Attributes

Each character has many physical attributes.   These attributes will affect how well the character performs in various areas.   Each of the attributes is described below. How that attribute may affect certain character castes is also described. This will be modified by many factors such as caste, race and gender.   The appendix has tables that show how character abilities are affected by various attributes.

Brawn

: Brawn is an indicator of how physically strong a character is.   A character's Brawn will determine how much he can carry, extra damage that will be inflicted in battle from physical attacks, as well as increase a character's chance to successfully hit an opponent.   From time to time, great Brawn will be needed to perform such feats as bending bars, smashing in doors, and moving heavy objects.

See tables 2.1, 6.0 in "Apendix of Tables"

Table 2.1

Special Action Modifiers (Brawn Modifier)
Table 6.0

Brawn Modification Table

Knowledge

: Knowledge is the measure of how fast a character can learn new information, and to apply that information to a fast changing situation. A character with high Knowledge is also more resistant to magic and is better able to fend off magical attacks.

Judgment

:   Judgment is the measure of how well a character can apply past experience to the current situation.   A juditous character is also more resistant to magic and is better able to fend off magical attacks.

Agility

: Agility is a measure of a character's speed and reflexes. A character with high Agility is more likely to perform tricky tasks, such as picking a lock, walking a tight rope etc... etc... and will also be harder to hit in combat.   A high Agility is also essential for dodging arrows, rocks, darts or any other thrown weapon.   In adition, a good Agility score will increase a characters AR (Armor Rating) and make them more difficult to hit in battle.

See table 7.1 in "Apendix of Tables"
Table 7.1

Armor Rating Adjustments for Agility

Vitality: Vitality is the measure of how hardy a character's body is. Characters with a high Vitality will gain more stamina points per skill level, and will be better able to fend off attacks that affect the body, such as poison or noxious gases.

Luck: Luck is an indicator of a character's general good fortune in life. characters with good luck will from time to time have a successful outcome, where one who is unlucky would fail.   This factor can sometimes reflect the magical nature of some races such as Furfoots, who benefit from good luck due to unexplained magical properties that are inherent to their race.

See tables 1.1-1.3 in "Apendix of Tables"

Table 1.1

Minimum Attributes by Caste
Table 1.2

Minimum Attributes by Race
Table 1.3

Bonus Attributes by Race

Other Attributes

There are many other attributes that each character possesses.

Damage: Damage is the amount of damage a character will inflict in melee combat in addition to that normally afflicted by any weapon they may be using.   This is the sum total of all Brawn bonuses, as well as any magical bonuses from wielded weapons and worn items.   This bonus is added to the amount of damage that is done by your weapon if any.

See table 6.0 & 9.0 in "Apendix of Tables"

Table 6.0

Brawn Modification Table
Table 9.0

Weapon Damage Table

Stamina: Stamina is the amount of damage a character can withstand
before going unconscious.   If a character's stamina falls to 0, then that
character will become unconscious.   If their stamina falls below -9, they die.
Dead characters can only be revived by some type of resurrection.

See table 1.7 in "Apendix of Tables"

Table 1.7

Stamina Table

Spell Points: If the character is capable of casting spells, they will use
Spell Points to do so.   They can continue to cast spells as long as they have
enough points to cast any specifc spell.

Armor Rating Armor Rating (AR) is the measure of how difficult a
character is to hit with melee weapons.   The higher the AR, the more
difficult to hit.   AR varies from 0 (the easiest to hit) to 100 (the most difficult
to hit).   As noted before, AR only determines how difficult it is to hit a
character with melee weapons.   Missile weapons and spells are determined
differently.   It also does not affect the amount of damage a character takes
from any attack.

When characters put on armor or gain special magical items, their AR can go
up, thus making them harder for an enemy to hit in combat.

See table 7.1 in "Apendix of Tables"

Table 7.1

Armor Rating Adjustments for Agility

Magic Resistance: All nine of the races to which a character may
belong possess at least some resistance to magic.   If a character lies within
the area of a magical spell, there is a possibility that the character will be
able to resist it's effects entirely.   Not all spells are capable of being resisted
in this way.   The damage or effect of various spells is determined in a
complex way.   For further information on this, see the chapter on Magic
Resistance and Damage Reduction.

Attack Bonus: This is a composite value that is based on many factors.
In general it takes into account all spell effects, conditions and character
attributes to come up with a general score.   Higher is better and is a good
indicator of how easy a character can hit an average foe in battle.   This

applies to melee combat only.

Defense Bonus: Similar to ATTACK BONUS above, this is a composite
value that is based on many factors.   In general it takes into account all spell
effects, conditions and character attributes to come up with a general score.
Higher is better and is a good indicator of how easy a character can be hit in
battle by the enemy.   This applies to melee combat only.

Skill level: Skill Level is the measure of how good a character is at
performing the various skills that keep them alive.   As characters adventure
and gain victory points they will advance in skill levels.   When a character
gains a skill level, they may receive additional stamina and abilities; and, if
the character is capable of casting spells they will gain additional spell points
as well.

See the chapter "Victory Points & Gaining Skill Levels" for more information
on Skill Levels.