Attributes (Stats)

> **!WIP! Page needs updating to reflect new balance changes once they are settled on !WIP!**

Overview

It is important to consider, when choosing ones statistics, what exactly the numbers mean. Characters are given 50 points to use at first level and the average statistic in each attribute is around 12 (depending on race & class). Humanity is being used as the baseline (in terms of averages), for the point of comparison and clarity.

Strength

Your character's strength is a measure of their raw physical power. Strength directly controls how much you can carry. Low strength will cause less damage in non-missile weapons, while high strength yields more damage. The strength statistic is somewhat proportionate, assuming humanity as a baseline, where a Troll would require a higher strength to perform the same feat, and a Sprite could do it with less strength.

A character with low strength below 5 would have difficulty lifting much beyond their own body weight. Someone below 9 strength likely spent more time carrying books and scrolls than weapons and armor. Characters with an average 12 strength can make decent melee fighters with training and carry extra supplies with ease. A strength stat of 20 is that of an athlete who can engage in melee combat with the best of them and often carry more than their weight. While a strength of 30 represents the ultimate human norm, an arm-wrestling champion capable of crushing most foes in melee combat.

Intelligence

Intelligence represents your character's ability to comprehend complex structures, visualize the abstract, as well as your general perception of the world around you. Therefore, intelligence influences your ability to search for hidden creatures and objects. Your affinity and ability in magic is strongly correlated to your intelligence. High intelligence increases the mana available to all non-faith magic classes, and grants a bonus to most magical spells.

A intelligence stat under 5 would indicate a slow learner, likely someone who has difficulty reading and conceptualizing, and unable to cast. Those under 9 intelligence can read, but are not the sharpest in mind and will struggle to cast spells half of the time. Someone within the average 12 intelligence possesses fair comprehension skills, is a good reader, problem-solver, and could become a decent spell-caster with proper training. An intelligence of 20 or more represents an individual beyond the norm. Persons in this range are often accomplished linguists, able to speak several tongues, or mathematicians able to fully understand even the more complex spell formulae in their spell-books. An intelligence of 30 is possessed only by those truly rare individuals who are capable of visualizing the most complex of concepts and formulae mentally, and solve equations involving more variables than known quantity. People with this level of intelligence are usually quite learned and able to recite passages from favorite books or plays from memory.

Dexterity

Dexterity represents your character's agility. Things such as your sense of balance, the grace and fluidity of your movements, hand-to-eye coordination, speed of movement, flexibility and sometimes, just plain luck, all are considered in your dexterity. Low dexterity lessens your chance to hit with all weapons, while high dexterity increases it (chance is mainly affected by weapon skill). The time to recover from stumbles, fumbles, and movement is based upon your dexterity. As such, dexterity plays a role in your offensive as well as defensive capabilities. The ability to sneak and remain hidden, as well as steal is largely affected by your dexterity.

Characters with a statistic below 5 would be considered accident prone, or the traditional "bull in a glassware shop", should they be members of races larger than the "human-sized" norm. Those with under 9 dexterity are sometimes klutzy and not known for their nimbleness. Characters with average 12 dexterity have a decent sense of balance, hand-eye coordination, and grace. Characters approaching a 20 dexterity are usually excellent dancers, and the mischievous amongst them turn to sleight of hand. A character with a dexterity over 20 is has high flexibility, balance and grace, many of who become clowns, dancers, sleight-of-hand illusionists, cat-burglars or, at least, the darts champion at their local pub. The rare few individuals who attain 30 dexterity are a wonder to behold, as even the simplest motion is infused with a delicate grace. Someone with this amount of agility can walk tight-ropes with relative ease, and often dodge or escape things that would be impossible for others.

Constitution

Constitution is the overall heartiness of your character, which is to say, their relative state of health against the ideal. Constitution factors in things like endurance, tolerances, and plain old toughness. As such, a high constitution results in more health while low constitution results in less. One's ability to resist poison, disease and alcohols is based upon their constitution. Constitution also affects the amount your body heals at each interval. The time to recover from some forms of physical attack is based upon your constitution. A low constitution reduces less damage from

physical attacks, while a higher stat reduces more incoming damage.

Characters with a constitution below 5 easily catch cold, cannot hold their liquor, and become out of breath performing simple tasks. Those with a constitution below 9 are often considered frail, usually preferring to stay at range from enemies. An average 12 constitution represents that the individual is in good, but not excellent, shape and will still be winded after decent run. A constitution of 20 belongs to someone who can either run a marathon, or is simply of large build, and thereby able to better cope with physical punishment. These people can usually drink most anyone under the table, are almost never sick, and heal faster than most people. A constitution of 30 is the perfect tank, belonging to the heartiest of individuals whose physical tolerances are almost legendary. People with such monstrous constitutions are able to hold their breaths for minutes, drink alcohol as if it were water, are all but immune to natural diseases and can stomach almost anything.

Piety

Piety represents several factors: the strength of the individual's will, the strength of the individual's faith, and the amount of divine favor an individual holds. As such, all forms of faith magic are based upon your piety as is the Turning of undead. The rate at which you heal is greatly based upon your piety (using your strong will to clear your mind and rest). Any access to the magical Weave can be improved with greater piety, this includes spells, songs, and other magical abilities. Natural fear is resisted by one's piety, the measure of will-power to resist and comfort one takes in their faith.

Those with a piety below 5 are often susceptible to being mentally manipulated by others and have no true links to their faith. A character with a piety below 9 is no longer a puppet to the will of others, but can lack the will-power to face their fears. Many such people view stubbornness as will-power, or as a defense against their lack of will-power. A character with average 12 piety is a well-adjusted individual, capable of finding solace in their beliefs. A person with 20 piety can have remarkable self-control in the face of adversity, and a deep rooted sense of spirituality. Such people sometimes lead churches, and feel that the god(s) are at least listening to their prayers (if not granting them). An individual with 30 piety is often a highly spiritual one, with the capacity to channel great healing abilities, and possessing an iron will.

One thing that piety is not is a direct relationship to how much faith a person has in the gods. It is more accurate to say it is how much it is possible for them to believe. It represents the character's capacity for believing in the gods much like strength represents your capacity for lifting and carrying items. Piety in this sense is more of an inner strength.

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