Attributes

INTRODUCTION

Asciihero has a notation of attributes. You can declare them at the top of your document using the `:asciihero-combat-attributes:` (AsciiDoc) attribute. Then they can be used one two ways.

Combat

You can declare these attributes for monsters in combat blocks.

| GOBLIN | SKILL 12 | STAMINA 10 |
| GOBLIN | SKILL 4 | STAMINA 3 |

Reference

Or you can reference them in text. For example, increase to tell players to decrease their DEXTERITY untill they have left the swamp.