

BREAK UP OF PRIMARY ATTRIBUTES

For analytical purposes the primary attributes are broken up into three categories:

- *Physical* that corresponds to the mundane body functions of the character, be it dynamic functions like agility or dexterity, or 'stock' capabilities like size or health.
- *Psychological* that covers the mental, emotional and spiritual mundane abilities of character.
- *Special* that covers non-mundane abilities like luck, strictly magical abilities, etc.

When the attributes in some games are described in such terms that they cross categories this is reflected in the table by positioning them halfway between either Physical and Psychological, or Psychological and Special.

Some games have a different break-down of abilities (for example, Tri-Stat dX or the World of Darkness). These have been dropped to allow for a standardized comparison of the games.

To facilitate the computation of the number of attributes in each category these are given after the name of each game according to the next formula:

Physical att. + (# Physico-Psycho att.) + # Psychological att. + (# Psycho-Special att.) + # Special att.

SELECTION OF GAMES

Games not included because they don't have primary attributes:

- FUDGE, Formless, GEAR, PDQ Core, Risus, the Pool, Toybox Lite, Shadows, the Classical Matrix Game, FATE, Gost Light, the Ladder and mine GlovE games.

Games not included because their sets of primary attributes are handled in a way that is too different from the standard:

- Alternacy, Contes de Fées, The Dying Earth, There is no Spoon.

Games bundled into a single game:

- D&D = OD&D, AD&D and D&D3;
- BRP = BRP, RQ2, RQ3, CoC, SPQR, Pendragon, d100;
- Active Exploits includes Impresa Rules;
- Ars Magica includes Rune.

PRIMARY ATTRIBUTES IN RPGS
RPGNET GLOVE COLUMN BY SÉRGIO MASCARENHAS 2005

GAME	PHYSICAL ATT.	PSYCHOLOGICAL ATT.	SPECIAL ATT.
Dungeons & Dragons 3+3+0	Constitution Strength Dexterity	Intelligence Wisdom Charisma	
Basic Role Playing 4+(1)+3+1	Constitution Size Dexterity Strength	Appearance (Appeal in SPQR)	Intelligence Charisma Sanity Power
A-State Lite 4+(1)+3+0	Strength Agility Dexterity Health	Awareness	Intelligence Willpower Personality
Active Exploits 1+5+4	Fitness	Awareness Creativity Reasoning Discipline Influence	Luck Extra Sensory Percep. Endowment Revelation
Agone 3+(1)+4+0	Resistance Strength Agility	Perception	Will Intelligence Charisma Creativity
Ars Magica 4+(1)+3+0	Strength Stamina Dexterity Quickness	Perception	Intelligence Communication Presence
Black9 Ops. 4+0+0	Strength Agility Dexterity Constitution		
Cuthroat 3+(1)+2+2	Might Agility Dexterity	Perception	Charisma Guile Djerah Luck
D6 Fantasy 3+3+1	Agility Coordination Physique	Charisma Intellect Accumen	Extranormal
Donjon 2+(1)+3+0	Virility Adroitness Wherewital	Cerebrality Discernment Sociability	
Dreamwalker 4+(1)+5+1	Strength Stamina Dexterity Appearance	Perception	Acumen Reason Creativity Courage Sanity Mana Points
Dominion Rules 3+2+1	Vigor Agility Stamina	Intuition Intellect	Luck
Dragonquest 5+(2)+1+1	Phy. strength Manual Dex. Agility Endurance Phy. beauty	Fatigue Perception	Willpower Magic aptitude
DragonSpawn 5+7+0	Brawn Stamina Agility Manual dexterity Beauty	Knowledge Thought Wisdom Willpower Leadership Socialization Character	

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Encounter Critical 2+4+3	Dexterity Strength	Adaptation Intellect Leadership Robot Nature		Extra Sensorial Percep. Luck Magic Power
Feng Shui 2+1+1	Body Reflexes	Mind		Chi
Fuzion 6+(1)+3+0	Reflexes Dexterity Constitution Strength Body Movement	Technique	Intelligence Willpower Presence	
GURPS Lite 3+1+0	Strength Dexterity Health	Intelligence		
HARP 3+(1)+3+0	Strength Constitution Agility	Quickness	Reasoning Insight Presence	
Heavy Ordonance 3+3+0	Well being Strength Agility	Wits Willpower IQ		
Hellboy 2+1+(1)+1	Muscle Moves	Brains	Mojo	Luck Points
HERO Sidekick 4+(1)+3+0	Strength Dexterity Constitution Body	Comeliness	Intelligence Ego Presence	
Imaginability 1+2+0	Physical	Mental Social		
Into the Shadows 2+4+2	Physique Reflex	Canny Education Technical Will		Karma Points Survival Points
Iron Gauntlets 1+(1)+3+1	Fitness	Awareness	Creativity Reasoning Influence	Luck
Land Without a King 4+0+0	Dexterity Agility Strength Health	<i>(Intentionally not defined)</i>		
Legendary Adventure 3+0+0	Health Precision Speed			
Lord of the Rings 4+2+0	Perception Strength Vitality Nimbleness	Bearing Wits		
Maléfices 3+(1)+1+(2)+0	Constitution Phy. Aptitudes Ability	Perception	General Cult.	Spiritual openness Spirituality
Mnemonic 3+4+0	Agile Handy Tough	Dangerous Disciplined Influential Smart		

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GAME	PHYSICAL ATT.		PSYCHOLOGICAL ATT.		SPECIAL ATT.
Multiverser 7+7+0	Strength Stamina Resistance Density Flexibility Agility Hand/Eye		Persuasion Charisma Animal Magnetism Intellect Intuition Education Level Will Power		
Mythweaver 3+2+0	Dexterity Might Stamina		Persona Reason		
Nugget 2+2+0	Brawn Agility		Brains Will		
Prince Valiant 1+1+0	Brawn		Presence		
Runebearer 6+3+1	Strength Agility Dexterity Speed Toughness Perception		Intelligence Will Charisma		Spirit
RuneQuest Slayers 3+2+0	Might Agility Perception		Courage Intellect		
Savage Words 3+2+0	Agility Strength Vigor		Smarts Spirit		
Shadow of Yesterday (The) 1+(1)+1+0	Vigor	Instinct	Reason		
Sorcerer 1+1+1	Stamina		Will		Lore
Spiritual Warfare 3.1 3+(1)+1+(1)+0	Strength Dexterity Fortitude	Perception	Wisdom	Spirit	
Tchalrria 4+3+2	Strength Agility Health Resistance to poison		Intelligence Willpower Charisma		Resistance to magic Psionics
Terra Primate 3+(1)+2+0	Strength Dexterity Constitution	Perception	Intelligence Willpower		
Tri-Stat dX 1+1+(1)+0	Body		Mind	Soul	
Tribe 8 5+5+0	Agility Appearance Build Fitness Perception		Creativity Influence Knowledge Psyche Willpower		
Tunnels & Trolls 3+2+1	Strength Dexterity Constitution		Intelligence Charisma		Luck
Window (The) 4+2+2	Strength Agility Health Perception		Knowledge Sanity		Luck Magic

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GAME	PHYSICAL ATT.	PSYCHOLOGICAL ATT.	SPECIAL ATT.
World of Darkness (The) 3+6+0	Strength Dexterity Stamina	Intelligence Wits Resolve Presence Manipulation Composure	