Attributes & skills

Puedes tener hasta 3 puntos en cada atributo y habilidad. Cada héroe comienza con 2 puntos en todos los atributos y 1 punto en todas las habilidades. Estos puntos ya están marcados en tu hoja de héroe.

BRAWN: Use brawn for all actions that require physical effort.

- Endure: Handle pain, keep going despite exhaustion, hold your liquor.
- Fight: Fight enemies bare handed or in close quarters.
- Force: Hoist, push, pull, or break things.
- Stunt: Jump or run recklessly, dodge bullets.

NERVES: You need nerves of steel for actions that require quick reflexes and steady hands.

- Cool: Keep your cool, hold still, or show courage.
- Drive: Drive a car or bike, pilot a plane or helicopter.
- Shoot: Shoot with pistols and rifles, throw objects with precision.
- Survival: Find your bearings in the wilds, improvise weapons or shelter, hunt your dinner.

SMOOTH: Show off how smooth you are whenever you have to interact with other people or want to manipulate them.

- Flirt: Seduce someone or use your charm.
- Leadership: Inspire, give orders, or intimidate people.
- Speech: Persuade or deceive someone, or carry out negotiations.
- Style: Show style and elegance, clean up nice, or prove your artistic talent.

FOCUS: You'll need focus to concentrate, to notice details, and to recall memories and knowledge.

- Detect: Find clues and intel, notice details, sniff out lies.
- Heal: Give first aid or comfort someone.
- Fix: Fix a computer or a car, turn off the security system, or hack into a server.
- Know: Remember information you learned, recall details and other useful knowledge.

CRIME: Your aptitude for crime will come in handy when acting in secret or to notice incoming threats.

- Awareness: Keep your eyes and ears open, notice incoming threats.
- Dexterity: Perform sleight of hand, steal something, pick a lock.
- Stealth: Hide, sneak, or move quietly.
- Streetwise: Interact with criminals, recall information useful for moving in seedy neighborhoods or dealing with organized crime.