

Stat_ID	Full_Name	Base_Value	Attribute_A	Attribute_B	Attribute_C	Formula_Lc	Description
HP	Hit Points (I)	10	Might	Reflexes	Vitality	Base + A + E	Physical health. If 0, you
CMP	Composure	10	Willpower	Logic	Awareness	Base + A + E	Mental health. If 0, you
SP	Stamina Po	0	Endurance	Finesse	Fortitude	A + B + C	Fuel for Physical Abilities
FP	Focus Point	0	Knowledge	Charm	Intuition	A + B + C	Fuel for Spells and Mental
ALT	Alertness	0	Intuition	Reflex	-	A + B + d20	Combat turn order.
SPD	Move Speed	B D	Vitality	Willpower	-	Base + (A * Movement in feet per tu	
CAMO	Stealth	B D	Finesse	Awareness	-	Base+(A+B)	your stealth floor wont be
CACHE	Carry Cap.	B D	Might	Knowledge	-	base+(A+B)	pockets or slots for quick
THERM	Temp Regu	B D	Endurance	Logic	-	base+(A+B)	the range out of you control
HYDRO	Drought Se	B D	Fortitude	Charm	-	base+(A+B)	the range out of you control

are Broken (Panic/Surrender).

comfort zone you can handle

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