Core Attributes

Bulk	Determines how tough and sturdy a character is. It affects HP and Recoveries
Agility	Determines how fast and evasive a character is. It affects Dodge and Speed
Mind	Determines how much mental strain a character can handle, and how well they can remember their training. It affects Stress Cap and Memory
Magic	Determines how magically adept a character is. It affects Aetheric Defense and MP

Additional Attributes

	Determined by:	Applies to:
Scope	Primarily determined by a character's equipped job.	The maximum number of spaces a character can detect hidden characters, attack with spells, and use certain abilities within
Armor	Determined by a character's equipped job, talents, equipment, and techniques.	Reduces incoming damage by an amount equal to its value. It does not affect Discord or Stress. Characters cannot have more than 4 Armor

Additional Attributes (cont)

Save Target	Primarily determined by a character's equipped job and their Grit score.	The target number characters have to meet or exceed when rolling a save against another character
Size	Ancestry	How many spaces a character takes up on a grid, how they interact with cover, and how much space or control a character exerts on the battlefield
HP	Primarily determined by a character's equipped job and their Bulk ability score.	Every character has a pool of hit points (HP). When they take damage, points are subtracted from this pool
- Wounds		When a character reaches 0 HP, they take a Wound and make a Wound roll. When they reach their Wound Cap (4), they are defeated

Additional Attributes (cont)

Dodge	Primarily determined by a character's equipped job and their Agility ability score.	Represents how hard attacks are to hit a character. To hit a target, the attack roll result must equal or exceed the target's Dodge
Speed	Primarily determined by a character's equipped job and their Agility ability score.	How fast a character can move. When taking a standard movement during their turn, a character can move a number of spaces equal to their Speed
Stress Cap	Primarily determined by a character's equipped job and their Mind ability score.	When a character's Stress exceeds their Stress Cap, they take Overstress and make an Overstress roll. When they reach their Overstress Cap (4), they are defeated

By tangobreaker

cheatography.com/tangobreaker/

Not published yet.
Last updated 12th December, 2024.
Page 1 of 2.

Additional Attributes (cont)		
- Overstress		A special type of harm that characters can take, accumulated through mental and physical strain, like suffering psychic attacks or performing tiring combat maneuvers
Memory	Primarily determined by a character's equipped job and their Mind ability score.	Limits the maximum number of techniques a character can equip. The combined Memory cost of all equipped techniques cannot exceed the character's Memory
A-Def	Primarily determined by a character's equipped job and their Magic ability score.	How hard a character is to hit with Aetheric attacks, which target the aether that makes up a being. These attacks must equal or exceed the target's A-Def to hit

Additional Attributes (cont)		
Mana Points (MP)	Primarily determined by a character's equipped job and their Magic ability score.	Mana Points. A resource characters can spend to use certain abilities
Recoveries	Primarily determined by a character's equipped job and their Bulk ability score.	A resource characters can spend to recover HP and repair destroyed equipment and techniques