. This preserves the exceptional nature of these scores.

Secondary Ability Scores

To use these rules you must first determine your characters' ability scores with more precision than usual. This is each ability's secondary score. Roll d% once for every ability score that the character is allowed to increase.

By class, these scores are:

Assassin: Strength, *Dexterity* and Intelligence

Cleric: Strength, Constitution and *Wisdom*

Druid: Constitution, *Wisdom* and Charisma

Fighter: *Strength*, Dexterity and Constitution

Illusionist: Dexterity, *Intelligence* and Charisma

Magic User: Constitution, *Intelligence* and Wisdom

Monk: Strength, Dexterity and *Wisdom*

Paladin: *Strength*, Wisdom and Charisma

Ranger: *Strength*, Constitution and Intelligence

Thief: *Dexterity*, Constitution and Intelligence

Example: Nimble Jon the thief might have Strength 9, Dexterity 16/34 (34 being the number rolled in d%), Constitution 12/88, Intelligence 14/20, Wisdom 11 and Charisma 13.

Using Secondary Ability Scores

Secondary ability scores usually have no effect in play, save for two exceptions:

Heroic Effort: Once per day per level of experience a character may attempt to increase his or her ability score for the sake of performing a single task. The player must have a secondary ability score for the ability he wishes to use. Roll d%. If the roll is less than the character's secondary score, he is treated as having a score 1 point higher for that task.

Characters able to cast spells may not use this ability to learn or memorize/prepare more spells than they are normally allowed. You may not use this ability to increase your character's hit

points via a temporary Constitution boost.

Example: Nimble Jon the thief concentrates on steadying his hands before picking a lock. Nimble Jon rolls d% to increase his effective Dexterity and gets a 22 – a success! His Dexterity bonus to Open Locks increases from 5% to 10%.

Exceptional Requisite: Characters with an 18 in an ability score for which they have a secondary score may benefit from an *exceptional* requisite. Each class' exceptional requisite is listed in italics. Exceptional requisites only provide additional benefits for the classes for which they are listed!

The exceptional requisite for fighters, paladins and rangers is “percentile” or exceptional strength. The rules for percentile strength are listed in the **OSRIC** manual and the **1ePHB**. Other exceptional requisites follow. Note that the benefits below are in addition to the standard benefits for an 18 score. Thus, a thief with an 18/44 Dexterity adds 11% to Pick Pockets.

Exceptional Dexterity (Thief, Assassin, Monk)

Ability Score	Effect
18/01-50	+1% to Pick Pockets, Open Locks, Find/Remove Traps
18/51-75	+2% to Pick Pockets, Open Locks, Find/Remove Traps, +1% to Move Silently and Hide in Shadows
18/76-90	+3% to Pick Pockets, Open Locks, Find/Remove Traps
18/91-99	+4% to Pick Pockets, Open Locks, Find/Remove Traps, +2% to Move Silently and Hide in Shadows
18/00	+5% to Pick Pockets, Open Locks, Find/Remove Traps

Exceptional Intelligence (Magic User, Illusionist)

Ability Score	Effect
18/01-50	+1 additional languages, +2% chance to know spell, +1 to save vs illusions/phantasms
18/51-75	+2 additional languages, +4% chance to know spell, +2 to save vs illusions/phantasms
18/76-90	+3 additional languages, +6% chance to know spell, +3 to save vs illusions/phantasms
18/91-99	+4 additional languages, +8% chance to know spell, +4 to save vs illusions/phantasms
18/00	+5 additional languages, +10% chance to know spell, +5 to save vs illusions/phantasms

Exceptional Wisdom (Cleric, Druid)

Ability Score	Effect
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18/01-50	Magical attack adjustment (enchantment/charm spell saves) +1
18/51-75	Bonus 1 st level spell
18/76-90	Magic attack adjustment (enchantment/charm spell saves) +2
18/91-99	5 0% magic resistance to 1 st level enchantment/charm spells
18/00	Bonus 4 th level spell

Exceptional Heroic Effort

In addition to the benefits above, characters may use their exceptional requisites to increase the benefits of a heroic effort attempt. This attempt comes with a penalty to the d% roll. Characters may always choose to make a standard heroic effort attempt at no penalty instead or may choose a penalty for a lesser exceptional attempt associated with a lower score.

Ability Score	Exceptional Heroic Effort
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18/01-50	Increase to 20; roll at a -30% penalty.
18/51-75	Increase to 21; roll at a -40% penalty.
18/76-90	Increase to 22; roll at a -50% penalty.
18/91-99	Increase to 23; roll at a -60% penalty.
18/00	Increase to 24; roll at a -70% penalty.

Secondary Scores for Multi-Class and Dual Class Characters

Players of multi-class characters must select three ability scores from the choices available to them in each component class. Once the player chooses these scores they are the only scores that the character may increase or use in concert with the Heroic Effort ability. Dual class characters switch their scores over to their new classes completely and may not advance in their old scores unless their new class allows it.

Magic and Secondary Ability Scores

Any magic (such as a *Wish*) that adds fractional points to an ability score increases its secondary ability score. Add the fraction expressed as a percentage in points to the secondary score.

Magical manuals and similar items increase the primary ability score by an entire point. Items that increase an ability score to a set amount increase the score to the exact number listed. The secondary score is considered to be 01 unless the item (such as Gauntlets of Ogre Power) specifies otherwise.

In all other cases, if the character does not have a secondary score in the attribute, consider that score to be 01. If the character somehow gains a class-based secondary score (by dual classing),

then replace the 01 with a d% roll.



Magic Users learn their craft by mastering a strange arcane language. These efforts naturally promote greater Intelligence.

20! His new Constitution is 13/08. Finally, he rolls 1d10 and adds it to his Intelligence of 14/20. He rolls a 4, increasing the score to 14/24.

Increasing Ability Scores

At 2nd level and for each level thereafter, players roll 3d10 and add it to one of their class' ability score secondary scores and 2d10 to one of the other two secondary ability scores and 1d10 to the remaining secondary ability score. Each player chooses the priority for their secondary scores.

If the secondary score increases to over 100, add 1 point to the character's primary (main) ability score and subtract 100 from the character's secondary ability score. Record this as the final value for that character.

Example: Nimble Jon's player wants to increase his Dexterity as fast as possible, so he assigns 3d10 to that score. He rolls a 22, which increases the thief's Dexterity from 16/34 to 16/56. He decides to assign 2d10 to his Constitution (currently 12/88) and rolls a

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