

STATs

STANDARD ATTRIBUTES, are also referred to **CORE STATISTICS**, **STATs**, **ABILITIES** or **APTITUDES**. **STATs** summarize a character's inborn mental, social, spiritual and physical endowments, and are the foundation that other traits build upon or modify.

Since **STATs** can be improved through effort and experience, they receive a rating on **THE LADDER**. The default rating for all **STATs** is **AVERAGE**.

FITNESS ATTRIBUTES



CONSTITUTION [C:] comes into play when a character's physical soundness or staying power is tested. This **STAT** measures:

- **DURABILITY.** Ability to shrug off blows and soak damage; toughness or robustness of physical frame.
- **STAMINA.** Ability to continue exertions and remain active without rest; fatigue deferment.
- **RESISTANCE.** Ability to stand up to environmental extremes, diseases and the effects of toxins.
- **RECOVERY.** Capacity to bounce back from systemic shock, exhaustion or physical trauma.



STRENGTH [S:] comes into play when a character's muscular potency and striking power is tested. This **STAT** measures:

- **ATHLETICS.** Aptness when undertaking physical activities such as climbing, jumping and swimming.
- **MIGHT.** Muscular force when gripping, lifting, dragging or carrying objects.
- **IMPACT.** Effectiveness when inflicting damage in melee combat or using thrown weapons.
- **BLOCKING EFFECTIVENESS.** Ability to physically intercept and check incoming blows.



AGILITY [A:] comes into play when a character's speed and grace of movement is being tested. This **STAT** measures:

- **PACE.** Mobility and base rate of movement.
- **ACROBATICS.** Aptness when maintaining balance and footing, maneuvering to avoid obstacles, and falling so as to avoid injury.
- **STEALTH.** Ability to move with extreme care and caution so as to avoid detection.
- **PARRYING.** Ability to effectively and gracefully divert or redirect incoming damage.



EXPERTISE ATTRIBUTES



PERCEPTION [P:] comes into play when a character's awareness of and responsiveness to their surroundings is tested. This **STAT** measures:

- **DISCERNMENT.** Keeness of physical senses and accuracy of sensory input.
- **VIGILANCE.** Watchfulness and alertness; active awareness of surroundings.
- **DETECTION.** Observational acuteness; aptitude for spotting and searching.
- **REACTION TIME.** Speed of response in time-critical situations.



HANDINESS [H:] comes into play when a character's eye-hand coordination and practical ingenuity are tested. This **STAT** measures:

- **DEFT TOUCH.** Sureness when performing precision work or slight-of-hand.
- **PRACTICAL MECHANICS.** Ability to effectively use tools and affinity for gadgetry, especially as regards mechanical maintenance and repairs.
- **HANDIWORK.** Fit and finish of fabrications; quality of craftsmanship.
- **TARGETING.** Accuracy with ranged weaponry when given time to carefully aim.



INTELLECT [I:] comes into play when a character's memory or capacity for problem solving is tested. This **STAT** rates a character's:

- **KNOWLEDGE BASE.** Abstract knowledge *about* things; memorized facts, trivia and theoretical frameworks.
- **EXPOSITION.** Facility for languages, mathematics or other abstract studies that communicate meaning.
- **REASONING.** Logical assessment of symptoms or clues, using judgment to piece together a chain of events.
- **RESEARCH.** Locating reference materials, sifting through data and assessing relevance.

PRESENCE ATTRIBUTES



INSIGHT [N:] comes into play when a character's emotional intelligence and wisdom is tested. This **STAT** is the foundation for **META-SENSORY GIFTS**. Insight measures:

- **SHREWDNESS.** Ability to judge character, ferret out unspoken motivations and detect deceptions. May substitute for **INITIATIVE** in social situations.
- **CLARITY.** Grip on reality; ability to penetrate illusions, glimmers, flimflam and fascinations.
- **SUBTLE SENSIBILITIES.** Recognition of pattern, fit and relationship; appreciation of refinement, art and music. The basis for **PSYCHIC SENSITIVITY**.
- **INTUITION.** Hunches and gut feelings; perceptive insights that arise independent of sensory input or reasoning. The basis for **DANGER SENSE**.



WILLPOWER [W:] comes into play when a character's self-control or fixity of purpose is tested. This **STAT** measures:

- **CONCENTRATION.** Ability to focus attention, directing it to a single object or purpose.
- **DEDICATION.** Capacity to sustain commitment to a chosen entity, principle, doctrine or way of life.
- **COURAGE.** Ability to face down pain, fear, danger, uncertainty or intimidation.
- **RESILIENCE.** Ability to remain unruffled by stress and 'bounce back' following psychic or emotional trauma.



SWAY [X:] comes into play when a character's social influence and interpersonal power is being tested. This **STAT** measures:

- **APPEAL.** Ability to fascinate, inspiring trust, acquiescence, and devotion.
- **AUTHORITY.** Ability to inspire fealty, commanding deference and obedience.
- **SALESMANSHIP.** Ability to use words to convince, bluff or win concessions.
- **PERFORMANCE.** Ability to adopt a role convincingly, for purposes of entertainment or deception.

