# 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], Init., 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”.

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 Secondary Statistics

<Intro>

Asdf…