

**Intro**

This is the concise (C) reference for the document. For the text of the rules, refer to the annotated (A) or basic (B) versions instead.

Fortune's Die **Ability Scores**

Ability scores range from -5 to $+5$. If an ability score drops below -5 , it is CRIPPLED.

Score	CRIPPLED	Affects		
Str	Paralyzed	Carrying Capacity	Melee Hit	Melee Damage
Dex	Paralyzed	Reflex Save	Ranged Hit	Defense Score
Con	Dead	Fortitude Save	Hit Points	Fortitude Save
Int	Coma	Skill Points		
Wis	Coma	Initiative		
Cha	Inactive	Will Save		