

# Characteristics, Explanation of:

All characteristics are used frequently throughout the life of your character. Guardians of Utaemia leans heavily toward individualization of a player's character based on his or her characteristics, which is the essence of a character's physical, mental and spiritual make-up.

You will find that it is impossible to create a character and have him or her be the same as another created. Each player's character is completely unique and a one of a kind.

## Notes:

See: "Avoidance-Rolls, Explanation of:" to find example of how characteristics are used.

Also, look at the formulas within the Avoidance-Rolls found on page #1 of the character sheet.

## Characteristics Explanation (found on page #1 of all character sheets):

The following are the explanations of all 9 characteristics:

## Awareness

This represents the five senses (hearing, sense of smell, sight, touch and taste). The higher your Awareness, the more perceptive your five senses will be.

## Charisma

This is how well you communicate. The higher your Charisma, the easier it will be to successfully bargain and trade with others. Charisma also determines how pleasing you are in the sight of another.

## Constitution

This is how durable you are physically. The higher your Constitution, the easier it will be to resist fatigue and sleep. A high Constitution will also give you more "Damage-Points", enabling a character to take more physical damage without death occurring and increasing healing.

## Coordination

This is how agile you are on your feet. The higher your Coordination is, the easier it will be to dodge attacks, balance, avoid a weapon strike and move further each turn.

## Dexterity

This is how adept you are at using your hands. The higher your Dexterity, the easier it will be to parry attacks and block with a shield. Dexterity also increases the chance to strike an opponent, perform certain trade-skills and succeed at certain abilities, such as thieving skills. A higher Dexterity can also decrease the time it takes to cast certain spells.

## Intelligence

This is how smart you are. A higher Intelligence will enable you to initially know more languages at the creation of your character, increase the spell-points gained per level for certain spell-casters (which are listed in the Intelligence information on all character sheets). For spell-casters who use mind magic, a high intelligence can also decrease the time it takes to cast spells. A higher Intelligence, added with wisdom, will enable one to resist the effects of fear more easily.

## Mental-Strength

This is how mentally durable you are. You do not have to be intelligent or wise to have a solid mind. Mental-Strength is willpower. The higher your Mental-Strength is, the easier it will be to resist the deadly abilities and spells of another, repel an attack-upon your mind and resist the sometimes debilitating effects of pain. Mutants with a very high Mental-Strength can start out with extra powers.

## Strength

This is how strong the physical body of your character is. The higher the Strength, the more weight you can carry, the more damage you can cause with a weapon and the easier it will be to succeed at avoiding paralysis.

## Wisdom

Wisdom is how wise with decisions you are. A higher Wisdom can increase the spell-points gained per level for certain spell-casters (which are listed in the Wisdom information on all character sheets). A higher Wisdom, added with intelligence, will enable one to resist the effects of fear more easily. Many say that Wisdom is the proper use of intelligence. This holds a ring of truth, for if ones wisdom is 20 or more points lower than his or her intelligence, the added align of "Chaotic" will be enforced upon that character. See: "Aligns, Explanation of:" in the A Section of the Basic Rules Book for details on this.