

Characteristics

Comparable to the “Ability Scores” of other systems, Characteristics are the “base attribute numbers” in *Genesys*. They generally ranged from 1 to 5. Even though some exceptions may exist, for the most part, you will not see a characteristic that is 6 or higher. For scale, an average human would probably have a characteristic of 2 in everything.

Agility

Agility measures your manual dexterity, hand-eye coordination, and body control. Characters with a high Agility have flexibility, a good sense of balance, and deft hands. Agility is used for skills such as Coordination and Stealth, and is key in ranged combat.

Brawn

Brawn represents a blend of brute power, strength, and overall toughness. Characters with a high Brawn are physically fit, hardy, and have strong constitutions. Brawn is used for skills such as Athletics and Melee. Brawn is also used to determine your starting wound threshold.

Cunning

Cunning reflects how clever, crafty, and devious you can be. Characters with a high Cunning are savvy, quick to pick up on vital social and environmental clues, and can more readily come up with short-term plans and tactics. Cunning is used for skills such as Deception, Perception, and Survival.

Intellect

Intellect measures your intelligence, mental acuity, and ability to reason and rationalize. Characters with a high Intellect can recall details and draw from previous experience, think of long-term strategies and envision the ramifications of present actions. Intellect is used for skills such as Knowledge, Medicine, Mechanics, and Computers.

Presence

Presence represents charisma, confidence, and force of personality. Characters with a high Presence make natural leaders, draw attention when they enter a room, and are quick to adapt to social situations. Presence is used for skills such as Charm, Leadership, and Negotiation.

Willpower

Willpower reflects discipline, self-control, mental fortitude. Characters with a high Willpower can withstand stress and fatigue, remain composed during chaotic situations, and exert influence over the weaker willed. Willpower is used for skills such as Coercion and Vigilance. Willpower is also used to determine your character's starting strain threshold.

Skills

General Skills

Alchemy (Intellect)

Alchemy encompasses the knowledge and techniques to brew potions and elixirs.

Athletics (Brawn)

The Athletics skill determines how well characters perform in actions like climbing mountains, swimming across raging rivers, and leaping across chasms. It serves as a measure of your character's overall fitness and physical conditioning.

Computers (Intellect)

The Computers skill represents the operation of computers and other electronic systems. Possessing a lot of ranks in Computers might allow your character to build and repair computer systems, write complex security programs, or even create an artificial intelligence.

Cool (Presence)

Staying calm while maintaining composure, outwitting an opponent, and generally being cool. Cool is something of a defensive skill in nature, since it most often comes up as the skill your character uses to resist attempts to sway or affect them. It is one of the two skills also used to determine Strain recovery at the end of encounters.

Coordination (Agility)

Coordination serves as a measure of your character's flexibility, sure-footedness, and hand-eye coordination.

Discipline (Willpower)

Discipline is your character's ability to focus their mind, resist threats or coercion, and general mental fortitude. Your character also uses Discipline to overcome fear or terror and stay calm in the face of the horrifying.

Driving (Agility)

The Driving skill includes the operation of all ground based vehicles. If something uses a motor and traverses land, this is the skill you'll use to operate it.

Mechanics (Intellect)

The Mechanics skill allows your character to build, disassemble, repair, or modify just about anything mechanical, from a broken radio to a wrecked vehicle.

Medicine (Intellect)

Any attempt to heal an organic character requires Medicine, as do other medical procedures such as surgery, installing cybernetics, and working with poisons, diseases, and drugs.

Operating (Intellect)

Operating represents your character's ability to drive, pilot, fly, or sail anything *big*. Ships, dirigibles, and spaceships (*really, anything with a crew*) all require the Operating skill.

Perception (Cunning)

Perception represents your character's conscious use of all five senses to observe their environment.

Piloting (Agility)

Piloting covers the operation of any aerial vehicle that requires reflexes and hand-eye coordination to operate.

Resilience (Brawn)

Resilience represents your character's ability to overcome pain and fight through fatigue. Characters with ranks in Resilience are also better at resisting poisons and diseases, and surviving hostile environments.

Riding (Agility)

Riding represents your character's skill in riding mounted animals. While it is most likely assumed horse-like creatures, it can be used for anything from donkeys to giant insects. If it's running on *legs*, it probably uses Riding.

Skulduggery (Cunning)

Skulduggery covers a combination of skills your character would use to engage in covert or criminal activity. Activities such as; disarming traps, picking locks, and picking pockets.

Stealth (Agility)

When your character wants to act unnoticed by anyone else, they use the Stealth skill.

Streetwise (Cunning)

Streetwise can be thought of as the urban counterpart to Survival. They both represent many of the same activities, but Streetwise applies to urban areas, while Survival applies to the wilderness. If your character has ranks in Streetwise, they know which locations to avoid after dark, where to go to obtain services, and other information for making their way in a major city.

Survival (Cunning)

The Survival skill covers your character's ability to find food and water, cope with dangerous conditions, hunt and skin animals, and, well, survive in any location that doesn't have a supermarket on the corner.

Vigilance (Willpower)

Vigilance represents the ability to be constantly aware of your surroundings, often without consciously making the effort. Characters with ranks in Vigilance are more likely to spot threats in their environment, notice important clues out of the corner of their eye, and catch lies as they're being told.

Knowledge Skills

Adventuring (Intellect)

Adventuring represents the sort of practical experience in dealing with ruins, monsters, and other such threats. A kind of learned instinct, a character with multiple ranks in Adventuring may not know *why* it is a bad idea to touch a certain statue, but they certainly know it *is*.

Forbidden (Intellect)

Forbidden represents a character's foray into the occult, unholy literature, and other such things of unspeakable sources.

Geography (Intellect)

Geography is a character's understanding of the lay of the land, their comprehension of maps and cartography, regional variations in customs, and matters of navigation.

Knowledge & Lore (Intellect)

Knowledge & Lore is a culmination of your character's learned general knowledge. For all intents and purposes, if something refers to your ranks in Knowledge, or your ranks in Lore, it is regarded as the same thing.

Social Skills

Charm (Presence)

For characters who want to be likable, popular, and good at persuading other people to do what they want them to do, Charm is the skill they rely on. A character with a lot of ranks in Charm may be insincerely flattering, or maybe they're just a genuinely nice person.

Coercion (Willpower)

When your character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, they use the Coercion skill. Characters with multiple ranks in Coercion are often intimidating, scary, or even evil individuals. However, even good hearted people may use Coercion to intimidate opponents so they can win a fight without bloodshed.

Deception (Cunning)

When your character needs to lie to someone, they use Deception. Your character may attempt to trick someone by only telling them certain facts and omitting others, or by using a misleading phrase. But even if you argue that your character technically told the truth, their actions still fall into the category of Deception.

Leadership (Presence)

While some may follow out of a sense of duty or fear, good leaders inspire their followers through a combination of charisma, bravery, and forceful personality. Leadership also represents your character knowing the right decisions to make when authority is called for.

Negotiation (Presence)

When your character wants to make a deal, they're going to use Negotiation. The skill in Negotiation comes from getting as much as you can out of a deal while offering as little as possible to the person you negotiate with.

Combat Skills

Brawl (Brawn)

The Brawl skill is what your character uses to fight anyone with martial arts, wrestling, and unarmed combat.

Melee Light (Brawn)

The Melee (Light) skill is what your character uses to fight with pretty much any close combat weapon they can wield in one hand. This includes swords, knives, maces, and clubs.

Melee Heavy (Brawn)

The Melee (Heavy) skill is what your character uses to fight with large, heavy weapons that take both hands to swing properly. This includes mauls, greatswords, flails, and halberds.

Ranged Light (Agility)

Ranged (Light) is used to shoot pistols, throw knives, and toss grenades at their opponents. This skill covers pretty much every light ranged weapon designed to be fired (*or thrown*) from one hand.

Ranged Heavy (Agility)

Ranged (Heavy) is used to shoot rifles, shotguns, assault rifles, laser rifles, and similar weapons. This skill covers pretty much every heavy ranged weapon designed to be fired while carried in two hands.

Gunnery (Agility)

Your character uses Gunnery to fire miniguns, railguns, missile launchers, grenade launchers, and pretty much any other weapon large enough that lesser people would need a tripod or a team of people to use it. Your character also uses it to fire weapons mounted on vehicles.

Magic Skills

Dark Majyyk (Intellect)

Dark Majyyk represents a character's grasp of the vast otherworldly knowledges, the powers that it presents, and how to harness it for themselves.

Pact Majyyk (Presence)

Pact Majyyk is very similar to Dark Majyyk. It comes from the same otherworldly source, but rather than harnessing the eldritch energies through intense study, practitioners of the pact majyyks harness their power through direct, and oftentimes risky communion.

Primal Science (Cunning)

The Primal Sciences are the already-refuted, long-abandoned shamanistic practices of a more primal age. Easily deduced to its most basic sum, one thing rings certain; it is definitely not magic.

Psionics (Willpower)

Psionics are the unique and exclusive powers of the Alternian trolls. Varied between the castes, it is a pillar in their galactic dominance, as well as in keeping societal order.