Ability scores are derived from Attributes. These values represent more the specific aptitudes of your character. Abilities are associated with an attribute, but that does not mean they are exclusively used to solve problems related to that Attribute. See below.

Brawn Based Ability Scores.

Physique: Physique represents raw strength. This primary constitutes raw physical power. This is the primary ability for physically oriented creatures.

Endurance: Endurance represents a creature's ability to withstand continued punishment. This is not limited to physical resolve, but also emotional and mental resolve as well. Recovery is derived from this ability score.

Reflex: Reflex represents a creature's ability to react after something has occurred. This is not limited to physical reaction times.

Brains Based Ability Scores.

Reasoning: Reasoning represents a creature’s comprehension of abstract concepts. Typically, this includes anything that cannot be directly observed.

Perception: Perception represents a creature’s comprehension of concrete concepts. Typically, this includes anything that can be directly observed. Note: There is far more to perception than just seeing shit.

Prescience: Prescience is foreknowledge: knowing an event will occur before it actually does. This is not precognition in the sense of seeing the “future,” nor is it a method of traveling through time to view events. It is simply a more distinct and acute comprehension of causality that allows the creature to predict events with more accuracy, and at greater lengths, than the average human. Neither the past nor the future actually exist, it is memory and prescience, respectively, that allow humans and other animals to fabricate these illusions. Characters with high ratings in Prescience have a crystal clear view of “later” probable presents.