# 2. Elements of Character

<Intro>

Overview:

1. Seven Primary Attributes (PIEMARC)

Might, Agility, Reaction, Intelligence, Equilibrium, Cunning, Presence

2. Secondary/Derived Stats

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

... STUB

3. Skills & Specializations

28 Skills, Infinite Specialization possibilities!

4. Traits

5. Perks

6. Instincts/Beliefs

7. Vestiges

8. Background & Personal Details

9. Equipment

# 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”.

The Numbers:

In terms of the game’s mechanics, each Attribute is described with 3 values:

* **Base value:** A number ranging from 0 to 12, describing the magnitude of the attribute relative to the average member of their own species (meaning that, for example, a Troll with a base Might value of 5 is very likely to actually be stronger than a Human with the same base Might value).

|  |  |
| --- | --- |
| **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 |

Excluding the Effort mechanic (described in chapter 3), which deals with base Attribute values directly, you’ll only ever use the base value of an Attribute to derive other values.

* **Effective value:** The base value of an attribute adjusted for the character’s species, augmenting and/or magical gear and other empowering (or weakening) effects. For physical Attributes (Might and Agility) this value is defined relative to creatures in the same size category as the character. For mental attributes (all others), it’s measured on the same scale for all creatures.
* **Modifier:** Mechanically, this is the most important value of an Attribute. It determines the number of dice rolled when using any Skill tied to that particular Attribute, and, depending on which Attribute we’re looking at, many other things. The modifier is derived from the effective value of an attribute by subtracting 2, then dividing by 2 (rounded down). For values 0 through 12, it’s:

|  |  |
| --- | --- |
| **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?>

Abbreviations:

In the text, Attributes will often be referred to by just their first 3 letters: MIG, AGI, REA, INT, EQU, CUN and PRE. Remember that this always references the modifier of the Attribute. When enclosed in brackets, that means to take the effective value of the Attribute instead. Finally, when prefixed with a hashtag, it’s referring to the base value. So, for example:

|  |  |
| --- | --- |
| **#AGI** | Base Agility value |
| **[AGI]** | Effective Agility value |
| **AGI** | Agility modifier |

In More Detail…

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

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) and self-control. It also stands for balance of mind and enlightenment.

**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>

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 Secondary Statistics

<Intro>

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