



Variant Ability Scores for OSR Low Fantasy

1. **Strength.** Physical power, granting bonuses to melee attack and damage rolls.
2. **Dexterity.** Accuracy and agility, granting bonuses to ranged attack and damage rolls, as well as Initiative and Armour Class.
3. **Constitution.** Physical toughness and recuperative ability, granting bonuses to hit points and resisting poison, disease and fatigue.
4. **Intelligence.** Smarts, knowledge and perceptiveness, granting bonuses to languages, recalling lore, and spotting things others might miss.
5. **Willpower.** Inner confidence and mental fortitude, granting bonuses to resisting fear, charm, madness and other mind affecting spells and abilities.
6. **Charisma.** Natural charm, persuasiveness and possibly physical beauty, granting bonuses to NPC reactions, social interactions and hiring morale.
7. **Luck.** Good fortune, fate and karma all rolled into one. This would be a "special" attribute, rolled at the start of every adventure, tied to mechanics such as (a) combat action re-rolls, (b) carrying out impressive martial exploits, (c) avoiding hazards and unusual attacks (similar to a saving throw, which it would replace), and likely other interesting mechanics

As you can see from the above list, wisdom is no more, narrowed instead to Willpower, critical for any PC that does not want to easily succumb to fear, charm or madness (common threats in many Sword & Sorcery games), not to mention hold person and similar OSR spells. Perceptiveness gets wrapped into Intelligence, making it much less of a "dump stat" for any PC. Finally, Charisma is also narrowed somewhat, the sense of self aspect rolled into willpower, clarifying Charisma as the ability to influence others.