# 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:

<TODO>

4. Miscellaneous Stats:

<TODO>

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. The Hardship Track

<TODO>

10. 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.

11. Background & Personal Details:

<It’s backstory and stuff, yo!>

12. 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:

* **Base score**
* **Effective score**
* **Modifier**
* **Test Threshold**

Base Attribute Scores:

Most commonly\*, the base score of an Attribute is basically just the value assigned to it during character creation. It does not take into account any modifiers (from the character’s species or otherwise).

**\*Note:** We can ‘most commonly’ because, as the game progresses, there will be opportunity to change the base scores of characters’ Attributes. However, this is rare and base scores remain fixed most of the time.

Base Attribute scores range from 0 to 12. A value of 4 or 5 is average. Anything below 2 is terrible and anything above 10 is almost supernaturally good.

In very rough terms (because Attributes are only a piece of the puzzle), you can consider base scores as describing characters’ abilities in relation to other members of their own species. For example, a Human with a base Might score of 8 is probably stronger than another Human with a base Might score of 4, but they would both be outclassed even by an old Troll with a base Might score of 3.

You don’t need to worry too much about what base Attribute scores mean exactly, because they are not used other than to determine values of effective scores and test thresholds.

Effective Attribute Scores:

The effective scores of Attributes is what we get when we apply all relevant modifiers coming from equipment, magic, choice of species and so on.

They are what we want to be discussing most of the time because they are measured on an absolute scale – having a higher effective score of an Attribute than somebody else means that you possess higher capacity in that area (as already mentioned, Attributes describe characters only incompletely so take this statement with a grain of salt). The exception to this rule are physical attributes (Primarily Might, and sometimes Agility and Reaction), for which effective scores are really absolute only within a single size category – remember the example comparing the strength of a Human and a Troll.

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

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 |

**\*Note:** Unusable means that… <WHAT?>

Attribute Test Thresholds:

These values are used only for Attribute Tests (see page XX). By default, an Attribute’s Test Threshold is equal to its Base Score. Some Traits or Perks can change this.

On Attribute Notations:

Attributes are often 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 NOT ALIGNED

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:** Insight, 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

# 2.2 Physical Characteristics

A creature’s physical characteristics describe how large it is, how quickly and in what way it can move, and similar. These stats and rules are there primarily to facilitate physical confrontation – most commonly just plain ol’ combat, with a few extras on the side.

Creature Size:

The physical size of the creature, abstracted a bit as to include the height, width and length in a single stat. Most other physical characteristics of a creature depend on its size. Various size categories that a creature may belong to are listed in the table below.

Creature Size Categories:

|  |  |  |  |
| --- | --- | --- | --- |
| **Size Category** | **Approx. Maximum Dimension\*** | **Approximate Weight\*** | **Example** |
| 1 (Fine) | 5cm – 10cm | 10g – 50g | Mouse |
| 2 (Miniscule) | 10cm – 25cm | 50g – 250g | Rat |
| 3 (Diminutive) | 25cm – 40cm | 250g – 5kg | Cat |
| 4 (Tiny) | 40cm - 65cm | 5kg – 10kg | Red fox |
| 5 (Very Small) | 65cm – 100cm | 10kg – 20kg | Medium-sized dog |
| 6 (Small) | 100cm – 150cm | 20kg – 50kg | Human child |
| 7 (Medium) | 1.5m – 2.2m | 50kg – 200kg | Adult human |
| 8 (Large) | 2.2m – 3.3m | 200kg – 500kg | Bear |
| 9 (Huge) | 3.3m – 5m | 500kg – 5t | Rhinoceros |
| 10 (Gargantuan) | 5m – 7.5m | 5t – 25t | Elephant |
| 11 (Colossal) | 7.5m – 12.5m | 25t – 50t | Brachiosaurus |
| 12 (Titanic) | 12.5m – 25m | 50t – 100t | Argentinosaurus |

**\*Note:** These dimensions and weights are just there to give you a general idea of what kind of creature each size category represents. Creature dimensions may vary according to the overall shape of the creature. The values for weight were also written with “normal”, flesh-and-blood creatures in mind and could actually vary wildly with robotic, incorporeal, magical and other creatures made possible by fantasy and science fiction settings.

### The Baseline:

The game assumes that most PCs will be Medium, and that some will occasionally be Small or Large. Therefore, everything is based on and relative to the Medium size, and the rules will give the most reliable results when staying at Medium or within a few categories from it.

### Going Smaller:

While there obviously exist creature smaller than Miniscule, such as insects, or even microorganisms, there isn’t a separate size category for them because the game rules would simply break down if these followed the same rule patterns as larger creatures. Also, as the main purpose of size categories is to support the rules for combat, it would be hardly needed, if ever (you wouldn’t fight cockroaches the same way you’d fight bandits and goblins!). All interactions with such small creatures can be reasonably resolved using the usual Skill Test rules (page ZZ).

### Going Bigger:

You’re already unlikely to come across any Colossal or Titanic creatures, and anything more than that would be more akin to living terrain features. Same as above, use the Skill Test rules to interact with them, if you need to. (Remember that you are to them what a common house spider is to you; using the regular combat rules to fight them wouldn’t be sensible.)

Opposed Skill Tests are adjusted according to the relative size of the participants, if the task being performed is physical (such as arm-wresting, for example). This is described in detail on page XX.

Also, in combat, attack damage is scaled when attacking a creature smaller or larger than yourself, as described on page YY.

Constitution:

Constitution is essentially a measure of how well a creature can take a damaging strike (once it’s past armour and all other defensive factors). The higher its Constitution score, the more difficult it will be to inflict a serious injury to the creature.

The baseline Constitution score is 5, but it is relative to a specific size category. What this means is that while a chicken and a giant may both have Constitution 5, it’s definitely much harder to hurt the latter than the former.

As a rule of thumb, you can think of it like this: A creature’s overall survivability is a product of its Size, its Constitution score, and the number of Wound Slots it has (see below).

Wound Slots & Healing Speed:

In **TURBO #pragmaticus**, injuries are tracked individually with Wounds of different severities (or levels). What you need to know for now is that the ability to sustain a Wound of a certain level is called a Wound Slot (of that level), and that each character has a limited number of Would Slots. All of this is described in more detail in chapter XX on page YY.

Reach:

Default Reach, Movement Speed and Shift Speed per Size Category:

|  |  |  |  |
| --- | --- | --- | --- |
| **Size Category** | **Reach [Qo]** | **Movement Speed [Qo]** | **Shift Speed [Qo]** |
| 1 (Fine) | 1/20 | 2 | 1 |
| 2 (Miniscule) | 1/16 | 2 | 1 |
| 3 (Diminutive) | 1/12 | 3 | 1 |
| 4 (Tiny) | 1/8 | 3 | 1 |
| 5 (Very Small) | 1/4 | 4 | 1 |
| 6 (Small) | 1/2 | 5 | 1 |
| 7 (Medium) | 1 | 6 | 1 |
| 8 (Large) | 2 | 8 | 2 |
| 9 (Huge) | 3 | 10 | 3 |
| 10 (Gargantuan) | 4 | 12 | 4 |
| 11 (Colossal) | 5 | 14 | 5 |
| 12 (Titanic) | 6 | 16 | 6 |

**Note:** This table only gives some sensible defaults for these values, with no particular creature shape and type in mind. Thus, many creatures will have smaller or larger deviations from what’s shown in the table.

Reach is the range at which a creature may attack or grab objects and other creatures.

Movement speed:

When we say “Movement speed”, we’re referring to a creature’s speed in combat (pg. XX), or generally any other type of Sequence (pg. XX). More specifically, it is the number of Quasioggs that the creature can cover with a single Standard Action (pg. XX).

As such, Movement speed is only valid for energetic movement in short bursts, and it assumes walking or running on solid ground. For more detail about swimming, climbing, flying, burrowing, or long-distance overland or oversea travel, see chapter YY on page XX.

Shift Speed:

A “Shift” is a special kind of move employed in perilous situations (typically combat). It’s a careful move, often a single step, which covers only a short distance, but avoids danger.

A creature’s Shift Speed must always be strictly lower than their (current) Movement Speed.

Utilizing the Hex Grid:

In this section we’ll go over the topic of how various creatures are represented on a hexagonal grid, and how they maneuver around it.

Most probably you’ll be using the grid only for combat. Even there it’s not mandatory, but highly recommended and it will make a lot of things easier.

Grid Dimensions:

1 hex = 1Qo across

Can rescale everything if necessary

Hex Occupancy:

Hex Occupancy refers to how many hexes a creature occupies (or, in case of smaller creatures, how many of them can occupy a single hex).

|  |  |
| --- | --- |
| **Size Category** | **Hex occupancy** |
| 1 (Fine) | 50 per hex |
| 2 (Miniscule) | 25 per hex |
| 3 (Diminutive) | 12 per hex |
| 4 (Tiny) | 6 per hex |
| 5 (Very Small) | 3 per hex |
| 6 (Small) | 2 per hex |
| 7 (Medium) | 1 per hex |
| 8 (Large) | 2 or 3 hexes |
| 9 (Huge) | 3 to 5 hexes |
| 10 (Gargantuan) | 5 to 9 hexes |
| 11 (Colossal) | 9 to 19 hexes |
| 12 (Titanic) | 19 hexes or more |

Same as with previous tables, these are only rough guidelines. There are too many different types and shapes of creatures to make a hard and fast rule about this. There are also no concrete rules against multiple creatures of different sizes occupying the same hex – imagine an adventurer with a swarm of feral rats around his feet, or a nimble warrior sliding between an ogre’s legs. The number of combinations to cover would dominate the rest of the book! Just practice common sense.

Reaching Into Adjacent Hexes:

We always take it a creature can reach into any hexes it occupies itself, no matter its size.

A creature that has a reach of at least ½Qo can also reach into adjacent hexes. With a reach of at least 1 and a half Qo, it can reach two hexes away; with a reach of at least 2 and a half Qo, it can reach three hexes away, and so on.

Partial Hexes:

You’ll notice that when trying to frame an indoors scene with a lot of rectangular rooms and hallways onto a hex grid, many hexes will be cut in half, or into even smaller pieces.

The general ruling for this is that if at least half of a hex is available, it can b used as if it were a full hex. Otherwise, it counts as completely occupied and no creatures may step into it.

2.3 Miscellaneous Statistics

<Intro>

Steel, Action Pool Size, Focus, Initiative, Range Increment [Qo], Initiative, Passive Defence Exponent, Meta stuff (Circles, Preparedness etc), Level, Passive Insight

Asdf…

<TODO>