

**PRIMARY PHYSICAL AND PSYCHOLOGICAL ATTRIBUTES IN RPGS**  
**RPGNET GLOVE COLUMN BY SÉRGIO MASCARENHAS 2005**

<b>GAME</b>	<b>PHYSICAL ATT.</b>	<b>PSYCHOLOGICAL ATT.</b>
<b>Dungeons &amp; Dragons</b>	Constitution Strength Dexterity	Intelligence Wisdom Charisma
<b>Basic Role Playing</b>	Constitution Size Dexterity Strength	Intelligence Charisma Sanity
<b>A-State Lite</b>	Strength Agility Dexterity Health	Intelligence Willpower Personality
<b>Active Exploits</b>	Fitness	Awareness Creativity Reasoning Discipline Influence
<b>Agone</b>	Resistance Strength Agility	Will Intelligence Charisma Creativity
<b>Ars Magica</b>	Strength Stamina Dexterity Quickness	Intelligence Communication Presence
<b>Black9 Ops.</b>	Strength Agility Dexterity Constitution	
<b>Cuthroat</b>	Might Agility Dexterity	Charisma Guile
<b>D6 Fantasy</b>	Agility Coordination Physique	Charisma Intellect Accumen
<b>Donjon</b>	Virility Adroitness	Cerebrality Discernment Sociability
<b>Dreamwalker</b>	Strength Stamina Dexterity	Acumen Reason Creativity Courage Sanity
<b>Dominion Rules</b>	Vigor Agility Stamina	Intuition Intellect
<b>Dragonquest</b>	Phy. strength Manual Dex. Agility Endurance Phy. Fatigue	Willpower Psy. Fatigue
<b>DragonSpawn</b>	Brawn Stamina Agility Manual dexterity	Knowledge+Thought Wisdom Willpower+Leadership Socialization Character

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<b>Encounter Critical</b>	Dexterity Strength	Adaptation Intellect Leadership Robot Nature
<b>Feng Shui</b>	Body Reflexes	Mind
<b>Fuzion 4.4.3</b>	Technique Reflexes+Dexterity+Move Constitution Strength Body	Intelligence Willpower Presence
<b>GURPS Lite</b>	Strength Dexterity Health	Intelligence
<b>HARP</b>	Strength Constitution Agility Phy. Quickness	Reasoning Insight Presence Psy. Quickness
<b>Heavy Ordonance</b>	Well being Strength Agility	Wits Willpower IQ
<b>Hellboy</b>	Muscle Moves	Brains Mojo
<b>HERO Sidekick</b>	Strength Dexterity Constitution Body	Intelligence Ego Presence
<b>Imaginality</b>	Physical	Mental Social
<b>Into the Shadows</b>	Physique Reflex	Canny Education Technical Will
<b>Iron Gauntlets</b>	Fitness	Creativity Reasoning Influence
<b>Land Without a King</b>	Dexterity Agility Strength Health	
<b>Legendary Adventure</b>	Health Precision Speed	
<b>Lord of the Rings</b>	Strength Vitality Nimbleness	Bearing Wits
<b>Maléfices</b>	Constitution Phy. Aptitudes Ability	General Cult. Spiritual openness Spirituality
<b>Mnemonic</b>	Agile Handy Tough	Dangerous Disciplined Influential Smart
<b>Multiverser</b>	Strength Stamina Resistance Flexibility+Agility Hand/Eye	Persuasion Charisma+Animal Magnetism Intellect Intuition Will Power

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<b>Mythweaver</b>	Dexterity Might Stamina	Persona Reason
<b>Nugget</b>	Brawn Agility	Brains Will
<b>Prince Valiant</b>	Brawn	Presence
<b>Runebearer</b>	Strength Agility Dexterity Speed Toughness	Intelligence Will Charisma
<b>RuneQuest Slayers</b>	Might Agility	Courage Intellect
<b>Savage Words</b>	Agility Strength Vigor	Smarts Spirit
<b>Shadow of Yesterday (The)</b>	Vigor Instinct	Reason
<b>Sorcerer</b>	Stamina	Will
<b>Spiritual Warfare 3.1</b>	Strength Dexterity Fortitude	Wisdom Spirit
<b>Tchalrria</b>	Strength Agility Health Resistance to poison	Intelligence Willpower Charisma
<b>Terra Primate</b>	Strength Dexterity Constitution	Intelligence Willpower
<b>Tri-Stat dX</b>	Body	Mind Soul
<b>Tribe 8</b>	Agility Build Fitness	Creativity Influence Knowledge Psyche Willpower
<b>Tunnels &amp; Trolls</b>	Strength Dexterity Constitution	Intelligence Charisma
<b>Window (The)</b>	Strength Agility Health	Knowledge Sanity
<b>World of Darkness (The)</b>	Strength Dexterity Stamina	Intelligence Wits Resolve Manipulation Composure