**Attributes and Attribute Checks**

Each character is defined by a set of 10 primary attributes and 8 secondary attributes. Each primary attribute is obtained by rolling 4d6-4. This produces a bell curve from 0-20. A zero would indicate that a character is severely handicapped in that attribute. A twenty would mean that the character is one of the best specimens of his species. A ten is average.

Attributes do a number of things in the game. First, they form the most basic definition of the character and give players a means of describing their characters. Thus, a character with a 15 strength score might be described as strong while one with a 6 might be considered weak. Second, the attribute scores affect the character’s starting skill levels. A strong and fast character will probably start with a higher sword skill than a slow and clumsy one. Finally, a situation may occur in the game that tests one of the character’s attributes.

For instance, a character may find that he must break down a door. This would be a test against the character’s strength attribute. A character having to dive out of the way of an oncoming car will have to pass a test against his agility.

An attribute check is made by taking the relevant attribute and comparing it to a difficulty determined by the GM. The GM will set a difficulty level (DL) for the attribute check. This DL will be based on the conditions of the test and the GM’s discretion.

**Suggested Difficulty Levels**

|  |  |
| --- | --- |
| **Description of Task** | **DL** |
| Yawn! Everyone does this every day with little or no trouble. In general, a roll is not even needed. | 3- |
| Simple. This task might pose some difficulty for the clumsy or dumb, but not for most. | 5 |
| Pretty easy. Though simple, you could still mess this up if you are not careful. | 7 |
| Moderate. A normal task that will take some time and care to perform. | 9-11 |
| Pretty Tough. This task gives most people a fair bit of difficulty. Only the clever or strong will get it the first time. | 14 |
| Hard. Difficult for all but the best. | 18 |
| Nasty. Even the strongest, smartest and fastest will fail more often than not. | 24 |
| Impossible. It would take superhuman talent to perform this task. | 27+ |

To determine the success of an attribute check, both the player and GM roll 1d12. The player adds his attribute and the GM adds the DL of the test. If the player equals or exceeds the GM’s total the check is successful, otherwise it fails.

In the case of a test that is being opposed by another character (say a chess game, or arm wrestling contest), then each character rolls a d12 and adds their relevant statistic to determine a winner.

Based on the situation and the numbers rolled, the GM may rule that the character can try a test again immediately, after some time has passed, or he may rule that no further attempts are possible. If the roll is missed by a significant amount, or the situation is grave, the character might be the victim of dire consequences from his failure.

In some cases, a character performing a task that requires an attribute check might have a skill that also seems to apply. If the GM rules that a skill or attribute might be appropriate for a particular task, the player can choose the higher of the two scores to determine his chance of success. If the attribute is higher than the skill, the GM can still rule that the player receives a bonus to his attribute roll as though the skill was a secondary skill.

Attributes that affect damage or recovery are covered on the chart below.

**Attribute Chart**

|  |  |  |
| --- | --- | --- |
| **Attribute** | **Lift Cap.** | **Dg/Recovery Die** |
| 0 | 25 kg | 1d2 |
| 1 | 30 kg | 1d2 |
| 2 | 35 kg | 1d2 |
| 3 | 40 kg | 1d3 |
| 4 | 45 kg | 1d3 |
| 5 | 50 kg | 1d3 |
| 6 | 60 kg | 1d4 |
| 7 | 70 kg | 1d4 |
| 8 | 80 kg | 1d4 |
| 9 | 90 kg | 1d6 |
| 10 | 100 kg | 1d6 |
| 11 | 120 kg | 1d6 |
| 12 | 140 kg | 1d8 |
| 13 | 160 kg | 1d8 |
| 14 | 180 kg | 1d8 |
| 15 | 200 kg | 1d10 |
| 16 | 240 kg | 1d10 |
| 17 | 280 kg | 1d10 |
| 18 | 320 kg | 1d12 |
| 19 | 360 kg | 1d12 |
| 20 | 400 kg | 1d12 |
| 21 | 480 kg | 1d12+1 |
| 22 | 560 kg | 1d12+1 |
| 23 | 640 kg | 1d12+1 |
| 24 | 720 kg | 1d12+2 |
| 25 | 800 kg | 1d12+2 |
| 26 | 900 kg | 1d12+2 |

**Super Attributes**

Certain power sets allow the hero to choose levels a super attribute as a power. Purchasing a level of super attribute costs 30 buy points when creating a character.

Each level of a super attribute provides the benefits of adding between 10 and 20 points to the attribute in question. Super attributes are listed as the normal attribute score with a number of plus-signs after it, one for each level of super attribute. Thus, a strength score of 15+ means that the character has 15 strength and a level of super strength applied.

**Double-Dipping Super Attributes**

All super attributes grant a +4 to all skill rolls based on that attribute. However, if the character has more than one super attribute that would apply, only the first bonus is +4. The second and possibly third bonuses are each +2. This means that the most bonus a character could get to a skill roll is +8. An example of this would be a character with super intelligence making a knowledge skill test.

**Strength**

Strength measures the physical prowess of the character. It has to do with the mass of the character as well as how efficiently that mass is brought to bear. A large, muscle-bound professional wrestler might have a high strength. However, a thin and wiry martial artist might also have an impressive strength score.

Strength affects some melee combat styles, as well as physical skills like jumping, climbing and swimming. In combat, strength helps determine the damage done when striking with a melee attack. The damage shown on the chart is added to the damage listed in the attack power.

Strength also determines how much a character can lift. A character with a strength score of 10 can lift 100 kg.

Strength tests would be needed when the character is using his muscles to power his way through a situation. Opening a stuck door, or breaking a choke hold would require such a test.

Each level of super strength gives the following benefits:

|  |
| --- |
| * Lift capacity increased by a factor of 5 * +4 to all strength-based skills * +12 to all strength rolls * +6 hit points * +1d10 strength damage * +1 hex base run, swim and jump * +3 energy/use to melee attacks |

**Agility**

Agility is a measure of how light the character is on his feet. Agility determines if the character is a good dancer, able to walk a tightrope, or keep his feet on a slippery floor. Agility affects many combat skills, including the ability to dodge bullets and blows. Also, certain physical skills like jumping, climbing and stealth require agility.

Agility tests might be required when the character is trying to fight on bad footing, sidestep a trap or keep his balance while standing on the roof of a moving car.

Every level of super agility gives the following benefits:

|  |
| --- |
| * +4 to all agility-based skills * +12 to all agility rolls * +2 base defense * +2 dodge\* * +2 hex base run * +1 hex base swim and jump |

\* Additions to dodge are not cumulative with additions to base defense.

**Dexterity**

Dexterity measures the hand-eye coordination of a character, as well as his ability to do fine work with his hands. This skill would be critical for pianists, lockpicks, street magicians and fencers. Dexterity affects a character’s ability to hit with a weapon and many of the skills that make a good thief.

Dexterity checks are called for when a character must tie a knot quickly, or when he must catch something that has been thrown to him. If fine manipulation is required and no skill applies to the situation, a DEX check can determine success.

Each level of super dexterity gives the following benefits:

|  |
| --- |
| * +4 to all dexterity-based skills * +12 to all dexterity rolls * +2 damage to all ranged attacks |

**Speed**

Speed measures the reaction time of a character and to a lesser degree, his foot speed. Some combat skills (knife, for example) rely on speed more than coordination. In addition, speed helps determine if a trap surprises a character, or whether he can react in time to dodge. Speed also helps a character dodge blows in combat.

Speed tests occur when a character must react to a surprising situation. An arrow trap going off in front of him is a good example. Note that speed differs from dexterity and agility in that it measures pure reaction time and reflexes whereas the other two are more refined indicators of ability. A character might be a great dancer (high agility) but not be particularly fast (low speed). Another example would be a character that was very accurate at using his weapons (high dexterity), but tended to panic and freeze in a live combat situation (low speed).

|  |
| --- |
| * +4 to all speed-based skills * +12 to all speed rolls * +2 base defense * +4 dodge\* * +2 initiative * +2 hex base run * +1 hex base swim and jump |

\* Additions to dodge are not cumulative with additions to base defense.

**Toughness**

Toughness measures the ability of the character to take damage and resist the effects of poison and diseases. Toughness is critical in determining a character’s starting hit points and energy. Toughness also plays a part in skills that take a high level of endurance. Fighting characters should consider the benefits of a high toughness score when they are assigning rolls.

Toughness checks are used whenever the character encounters a substance that will cause him harm. A successful toughness test might allow the character to ignore the effects of the substance, or at least take less damage. Depending on the situation, one check might be enough, or several periodic checks might have to be made before the character is out of danger.

Examples of places where toughness checks would be appropriate are a character walking into a smoke or poison gas filled room. A character bitten by a poisonous spider, or touched by a diseased ghoul would need a check to avoid the effects of the poison or disease. A character sprayed by weak acid may make a toughness check to avoid damage, while a stronger acid would do half damage, even if the check were made.

Every level of super toughness provides the following benefits:

|  |
| --- |
| * +4 to all toughness-based skills * +12 to all toughness rolls * +12 hit points * +1d8 hit point recovery |

**Intelligence**

Intelligence is the reasoning and learning ability of the character. Intelligence is an important statistic for scholars, physicians, mages and physicist, since it is a requirement for many of their skills. Almost all knowledge skills are based on intelligence. In addition, skills with a technical or magical aspect have intelligence as an important attribute.

Intelligence checks are made when the character is learning new skills or solving a puzzle. A detective trying to decipher a riddle left by his arch-nemesis could be a contest of intelligence, as could a game of chess. If a player forgets a name, or a critical piece of information and you are pretty certain that his character would remember (and you are feeling generous), a check could be made to prod his memory.

Every level of super intelligence gives the hero the following benefits:

|  |
| --- |
| * +4 to all intelligence-based skills * +12 to all intelligence rolls * +1 to all defenses |

**Will**

Will measures the character’s willpower. It is the ability to overcome fear and temptation. A character confronted with a horrific sight might require a will roll to remain calm and in control. Skills dealing with the mystic arts often require the scholar to have a strong will. Finally, the will to survive gives a character more hit points – something required by anyone desiring a long and prosperous crime-fighting career.

Will tests are hard to quantify and are generally the result of a power. However, a character resisting torture, or powerful temptation might need a will check to successfully resist. The difficulty of this test will be up to the GM.

Every level of super will gives the hero the following benefits:

|  |
| --- |
| * +4 to all will-based skills * +12 to all will rolls * +6 hit points * +12 mental hit points * +1d8 mental hit point recovery |

**Charisma**

This is a mixture of a character’s appearance and their personality. Characters with a high charisma score are natural leaders, speakers and performers. Many interpersonal and information gathering skills are based on this attribute. At least one character in the group should have a good charisma and some charisma-based skills. Charisma is important to traders and confidence men, as well as public officials and generals.

Charisma tests are hard to quantify and there are probably few times in a game where such a test would be made. Often, situations where success would be determined by a character’s charisma can be resolved with a skill test, or by simply role-playing the event. If the GM had absolutely no idea how an NPC would react to the characters and needed a general guideline, then perhaps a charisma check might be in order.

Each level of super charisma has the following effects:

|  |
| --- |
| * +4 to all charisma-based skills * +12 to all charisma rolls * All allies get a +2 to saving throws |

**Intuition**

Intuition is a measure of a character’s luck, magical prowess, his common sense and his connection to the unseen world around him. A character who is attempting to resist a spell can often roll against intuition. Intuition figures into some technical skills where an innate understanding of “how it all works” is as important as raw intelligence. It also helps skills such as gambling and pickpocket in which luck plays an important part. If a situation calls for an attribute check, and no other attribute or skill seems to fit, it must be a matter of luck and so an intuition check is called for.

Each level of super intuition has the following benefits:

|  |
| --- |
| * +4 to all intuition-based skills * +12 to all intuition rolls * +2 initiative * +6 mental hit points |

**Perception**

Perception is the ability to see and hear the world around you and recognize important items. It helps determine a character’s defensive scores and figures into skills such as ranged combat, investigate, detect traps, and tracking.

Perception checks are made any time the character is searching for a hidden object or if they are just looking for “something”, a test can determine whether they recognize an item that is important or out of the ordinary. If someone is sneaking up on the characters, a perception check can be made to detect the danger. Some traps require a perception check to see if their effects can be avoided or reduced.

Every level of super perception gives the following benefits:

|  |
| --- |
| * +4 to all perception-based skills * +12 to all perception rolls * +2 initiative * +2 base defense * +2 dodge\* |

\* Additions to dodge are not cumulative with additions to base defense.

**Figured Attributes**

Figured attributes are mainly used in combat situations and determine how well a character can defend himself against attack, how quickly he can act in a combat situation and how far he can move on the tactical map. Figured attributes are not rolled. Instead, they are calculated from the 10 main attributes. Hit points and dodge are figured using a simple formula. The other three scores are determined by adding three primary attributes together and then referencing a simple chart.

**Hit Points**

Hit points indicate how much damage a character can take before being wounded, knocked unconscious or killed. In a game where combat is a common occurrence, having a lot of hit points is a good thing. In other games, having lots of hit points cannot hurt.

Hit points are figured using the following formula:

Hit Points = Toughness + ½ Strength + ½ Will + 8

When using this formula, a half point of strength or will round up. Thus a character with 10 strength will get 5 hit points for his attribute, but a character with 11 strength gets 6 hit points. The same goes for will.

**Mental Hit Points**

Mental hit points indicate how resistant a character is to mental attacks and controls. A character that is brought to zero mental hits is unconscious. An attacking mentalist who obtains a control score greater than the character’s mental hits controls the character.

Mental hit points are figured with the following formula:

Mental Hit Points = Will + ½ Intelligence + ½ Intuition + 8

Fractions round up as in the calculation for hit points.

**Energy**

Energy represents the character’s endurance and his ability to use his super powers. Every power costs a certain amount of energy to activate and run. When a character reaches zero energy, he can no longer run his powers and must rest.

Energy is calculated by the following formula:

Energy = Two Highest Stats + 10 + 6/super stat

**Base Defense**

This score represents the character’s ability to defend himself from harm by dodging or blocking attacks. Base defense represents the lowest that a character’s defense can ever be, regardless of negative modifiers, or how many attackers he is facing.

Base defense directly affects a character’s starting dodge score (see below). In addition, it modifies the character’s starting block values. This modifier is called the block modifier and it is calculated and listed alongside the base defense.

Calculate base defense with the following formula:

Base Defense = (Agility + Perception + Speed)/5

**Dodge**

Characters dodging energy bolts and spells use this statistic to defend. In addition, a character may choose to use this statistic to defend in lieu of his block. This may be necessary when a character is facing multiple opponents. Blocking and dodging attacks will be discussed in the combat section.

The formula for dodge is:

Dodge = Base Defense + (Speed/5) + 1

**Initiative**

In combat, it is sometimes critical who strikes first. A character’s initiative score helps determine the order of attacks in a combat situation. The formula for initiative is:

Initiative = ((Speed + Perception + Intuition) / 5) – 6

Note that it is possible that a character will have a negative initiative.

**Base Run**

In a combat round, a character may move his base move in hexes and still keep his ability to parry, dodge and shield block attacks directed against him. Characters may move up to ½ this score in hexes and attack. Characters moving more than their base move in hexes will take severe penalties to defense.

Base Run = (Speed + Agility + Strength) / 5

Base Swim and Jump are calculated using the base run.

Base Swim and Jump = Base Run / 3