# Character Stat System and Variables

This is for the ideation of the character stat system for the game, as well as for documentation of use-case and the number of times used in game. Additional documentation of the global and local variables will be included for tracking of use-case via number of uses in brackets i.e. (12)

## 1 Character Attributes

### 1.1 Personal Information

* Name
* Faction
* Background

### 1.2 Character Attributes

* Charm (4)
  + Influences MC’s tact and leadership
* Finesse (4)
  + Influences MC’s accuracy, agility and stealth
* Intellect (5)
  + Influences MC’s learning and perceptiveness
* Physical (7 or 12)
  + Influences MC’s strength, endurance and physique

### 1.4 Reputation

* Renown
  + Whether people know who the MC is
  + i.e. if the MC has low renown, the morality stat has low/no impact
* Morality
  + Provides a general moral compass -> + for morally good actions, - for morally bad actions. Where morals in this situation depends on public perception.
  + i.e. if MC murders someone but frames another person and acts as the defendent, the reputation would improve. But if the MC is found out, the reputation would take a big hit.
* Titles

### 1.5 Binary Skills

*0 for no skill, 1 for competent, 2 for expert*

* Demolitions (4)
  + 1 - personal explosives, 2 - rockets/missiles
* Driving ()
  + 1 - personal vehicles, 2 - tanks/aircraft
* Engineering ()
  + 1 - structural, 2 - electrical/mechanical
* Logistics (1)
  + 1 - resource saving, 2 - process optimization
* Marksmanship (2)
  + 1 - good shot, 2 - godly
* Scouting (2)
  + 1 - vision, 2 - tracking
* Strategy (1)
  + 1 - group level, 2 - organizational
* Swimming ()
  + 1 - recreational, 2 - do you have gills???

## 2 Personal Resources

### 2.1 Financial

* Personal Amount in Morovian Dollars ()
* Overseas banks in USD ()

### 2.2 HR

* Followers

### 2.3 Logistics

* Food
* Water
* Light Ammunitions
* Heavy Ammunitions

## 3 Faction Resources

### 3.1 Financial

* Faction Bank in Morovian Dollars ()

### 3.2 HR

* Officers
* Soldiers
* Doctors
* Administrators
* Civilians

### 3.3 Logistics

* Food
* Water
* Light Ammunitions
* Heavy Ammunitions
* Infrastructure

## 4 KIV

### 1.3 Personality Stats

* Social -> Introverted vs Extroverted
* Perception -> Observant vs Intuitive
* Decisions -> Logical vs Emotional
* Approach -> Structured vs Improvisational