# **Character Foundation and Progression**

## I. Core Stats and Skill Mods All characters begin at **Level 1** with a default of **1** point in every base stat.

### A. Base Stats

| **Stat** | **Focus** | **Primary Mechanical Effect** |
| --- | --- | --- |
| **Offense (OFF)** | Physical power, attack accuracy, and melee damage. | Used for physical attack rolls and damage. |
| **Defense (DEF)** | Damage reduction and physical resilience. | Contributes to damage reduction and Endurance. |
| **Speed (SPD)** | Initiative, movement, and quickness. | Used for initiative rolls, evasion, and quick checks. |
| **Guts (GUTS)** | Courage, willpower, and mental fortitude. | Contributes to PSI Control and resisting status effects. |
| **Vitality (VIT)** | Resilience, physical health, and stamina. | Directly affects maximum HP. |
| **IQ (Intelligence Quotient)** | Knowledge, psychic understanding, and problem-solving. | Directly affects maximum PP and PSI power. |
| **Luck (LUK)** | Serendipity, critical hits, and avoiding failure. | Used to avoid random hazards and succeed on critical checks. |

### B. Skill Mods (The Check Value)

**Skill Mods** are the values characters use for most actions and skill checks. They are derived by adding two complementary Base Stats together.

| **Skill Mod** | **Calculation** | **Example: Margret** | **Example: Balboa** |
| --- | --- | --- | --- |
| **Physical** | OFF + VIT | $4 + 4 = | $4 + 3 |
| **Endurance** | DEF + VIT | $4 + 4 = | $5 + 3 |
| **Courage** | GUTS + LUK | $1 + 1 = | $5 + 4 |
| **PSI Control** | IQ + GUTS | $1 + 1 = | $1 + 5 = |
| **Evasion / Stealth** | SPD + LUK | $4 + 1 | $2 + 4 = |

## II. Character Generation and Resource Scaling

### A. The Starting Stat Pool Rule (Initial Specialization)

The amount of extra points a player can spend to boost their starting stats depends on the quality of their initial **Equipment**. This defines a character's starting specialty without using rigid classes.

| **Initial Equipment Tier** | **Starting Stat Pool (Points to Spend)** | **Philosophy** |
| --- | --- | --- |
| **High Gear** | **4 Points** | Rely on equipment bonuses; minimal stat boost. |
| **Standard Gear** | **8 Points** | Balanced approach to stats and gear quality. |
| **Scrappy Gear** | **12 Points** | Rely on strong base stats; equipment is improvised/weak. |

### B. HP and PP Growth Formula

HP (Hit Points) and PP (Psychic Points) scale based on Level, Vitality, and IQ.

* **Starting Pool (Level 1):**
  + **HP Max:** (5 x VIT) + 5
  + **PP Max:** (5 x IQ) + 5
* **Level Up Increase:** When a character gains a level, their max resources increase by:
  + **HP Max Increase:** {+5} (fixed) + {+5} for every **2 points** of **Vitality** (VIT)
  + **PP Max Increase:** {+5}$ (fixed) +{+5} for every **2 points** of **IQ**