# 2. Elements of Character

This chapter will go over all the elements which, when put together, constitute a full in-game character.

For information on how to generate a character, see Chapter XX: Character Creation on page YY.

There are many things which make up a character and managing even one takes some dedication, so you’ll most probably want to reserve tracking full character information only for PCs and most important NPCs. For all the others, such as expendable monsters and goons, and generic merchants, solders and guards, you can use the rules for simplified characters on page ZZ.

Overview:

A brief rundown of all the characters’ elements. In the following sections and chapters, each will be elaborated on in more detail.

<Add page link to each>

1. Species:

The species a character belongs to plays a huge role in defining their abilities, personality and appearance; it’s all pretty self-explanatory.

We don’t use the term “species” in the strictest biological sense. In terms of game mechanics, even robots, reanimated corpses, magical walking furniture and other bizarre creatures belong to distinct species.

2. Primary Attributes:

These are Might, Agility, Reaction, Intelligence, Equilibrium, Cunning and Presence; they are very important as their values affect almost everything a character does.

You can roughly assess a character’s capabilities just by looking at their primary attributes alone.

3. Physical characteristics:

<STUB>

4. Miscellanous Stats:

Wound slots, Vitality, Action Pool Size, Focus, Constitution, Movement speed [Qo/rnd], Initiative, Range Increment [Qo], Init., Passive Defence Exponent

... STUB

5. Skills & Specializations:

Skills represent characters’ areas of expertise. These are various abilities which they weren’t born with, but which they learned and practiced over the course of their lifetimes.

Specializations function similarly to Skills, but whereas Skills are quite broad, Specializations are strictly focused. They are for characters who want to excel at a specific niche.

6. Perks:

Perks are characters’ ‘special’ abilities. Sometimes, they are tricks that not many others know and not many others can emulate. Other times, they are just things one character is simply much better at than others.

In game terms, there’s a wade array of Perks to choose from, with each belonging to a distinct character archetype, and they are a large factor in differentiating one character from the rest.

7. Traits:

Traits are like Perks, but exaggerated. Traits are not something you just learn or train towards. Traits are qualities with which you have to be born, or which are bestowed upon one only in extraordinary circumstances.

They range from “this character is exceptionally greedy/lucky/tough” to “this character is a zombie” or “this character can cast magic spells”.

Traits aren’t always 100% positive – sometimes they present a character with some tradeoffs, and sometimes they are strictly negative.

While Perks work purely on the mechanical level, Traits also imply a behaviour; They shape a character in terms of who they are and what they are like.

8. Beliefs & Instincts:

These also share something with Traits, but they are basically the opposite of Perks; While Perks are all about mechanics, Beliefs and Instincts are all about personality and behaviour. They tell us what a character lives and fights for, and how they react to the world around them.

9. Karma Points:

Now, Karma Points are a bit different than the rest of the list we covered so far. They are largely a meta-game construct, and don’t have a tangible representation in the game world.

Karma Points are awarded when players play true to their characters’ Beliefs, Instincts and Traits and when they lead the story and the game in a more interesting direction.

10. Background & Personal Details:

<It’s backstory and stuff, yo!>

11. Other:

This is a category for things which aren’t literally parts of a character, but are strongly related. That means things like personal possessions, reputation, relationships with other character etc.

# 2.1 Primary Attributes

In the game there are 7 primary attributes:  
Might, Agility, Reaction, Intelligence, Equilibrium, Cunning and Presence. They represent each character and his abilities in a very broad sense, and most other statistics will be directly or indirectly influenced by them. In further text they will be most often referred to as just “attributes”.

Values of Attributes:

In terms of the game’s mechanics, each Attribute is described with several values.

Attribute Scores:

An Attribute’s Score is a number describing its overall magnitude. It ranges from zero upwards, with higher numbers being better.

### Base Attribute Scores:

Occasionally, the game will refer to ‘base’ attribute scores. They are numbers ranging between 0 and 12, describing the magnitude of characters’ attributes relative to average members of their own species. For example, a Troll with a base Might score of 5 is very likely to actually be stronger than a Human with the same base Might score.

Base attribute scores are ranked on the following scale:

|  |  |
| --- | --- |
| **Base value** | **Meaning** |
| 0 | Severe disability |
| 1 | Disability |
| 2, 3 | Poor |
| 4, 5 | Average |
| 6, 7 | Fair |
| 8, 9 | Great |
| 10, 11 | Amazing |
| 12 | Legendary |

In game terms, a base attribute score is the relevant attribute score without any modifiers (regardless of whether they are temporary, coming from buffs and equipment, or permanent, coming from a character’s species-based bonus or penalty). You can think of it as the raw number assigned to an attribute during character creation, before any adjustments are applied.

### Effective Attribute Scores:

Using a bit of a recursive definition, the ‘effective’ score of an attribute is the value you get when you add all relevant modifiers to its base score.

Effective Attribute Scores can exceed 12. They are mostly used either as requirements for various abilities (see Chapter XX: Perks), or to calculate the modifier of an Attribute.

TODO: Effective scores of physical Attributes are relative to what, exactly?

### Attribute Modifiers:

An Attribute’s modifier is the number associated with the Attribute that’s used the most in the game. It determines the potency of Skills tied to that particular Attribute, and, depending on which Attribute we’re looking at, many other things.

An Attribute’s modifier is equal to its effective score minus 2, then divided by two (rounded down). For values 0 through 12, it is:

|  |  |
| --- | --- |
| **Effective value** | **Modifier** |
| 0 | Unusable\* |
| 1 | -1 |
| 2, 3 | 0 |
| 4, 5 | +1 |
| 6, 7 | +2 |
| 8, 9 | +3 |
| 10, 11 | +4 |
| 12 | +5 |

\*Unusable means that… <WHAT?>

Naming Conventions:

Attributes will sometimes be referred to by just their first 3 letters: MIG, AGI, REA, INT, EQU, CUN and PRE.

Also, when an Attribute is mentioned, no matter if by name or its abbreviation, that refers to its effective score, unless stated otherwise. When its base score or modifier is needed, it will be explicitly called out.

In More Detail…

This section describes what each of the Attributes represents in a character and what mechanics and stats it influences.

SKILLS ARE OUTDATED

Might:

Physical strength and endurance, toughness and vigour. The ability to exert force and withstand damage and harsh conditions.

**Governed Skills:** Athletics, Fortitude, Melee and Unarmed.

**Other:** Might is important for combat, because all weapons have minimum Might requirements to be used effectively. It also increases damage with melee and unarmed attacks and carry weight, among other things.

Agility:

Measures overall coordination, balance and speed. The ability to move gracefully.

**Governed Skills:** Acrobatics, Escapology, Stealth and Throw.

**Other:** Characters with a high Agility score get more Action Dice in combat and other sequences, meaning that they can act more often during a single cycle. This is a very powerful stat for any combatant.

Reaction:

Measures one's awareness to their surroundings and the ability to quickly respond to sudden events.

**Governed Skills:** Marksman, Perception, Reflex and Ride/Drive.

**Other:** The Initiative modifier and Passive Defence Score, both important stats for combat, are derived from Reaction. It can also influence Range Increments with ranged attacks.

Intelligence:

The ability to think logically, learn, and remember; And to apply gained knowledge in order to solve problems. Conscious thought and insight.

**Governed Skills:** Cognition, Lore, Outdoorsman and Science.

**Other:** <STUB> Learning speed, skill pts @ CC

Equilibrium:

While Reaction measures being in tune with your surroundings, Equilibrium is about being in tune with yourself. It represents calmness (composure), self-control and balance of mind.

**Governed Skills:** Artistic, Composure, First Aid and Concentration.

**Other:** <STUB> Focus, stress tolerance

Cunning:

This attribute describes a person's ability to use trickery and deception as a means to an end on one hand, their creativity and craftiness on the other. It’s what some would call wits or ’street smarts’.

**Governed Skills:** Deception, Investigate, Tinker and Skulduggery.

**Other:** <STUB> Cunning Tricks

Presence:

Presence represents a person’s enthusiasm and passion, magnetism and empathy. It also describes the strength of their emotions and force of personality.

**Governed Skills:** Command, Consort, Sway and Willpower.

**Other:** <STUB> Circles

Effort Thresholds:

<STUB>

# 2.2 Physical Characteristics

Asdf…

Subtitle:

<TODO>

# 2.3 Miscellaneous Statistics

<Intro>

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<TODO>