

Starting Attribute Scores

Attribute scores are covered in *A Time of War* and for the most part *MekHQ* faithfully follows those rules. Each skill has one or more linked attributes, and depending on the score the character has in those attributes they will enjoy a bonus (or penalty) to that skill.

Disclaimer: In versions prior to 50.07 attribute scores do not impact skill checks.

As the differences between *MekHQ* and *A Time of War* are minor they won't be covered here, instead we will be focusing on starting attributes for each role. These starting attribute scores are based on the Archetypes found in *A Time of War* and *A Time of War: Companion* and can be changed by chance (if randomized attributes are enabled) and phenotype.

When a character is generated only their primary role is used to determine starting attributes.

MekWarrior

We used an average of the modifiers from the MekWarrior, Hot Shot, and Grizzled Veteran Archetypes.

- **Strength:** 4
- **Body:** 5
- **Dexterity:** 6
- **Reflexes:** 6
- **Intelligence:** 4
- **Willpower:** 4
- **Charisma:** 4

AeroSpace Pilot, Conventional Aircraft Pilot, ProtoMek Pilot

These professions use the AeroSpace Pilot Archetype. ProtoMek Pilot uses this archetype as most (if not all) ProtoMek Pilots were washed out of an AeroSpace Sibko.

- **Strength:** 2
- **Body:** 3
- **Dexterity:** 5
- **Reflexes:** 5
- **Intelligence:** 4
- **Willpower:** 4
- **Charisma:** 5

LAM Pilot

We used an average of the modifiers from the MekWarrior and Aerospace Pilot Archetypes.

- **Strength:** 3
- **Body:** 4
- **Dexterity:** 6
- **Reflexes:** 6
- **Intelligence:** 4
- **Willpower:** 4

- **Charisma:** 5

Battle Armor Pilot

For this profession we used the Elemental Archetype

- **Strength:** 7
- **Body:** 6
- **Dexterity:** 4
- **Reflexes:** 5
- **Intelligence:** 3
- **Willpower:** 4
- **Charisma:** 3

Soldier

This profession we uses the Renegade Warrior Archetype

- **Strength:** 5
- **Body:** 5
- **Dexterity:** 4
- **Reflexes:** 5
- **Intelligence:** 4
- **Willpower:** 6
- **Charisma:** 3

Ground Vehicle Driver, Naval Vehicle Driver, Vehicle Gunner, Vessel Pilot, Vessel Gunner

For these professions we used the Tanker Archetype.

- **Strength:** 4
- **Body:** 5
- **Dexterity:** 5
- **Reflexes:** 6
- **Intelligence:** 4
- **Willpower:** 4
- **Charisma:** 4

VTOL Pilot

For this profession we used the Chopper Pilot Archetype

- **Strength:** 4
- **Body:** 5
- **Dexterity:** 5
- **Reflexes:** 5
- **Intelligence:** 4
- **Willpower:** 4
- **Charisma:** 4

All Tech Professions

These professions all use the Battlefield Tech archetype but with the reduced Dexterity removed as that's a linked attribute for the Technician skill. I suspect that's a typo in the manual itself, but don't have any confirmation.

- **Strength:** 5
- **Body:** 4
- **Dexterity:** 5
- **Reflexes:** 3
- **Intelligence:** 5
- **Willpower:** 4
- **Charisma:** 3

Doctor and MedTech

These professions use the Communications Specialist Archetype. While that might seem like an odd choice, the attributes for this Archetype work really well for these professions. Though we did switch Dexterity and Reflexes.

- **Strength:** 3
- **Body:** 4
- **Dexterity:** 5
- **Reflexes:** 4
- **Intelligence:** 6
- **Willpower:** 3
- **Charisma:** 5

All Administrator Professions

These professions use the Faceman Archetype

- **Strength:** 3
- **Body:** 3
- **Dexterity:** 3
- **Reflexes:** 4
- **Intelligence:** 6
- **Willpower:** 3
- **Charisma:** 5

Dependents

Dependents do not have an archetype, though *A Time of War* page 35 states that the attribute scores for an average person are 4, so that's what we're using.

- **Strength:** 4
- **Body:** 4
- **Dexterity:** 4
- **Reflexes:** 4
- **Intelligence:** 4
- **Willpower:** 4
- **Charisma:** 4

