

## **VARMAT:**

- luck
- charisma

**\\ END VARMAT**

## **charisma**

use:

- getting followers (and subscribers, money) when streaming
- can talk better in chat
- can influence other players
- can get caster position (money)

gain:

- streaming
- talking in chat
- casting

## **knowledge (maybe in three different groups, eg. tank, support, damage)**

use:

- better playing skills with a hero of that group (win %)

gain:

- playing
- watching streams and videos
- reading builds and other tutorials

## **talent (basic skill of playing the game itself [lasthitting etc.])**

use:

- faster learning (knowledge gains)
- reflexes?

gain:

- playing (same as knowledge)

## **teampay(?)**

- ability to work as a team vs maximizing personal gain

## **reflex(?)**

## luck

### use:

- higher chance for good stuff
- lower chance for bad stuff
  - win %
  - attribute gain
  - can only be a small %-increase or decrease (overpowered?)
- all chance rolls

### gain:

- ?