



Mental / Social Characteristics

The Mental Characteristics relate to a character's ability to process information about the world. The Social Characteristic relates to the character's ability to interact in society.

Char-02

C4 Int
C5 Edu Tra Ins
C6 Soc Cha Cas

INTELLIGENCE C4 Int Equivalent

- 0 Non-Functioning
- 1 Very Low
- 2 Quite Low
- 3 Low
- 4 Unimaginative
- 5 Below Average.
- 6 Average.
- 7 Average.
- 8 Average.
- 9 Above Average.
- A Superior.
- B Gifted.
- C Very Gifted.
- D Genius.
- E Extraordinary
- F Superhuman

Intelligence is the natural mental ability to think, reason, and to use logic.

USING INTELLIGENCE

When a character is confronted with a puzzle, the throw to solve it is Int or less. The game master manipulates this basic process to reflect harder puzzles, simpler situations, or other complications.

SANITY CS San Equivalent

- 0 Non-Functioning
- 1 Borderline
- 2 Vulnerable
- 3 Weak
- 4 At Risk
- 5 Sane
- 6 Sane
- 7 Sane
- 8 Sane
- 9 Sane
- A Sane
- B Sane
- C Sane

Sanity is the ability to make reasonable, sound use of mental characteristics.

EDUCATION C5 Edu Equivalent

- 0 Absent.
- 1 Illiterate.
- 2 Basic Reading.
- 3 Grade School.
- 4 Dropout.
- 5 High School.
- 6 Some College
- 7 Associate
- 8 Bachelor
- 9 Master
- A Advanced Work
- B Researcher
- C Doctorate
- D Expert
- E An Authority
- F The Authority

Education is level of schooling (but not necessarily school attendance).

USING EDUCATION

When it is unclear which characteristic (Int or Edu) governs, the game master may declare which one (or either) may be used to resolve the puzzle.

A typical blend is designating one characteristic and applying the other at half as a Mod
For example,
Int + Edu/2,
Edu + Int/2.

SUBSTITUTING C5

Training and Education can be substituted for each other at full value. Ins cannot be substituted for either. For those rare tasks that require Instinct directly, Edu or Tra may be used with a value of 1.

TRAINING C5 Tra Equivalent

- 0 Genetically Faulty
- 1 Untrainable
- 2 Very Slow
- 3 Slow
- 4 Slow
- 5 Below Average
- 6 Below Average
- 7 Average
- 8 Average
- 9 Average
- A Above Average
- B Above Average
- C Resourceful
- D Quite Resourceful
- E Adept
- F Very Adept

Training is the ability (based on cultural heritage) to use knowledge.

INSTINCT C5 Ins Equivalent

- 0 Genetically Faulty
- 1 Incapable
- 2 Very Slow
- 3 Slow
- 4 Slow
- 5 Below Average
- 6 Below Average
- 7 Average
- 8 Average
- 9 Average
- A Above Average
- B Above Average
- C Resourceful
- D Quite Resourceful
- E Adept
- F Very Adept

Instinct is the ability (based on genetic heritage) to acquire and use knowledge.

A character with Ins, confronted with a task that requires Edu or Tra reacts instinctually.

Check Ins. Success also completes the task **before** anyone else.

SOCIAL STANDING Soc Equivalent

- 0 Social Outcaste
- 1 Social Misfit
- 2 Dregs of Society
- 3 Lower Low Class
- 4 Middle Low Class
- 5 Upper Low Class
- 6 Low Middle Class
- 7 Middle Class
- 8 Upper Middle
- 9 Low Upper Class
- A Middle Upper
- B Upper Upper
- C Remarkable
- D Extraordinary
- E Extreme
- F Supreme

Social Standing indicates social class or social level for the character.

SUPPORT

C6 determines the cost to an individual for basic living.
Typical cost of monthly support (food, clothes, lodging, basic entertainment)=

Cr100 x Soc
Cr100 x Cha
Cr100 x Cas / 2.

NOBILITY C6 Soc Equivalent

- A Gentleman
 - B Knight
 - c Baronet
 - C Baron
 - D Marquis
 - e Viscount
 - E Count.
 - F Duke.
 - G Archduke
 - H Emperor
- Nobility** is the expected or equivalent (although not necessarily actual) noble rank held by an individual based on Social Standing.

CHARISMA C6 Cha Equivalent

- 0 Abject Follower
- 1 Slavish Follower
- 2 Sycophant
- 3 Submissive
- 4 Shy Follower
- 5 Loyal Follower
- 6 Follower
- 7 Typical Member
- 8 Emergent Leader
- 9 Social Leader
- A Group Leader
- B Leader
- C Strong Leader
- D Dominant Leader
- E Near Absolute
- F Absolute Leader

Charisma is relative position within a small group hierarchy.

LEADERS AND FOLLOWERS

A low Cha individual will defer to and follow the leadership of a high Cha individual, regardless of other characteristics.

Conflict. A character with lower Charisma may challenge a character with high from which the character comes.

CASTE C6 Cas Equivalent

- 0 Uncasted
 - 1 Outcaste
- Caste** is genetically determined position within a racial structure.
Caste varies with each specific sophont species which has Caste.
Someone with Caste is generally oblivious to Social hierarchy outside of Caste.