

# EXPANDED ABILITY SCORE POINT BUY SYSTEM

## THE EXPANDED SYSTEM

Any score below an 8 gives you more points to buy scores with. This is shown by a "+" symbol in front of a number. The "-" symbol shows how many points the Value of the Score costs.

### ABILITY SCORE POINT COST

Score	Cost	Score	Cost	Score	Cost
!1	+9	7	+1	13	-5
!2	+7	8	0	14	-7
!3	+5	9	-1	15	-9
!4	+4	10	-2	16	-11
!5	+3	11	-3	17	-13
6	+2	12	-4	18	-15

! Scores at this level are for animals.

## DISABILITIES TO INCREASE SCORES

You may choose one major or up to two minor disabilities listed, or one minor and one annoying.

### MINOR DISABILITIES

Point	Disability
+3	Partial Blindness/Deafness
+2	Weak
+2	Slow
+2	Fragile
+3	Addiction
+?	Allergy

### MAJOR DISABILITIES

Point	Disability
+5	Phobia of Inanimate object
+5	Phobia of Magic
+5	Phobia of Animate Object
+5	Phobia of Creature
+7	Missing Limb
+7	Blind
+7	Deaf
+7	Mute
+5	Exhausted
+7	Addiction
+?	Allergy

## ANNOYING DISABILITIES

Point	Disability	Disadvantage
+2	Grotesque	Persuasion
+2	Clumsy	Acrobatics
+2	Vacuum Cleaner	Animal Handling
+2	Dursleyish	Arcana
+2	Sedentary	Athletics
+2	Truthful	Deception
+2	Inattentive	History
+2	Sherlock?	Insight
+2	Good Cop	Intimidation
+2	Clueless	Investigation
+2	Butcher	Medicine
+2	City Slicker	Nature
+2	Unobservant	Perception
+2	Tone Deaf	Performance
+2	Faithless	Religion
+2	Oh Craps	Sleight of Hand
+2	Orange Ninja	Stealth
+2	Gryll	Survival

## ALLERGENS

d100	Allergen	Minor Point	Major Point
1-10	Nuts	+2	+7
11-20	Fur	+2	+7
21-30	Leather	+2	+7
31-40	Metals	+2	+7
41-40	Fabrics	+2	+7
51-60	Trees	+2	+7
61-70	Feathers	+2	+7
71-80	Mold/fungus	+3	+9
81-90	Oil	+3	+9
91	Pixie Dust	+5	+10
92	Slime(oozes)	+5	+10
93	Acid	+5	+10
94	Poison	+5	+10
95	Meat	+5	+10
96	Undead	+6	+12
97	Dragons	+6	+12
98	Water	+7	+14
99	Nothing	+0	+0
100	Potions	+10	+20

## **PARTIAL BLINDNESS / DEAFNESS**

You have lost the sense of one of your eyes or ears. As such you have disadvantage on either sight or hearing based perception checks.

## **MISSING LIMB**

You have lost either the function or have had a limb replaced with a prosthetic. If a leg/foot based prosthetic you have disadvantage on Acrobatics checks and your movement speed is decreased by 10 feet. If a Hand/Arm based prosthetic, you have disadvantage on Sleight of Hand checks and your *Push, Drag or Lift* is halved.

## **WEAK**

Your muscles have either atrophied or never been fully trained, you take a -2 penalty to your strength score. You have disadvantage on Strength saving throws.

## **SLOW**

Your reaction times are decreased, either due to injury or other means. You take a -2 penalty to Dexterity. You have disadvantage on Dexterity saving throws.

## **FRAGILE**

You are prone to sickness and take a -2 penalty to your Constitution. You have disadvantage on Constitution saving throws.

## **PHOBIAS**

If you have a phobia, you have the Frightened condition so long as the source of your phobia is in your line of sight.

## **BLIND**

You have total blindness, and must navigate using touch and sound, this blindness is incurable and you have disadvantage on all attack rolls.

## **DEAF**

You are totally Deaf and as such can not hear anything. You can talk but not hear, you have learnt to read lips and communicate through other non-verbal means.

## **MUTE**

You are incapable of verbal communication. You have learnt to communicate through other non-verbal means. You are incapable of casting spells that have a Verbal component.

## **EXHAUSTED**

Your sleep is troubled by nightmares and causes you to have trouble sleeping. You have 1 permanent point of Exhaustion and it takes twice as long to remove points of Exhaustion.

## **ADDICTION**

A Major Addiction must be fed a minimum of once every 2 days, if the character is unable to feed their addiction within another day causes the character to go into withdrawal, Roll 1d30 (1d20+1d10) on the long term madness table. A Minor Addiction must be fed a minimum of once every 5 days, if the character is unable to feed their addiction within another two days causes the character to go into withdrawal, Roll 1d12 on the long term madness table.

## **ALLERGY**

Roll on the allergy table to choose your source of allergy. If you specify a specific type of the allergen, halve the number of points gained. Minor Allergy. When you come into contact with the source of your allergy, you break out into hives, a rash, or sneeze uncontrollably for 1d4 hours. You have disadvantage on Charisma checks during this time. Major Allergy. When you come into contact with the source of your allergy, your breathing becomes choked for 1d6 hours. You take 1d4 damage every minute unless someone makes a successful Medicine check DC15 or uses a healing spell/potion on you.