

STANDARD PSYCHOLOGICAL ATTRIBUTES IN RPGS
RPGNET GLOVE COLUMN BY SÉRGIO MASCARENHAS 2005

# stats	GAME	PSYCHOLOGICAL ABILITIES	
			Intellect
1	Feng Shui	x	
1	GURPS Lite	x	
1	Maléfices		x
1	Prince Valiant	x	
1	Skyrealms of Jorune		x
1	Sorcerer	x	
	6	4	2

# stats	GAME	PSYCHOLOGICAL ABILITIES					
		Intellect	Intuition	Communication	Charisma	Determination	Psy. Health
2	Cuthroat	x			x		
2	Dominion Rules	x	x				
2	Dragonquest					x	x
2	Hellboy	x				x	
2	Imaginality	x		x			
2	Lord of the Rings	a	a		x		
2	Mythweaver	x	a			a	
2	Nugget	x				x	
2	RuneQuest Slayers	x				x	
2	Savage Words	x		a		a	
2	Shadow of Yesterday	x	x				
2	Spiritual Warfare 3.1	x		x			
2	Terra Primate	x				x	
2	Tri-Stat dX	x				x	
2	Tunnels & Trolls	x			x		
2	Window (The)	x					x
	16	14 (15)	2 (4)	2 (3)	3	6 (8)	2

Marked with an 'a' attributes that fit two categories. For each category the sum includes these attributes within brackets.

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		Intellect	Intuition	Communication	Charisma	Determination	Psy. Health	Creativity
3	A-State Lite	x		x	a	a		
3	Ars Magica	x		x	x			
3	Basic Role Playing	x			x		x	
3	D6 Fantasy	x			x			x
3	Donjon	x a	a	b	b	a		
3	Dungeons & Dragons	x	a		x	a		
3	Encounter Critical	a		a	x			x
3	Fuzion	x		x	a	a		
3	Heavy Ordonance	x		a		x	a	a
3	HERO Sidekick	x			x	x		
3	Iron Gauntlets	x		a	a			x
3	Into the Shadows	x a			x	x	x	a
3	Mnemonic	x		x		x		
3	Runebearer	x			x	x		
3	Tchalrria	x			x	x		
3	Warhammer FRP	x		x		x		
	16	15 (16)	(2)	5 (9)	8 (12)	7 (11)	2 (3)	3 (5)

Marked with an 'a' or 'b' are attributes that fit two or more categories. For each category the sum includes these attributes within brackets.

# stats	GAME	PSYCHOLOGICAL ABILITIES						
		Intellect	Intuition	Communication	Charisma	Determination	Psy. Health	Creativity
4	Agone	x			x	x		x
4	DragonSpawn	x		x	x	x		
4	Dreamwalker	x				x	x	x
4	HARP	x	x	a	a	x		
	4	4	1	1 (2)	2 (3)	4	1	2

Marked with an 'a' are attributes that fit two categories. For each category the sum includes these attributes within brackets.

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		Intellect	Intuition	Communication	Charisma	Determination	Psy. Health	Creativity
5	Active Exploits	x	x	a	a	x		x
5	Multiverser	x	x	x	x	x		
5	Tribe 8	x		x		x	x	x
5	World of Darkness	x	x	x	x	x		
	4	4	3	3 (4)	2 (3)	4	1	2

Marked with an 'a' attributes that fit two categories. For each category the sum includes these attributes within brackets.

# stats	GAMES	PSYCHOLOGICAL ABILITIES						
		Intellect	Intuition	Communication	Charisma	Determination	Psy. Health	Creativity
	46	38 (40)	6 (10)	11 (18)	14 (20)	21 (27)	6 (7)	7 (9)

For each category the sum includes within brackets the attributes that fit more than one category.