

PHYSIQUE ATTRIBUTES IN RPGS  
RPGNET GLOVE COLUMN BY SÉRGIO MASCARENHAS 2005

	PHYSIQUE						
		Power			Vitality		
			Strength	Size		Constitution	Endurance
Cuthroat	x						
D6 Fantasy	x						
Donjon	x						
Encounter Critical	x		(x)				
Feng Shui	x						
Hellboy	x			(muscle)			
Into the Shadows	x						
Legendary Adventure	x						
Mnemonic	x						
Nugget	x						
RuneQuest Slayers	x						
Shadow of Yesterday	x						
Maléfices		x			x		
Mythweaver		x			x		
Dungeons & Dragons		x	(x)		x		
A-State Lite		x	(x)		x		
Agone		x	(x)		x		
Ars Magica		x	(x)		x		
Black9 Ops.		x	(x)		x		
Dreamwalker		x	(x)		x		
GURPS Lite		x	(x)		x		
HARP		x	(x)		x		
Heavy Ordonance		x	(x)		x		
HERO Sidekick		x	(x)		x		
Land Without a King		x	(x)		x		
Lord of the Rings		x	(x)		x		
Runebearer		x	(x)		x		
Savage Words		x	(x)		x		
Spiritual Warfare 3.1		x	(x)		x		
Tchalrria		x	(x)		x		
Terra Primate		x	(x)		x		
Tunnels & Trolls		x	(x)		x		
Warhammer FRP		x	(x)		x		
Window (The)		x	(x)		x		
World of Darkness		x	(x)		x		
Dragonquest		x	(x)			x	x
Multiverser		x	(x)			x	x
Dominion Rules		x	(vigor)		x		
DragonSpawn		x	(brawn)		x		
Tribe 8		x		(x)	x		
Skyrealms of Jorune		x	(x)	(x)	x		
Basic Role Playing			x	x	x		
Fuzion			x	x	x		
<b>43</b>	<b>12</b>	<b>29</b>	<b>2 (29)</b>	<b>2 (5)</b>	<b>29</b>	<b>2</b>	<b>2</b>

Within curved breaks is the name or factor associated with the more generic stat. For instance, 'Strength' is the concept that is used to represent Physique in *Encounter Critical*, Power in *D&D* and, well, Strength in *BRP*.

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## STATISTICS

### General data

Games with only a Body attribute	12	28%
Games that break up Body into Power and Constitution stats	31	72%
• <i>Games that have un-divided Power plus un-divided Vitality for stats</i>	26	60%
• <i>Games that have sub-divided either Power or Vitality</i>	5	12%

### Power

Games that don't sub-divide the Power attribute	29	67%
Games that break up Power into Strength and Size	2	5%
Strength and Size:		
• <i>Total instances of Strength</i>	29	67%
• <i>Total instances of Size</i>	5	12%
• <i>Games that represent Power with Strength</i>	25	58%
• <i>Games that represent Power with Size</i>	1	2%
• <i>Games that represent Power as a combination of Power + Size</i>	1	2%

### Vitality

Games that don't sub-divide the Vitality attribute	29	67%
Games that break up Vitality into Constitution and Endurance	2	5%