

4. attributes

- **Assets**

- \$Cp:\$ Capital — 4 \$caps\$
 - property and real estate, great funds, fortunes, or inheritances, bonds, vehicles and machines, fine art and furniture, rare artefacts and treasures, livestock, or other large quantities of wealth or stores of value that are not easily transferable
 - capital assets typically have a physical use: for example, buildings can be lived in, land can be worked, ships and trains can transport people or things, magical swords can slay monsters, and art can be used as tax write-offs
 - in all of these cases, the usefulness of item in question should be fairly implicit or else come with a description or explanation
 - in the case of magical items, rare artefacts, and advanced technologies, they may *themselves* have powers or uses that effectively function as tenacious attributes (see below), but as possessions they still *also* count as capital assets — very potent indeed
 - other things like gold, company shares, or a stockpile of scarce resources are more obvious forms of wealth that can put you in a position of power over others, especially in a capitalistic or feudalistic society
 - when appropriate, this grants a bonus factor to checks, or can be used to KISS dice for tasks
 - or if you have the 'wealth' capability then your capital assets help determine your starting score, by effectively using them as collateral to take out loans to secure funding when you need it, without ever having to sell directly
- \$In:\$ Influence — 3 \$caps\$
 - your importance and connections within an organization, a certain prestige or code that you must uphold to maintain power, a reputation for something that makes you (in)famous — regardless of whether there's any truth to the claims — or anything else that might bring you renown or clout
 - influence assets most commonly get you access to places or people than you would otherwise struggle to get to, with fewer (or no) questions asked
 - they make you important with a setting or a faction, and more likely to be listened to or taken seriously in certain social contexts
 - or they might help you strike fear into your enemies if your influence makes you particularly domineering or dreadful
 - or if you have the 'links' capability then your influence assets help determine your starting score
- \$Mt:\$ Material — 2 \$caps\$
 - mundane gear, equipment, and kit, tools and weapons, special articles of clothing and outfits, armour and other panoply, supplies and sundry items, personal effects, or simple cash money
 - your character is assumed to have the bare necessities to adequately fulfill their job roles, to fit into their society, and to have generally gotten as far as they have in life
 - so there is no need to specify every single trinket and possession
 - material assets exist to highlight the most important things you own, the objects you hold dearest or rely upon regularly

- your material assets can be lost, traded, or stolen, but equally new assets can be acquired by finding, buying, or stealing them in kind.
- as with other attributes they can grant an advantage factor for a check, but they aren't required to make rolls
 - if you have the 'soldier' lifepath, for example, you are assumed to just have any old standard-issue weapon that you make attacks with; but if you have your "grandfather's warsword", as an asset, then it counts as a bonus factor when attacking
- some material things are consumable or disposable and *finite* — like medicines and poisons, alchemical reagents, or magic or technological gizmos — they can grant you a temporary bonus effect or power, equivalent to a *tenaciopus* attribute, but may also have some limiting side-effects
 - when you use these, you gain the effect as prescribed, then you should roll 1d6 and if you get a 1 then the item runs out of uses
 - this avoids having to keep a careful track of quantities
 - but if you *prefer* to track quantities, then you may take the average (6 uses) instead
- material assets can be just about any object or not already covered by capital assets, so making up new ones is fairly

- **Features**

- \$As:\$ Aesthetic — 1 \$cap\$
 - your fashion and style choices, your personal or cognitive make-up, your cultural expressions or a stereotype you've embraced, or any unusual physical features or other identifying qualities that you possess
 - they are largely cosmetic, and function best as signposts to guides you to back to a neutral point for your character and to help you roleplay them
 - especially after an interlude in gameplay, or if you're coming back to the game after a missed session or two
 - you don't need to buy every aesthetic that perfectly describes your character though
 - after all, you can describe them however you like in the circumstances portion of your character sheet
 - these attributes are just meant to include the highlights of your personality, or the most memorable aspects of your appearance if a stranger were to describe you
 - for example, maybe you think you're pretty short for your size, but you're not capital-s 'Short' unless you take it as an aesthetic attribute; then you're officially the *shortest* person around; even if someone else you meet is genuinely shorter than you, you'll still be remembered as the short one; unless they *also* have the 'Short' attribute; and then you'll both just be considered equally short
 - if you are using Kismet (see below), then you can also earn Lots during the debrief of each session for portraying your aesthetics well
 - aesthetic attributes are just words — usually adjectives, or the adjective form of certain nouns, or a short descriptive sentence if a single word or two can't seem to encapsulate the concept — with dictionary definitions attached to remind you what they mean
 - they can also be interpreted literally, metaphorically, or poetically
 - so making up new ones on the fly is pretty easy

- but be sure to only use one definition / interpretation when you add it to your sheet, if there are multiple, and then stick to it
 - also yes, if an aesthetic attribute is listed in one of your lifepaths then the discount lets you take it for free
- \$Lm:\$ Limiting — 0 \$caps\$
 - health conditions, injuries and scars (both mental and physical), phobias and obsessions, and vices or bad habits; and just about anything else that could hold a person back in life in some way
 - for checks, these limiting features may occasionally count as relative difficulty factors for rolls, if your FC remembers that you have them or if you or your peers kindly remind them
 - but for tasks, they can work quite differently:
 - they either *prevent* you from spending beats on certain consequences
 - or they *force* you to spend your first beats on a particular consequences before anything else
 - if you see that two or more limiting attributes conflict on a given task then let your peers choose the most appropriate
 - and a severely limiting attribute can even *lower the rank* of your abilities for specific rolls
 - the rank lower than Bronze is called Iron (Ir) and it auto-fails on a 1-2 for checks and only get beats on a 6 for tasks
 - on the surface, making up new limiting features on the fly may seem simple, since you could look up just about any medical condition you can think of and represent it with one
 - but health is a complicated science, and it can sometimes be difficult to respectfully roleplay a character with a particular condition if you don't know enough about it
 - rather, making new limiting attributes requires some time and research and then a careful consideration of the ways in which what you've learned may hinder a character
 - the trick is not to double-up on effects; only choose the most direct or pertinent thing
 - limiting attributes generally only limit one specific aspect of your character sheet at a time
 - and sometimes there's a counter-balance too; an unexpected up-side that helps you out occasionally
 - try not to get too mechanical with it though
 - not everything has a silver lining
 - also yes, if a limiting attribute is listed in one of your lifepaths then the discount means you actually *gain* a \$cap\$ if you take it (ie. it costs -1 \$cap\$)
 - and yes, this also means that you could *theoretically* take every limiting attribute in the game to handicap yourself as much as possible, but doing this probably isn't very fun and would slow down the game , so taking too many limiting attributes should not really pass peer review
 - 3 or 4 should be enough for most characters, unless they are really crucial to your concept
- \$Tn:\$ Tenacious — 4 \$caps\$
 - deliberately bend or break the normal rules of play; may be via some supernatural potency, bestowed gifts or charms by a greater force, social or cultural powers, or from honed skill

and great training

- each one is somewhat unique, so you'll have to read their descriptions, but most have explicit conditions underwhich they can be used
 - usually when you do or say something specific, or when something happens that allows you respond in a certain way
 - some can only be used once per session
 - others can be used every turn, but only in specific scenes or situations
 - some will make certain dice rolls explode
 - meaning that for every 6 you roll, roll another D6 and the result on top of what's already been rolled
 - and any 6s they roll can explode too — potentially *ad infinitum!*
 - and a scarce few are passively *always active*
- they often have a catchy phrase as their name or title, which helps to encapsulate or summarize them, along with their description and rules explanations
- making up new tenacious features is possible, but requires some careful thought and peer review, so harder to do on the fly than with other custom attributes

- **Knacks**

- \$Ds:\$ Discipline — 2 \$caps\$
 - fields of study, subjects of particular interest to you, objects that you've trained to use properly, hobby projects, places or types of people you're overly familiar with, profficiencies and special methods, or just a certain aptitude or working knowledge you've garnered over time
 - disciplines are quite diverse and may each be used in up to five ways:
 - they guarantee that you know how to use or navigate the object or place in question
 - they to allow you to easily point to a specialty while KISSing
 - they may act as a qualification for starting certain jobs
 - they let you remember things your character already knows about the topic, using a Resolve check
 - or they let you discover or establish new facts about the topic, using a Wits check
 - disciplines are just words — usually pluralized nouns or proper nouns — with explanations attached to remind you what they mean
 - so making up new ones on the fly is pretty easy
 - if you see a generic noun listed as a discipline with an underscore '_' on the end, then you should replace that with a proper noun specific to your game
 - for example, the discipline 'City_' should become 'London' when you add it to your sheet if your character lived or worked in or around London when they aquired that attribute
 - rather than interpreting that to mean a discipline for *all* cities
- \$Nt:\$ Natural — Not for Sale
 - these are attributes given to you *for free* at character assembly based on your sapiency and heritage choices, they are either congenital or innate to your species in some other capacity
 - so the way to describe any playable creature in this game is just as a collection of natural attributes that all members of that species naturally share
 - think of them as the things that disinguish or identify one species from another

- they are *not* stereotypes about an ancestry or people
- in essence, they may resemble other existing attributes — in that they can guide the way you portray your character, grant special powers, be used to KISS dice, or perhaps even hinder you at times — but they are generally unique to your kind
- they cannot be normally bought by anyone else with \$caps\$
 - though, under truly exceptional circumstances they may be voted on or off by your peers (see below)
- \$Wr:\$ Weird — 3 \$caps\$
 - attributes that do not fit into any other category
 - either because they are so complicated that they practically need their own subsystem to explain
 - or because they are so odd, specific, or rare that it doesn't make sense to group them with the other attributes
 - weird attributes *always* need peer approval before they can be taken, and are rarely offered in lifepaths
 - so they usually have to be bought for full price
 - but this also makes them prime candidates for distinctive attributes too though (see below)
 - since that also makes them free

special attribute

you may take any one free attribute of any type as your *special* attribute

- all your other attributes are considered *general*, by contrast
 - no other other player character may take your special attribute as a general attribute
 - and similarly, you may not take the special attribute of another player character
 - if there is a disagreement about who gets to take which attribute, then each of you should make a pitch to your peers based on your character concept as to *why* the attribute should be uniquely yours and yours alone
 - and then put it to a vote, if you have to
- your special attribute cannot be lost or removed by any means, unless you willingly discard or swap it
- if you can't decide which attribute you want to be your unique, then you may wait and see through play, or vote one on later
- also note that you cannot take the same general attribute more than once

using attributes

- for checks, any appropriate attribute for the action you're trying to perform (subject to peer review) may be added to your pool of advantages as a +1d6
 - of which, you would choose the highest roll and then add it to your main 1d20 roll as a bonus
- for tasks, an attribute may be used to justify a specialty when KISSing, allowing you to re-roll a die with it
- but generally, every type of attribute already does its own thing; so the benefit to rolls from attributes is not overly great

earning new attributes

during development sessions *between* arcs the FC may call for a round-table discussion of everyone's playstyles and accomplishments, where your peers may vote for you to gain or lose new attributes:

- they will each suggest a new attribute for you to gain (based on how you've portrayed your character thus far or what you've discovered through play), then move on to the next person at the table
 - once you each have a list of potential attributes you could gain and you've had some time to think, go round the table again, and one-by-one make a pitch to your peers for each attribute they've suggested as to why you should gain it
 - you may veto any attributes that you *really don't like* at this stage, by simply not pitching them
 - then your peers should vote on which attribute they now think you should gain, based on your pitches
 - and the attribute with the most votes is then gained, or if there is a tie then you can choose which one you like best between the tying options
- afterwards, go around the table again and make a pitch for any attributes you think you should *drop* entirely or *swap* for something different because you have not been playing them or because you feel they have shifted into something new
 - swapping attributes like this needs unanimous agreement to pass
 - whereas dropping attributes only needs a majority vote
- such sessions are also when score and rank increases may be voted on