

PRIMARY PSYCHOLOGICAL ATTRIBUTES IN RPGS
RPGNET ROUGH QUESTS COLUMN BY SÉRGIO MASCARENHAS 2005

GAME	PSYCHOLOGICAL ATTRIBUTES	STANDARDIZED NAMES
Feng Shui	Mind	Psychology
GURPS Lite	Intelligence	Psychology
Maléfices	General Culture	Intellect
Prince Valiant	Presence	Psychology
Skyrealms of Jorune	Learn + Education	Intellect
Sorcerer	Will	Psychology
Cuthroat	Charisma Guile	Charisma Intellect
Dominion Rules	Intuition Intellect	Intuition Intellect
Dragonquest	Willpower Psy. Fatigue	Determination Psy. Health (sort of)
Hellboy	Brains Mojo	Intellect Determination
Imaginality	Mental Social	Intellect Communication
Lord of the Rings	Bearing Wits	Charisma Intellect+Intuition
Mythweaver	Persona Reason	Intuition + Determination Intellect
Nugget	Brains Will	Intellect Determination
RuneQuest Slayers	Courage Intellect	Determination Intellect
Savage Words	Smarts Spirit	Intellect Determination + Communication
Shadow of Yesterday	Instinct Reason	Intuition (sort of) Intellect
Spiritual Warfare 3.1	Wisdom Spirit	Intellect Communication
Terra Primate	Intelligence Willpower	Intellect Determination
Tri-Stat dX	Mind Soul	Intellect Determination
Tunnels & Trolls	Intelligence Charisma	Intellect Charisma+Leadership
Window (The)	Knowledge Sanity	Intellect Psy. health
A-State Lite	Intelligence Willpower Personality	Intellect Determination + Charisma Communication
Ars Magica	Intelligence Communication Presence	Intellect Communication Charisma
Basic Role Playing	Intelligence Charisma Sanity	Intellect Charisma Psy. Health
D6 Fantasy	Charisma Intellect Accumen	Charisma Intellect Creativity
Donjon	Cerebrality Discernment Sociability	Intellect Intellect + Intuition + Determination Communication + Charisma
Dungeons & Dragons	Intelligence Wisdom Charisma	Intellect Determination + Intuition Charisma

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Encounter Critical	Adaptation Intellect Leadership	Creativity (sort of) Intellect + Communication Charisma
Fuzion 4.4.3	Intelligence Willpower Presence	Intellect Determination Charisma + Communication
Heavy Ordonance	Wits Willpower IQ	Psy. Health + Creativity + Communication Determination Intellect
HERO Sidekick	Intelligence Ego Presence	Intellect Determination Charisma
Iron Gauntlets	Creativity Reasoning Influence	Creativity Intellect Communication + Charisma
Into the Shadows	Canny Education + Technical Will	Intellect + Creativity Intellect Determination + Charisma + Psy. Health
Mnemonic	Dangerous + Disciplined Influencial Smart	Determination Communication Intellect
Runebearer	Intelligence Will Charisma	Intellect Determination Charisma
Tchalrria	Intelligence Willpower Charisma	Intellect Determination Charisma
Warhammer FRP 2.0	Intelligence Willpower Fellowship	Intellect Determination Communication
Agone	Will Intelligence Charisma Creativity	Determination Intellect Charisma Creativity
DragonSpawn	Knowledge + Thought Wisdom + Willpower + Character Leadership Socialization	Intellect Determination Charisma Communication
Dreamwalker	Acumen + Creativity Reason Courage Sanity	Creativity Intellect Determination Psy. Health
HARP	Self discipline Reasoning Insight Presence	Determination Intellect Intuition Communication + Charisma
Active Exploits	Awareness Creativity Reasoning Discipline Influence	Intuition Creativity Intellect Determination Communication + Charisma
Multiverser	Persuasion + Animal Magnetism Charisma Intellect Intuition Will Power	Communication Charisma Intellect Intuition Determination

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Tribe 8	Creativity Influence Knowledge Psyche Willpower	Creativity Communication Intellect Psy. Health Determination
World of Darkness (The)	Intelligence Wits Resolve + Composure Presence Manipulation	Intellect Intuition (sort of) Determination Charisma (sort of) Communication

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PSYCHOLOGICAL ATTRIBUTES

- INTELLECT / Intelligence / reasoning / Cerebrality / Knowledge+Thought / Reason / IQ / Brains / Smarts
- Willpower / Will / Resolve
- Personality / Persona / Ego
- Awareness
- Creativity
- Discipline / Disciplined
- Influence / Influential / Persuasion
- CHARISMA / +Animal Magnetism
- Communication / Sociability / Socialization / Manipulation
- Presence
- Resistência psíquica
 - Sanity
 - Psychological Fatigue
- Guile
- Accumen
- Intuition
- Discernment
- Wisdom
- Leadership
- Character
- Courage / Dangerous / Composture
- Adaptation
- Insight
- Psychological Quickness
- Wits
- Mojo
- Mental de alto nível
 - Mental / Brains
 - Smart
 - Mind
- Social
- Canny
- Adquiridos
 - Education
 - Technical
 - Bearing
 - General Culture
- Spirituality / +Spiritual openness / Spirit / Soul
- Psyche