

Character Statistic

Attributes

Attributes in Amber

Characters in Amber DRPG are represented by four attributes: Psyche, Strength, Endurance and Warfare.

- **Psyche** is used for feats of willpower or magic.
- **Strength** is used for feats of strength or unarmed combat.
- **Endurance** is used for feats of endurance.
- **Warfare** is used for armed combat, from duelling to commanding armies

The attributes run from -25 (normal human level), through -10 (normal level for a denizen of the Courts of Chaos) and 0 (normal level for an inhabitant of Amber), upwards without limit. Scores above 0 are ranked, with the highest score being ranked 1st, the next-highest 2nd, and so on. The character with 1st rank in each attribute is considered "superior" in that attribute, being considered to be substantially better than the character with 2nd rank even if the difference in scores is small."

Attributes in Faction Paradox

Rather than a single numerical scale, there are levels of Attribute ability. Within a particular level you can be ranked. The lowest rank in a level will always be considered superior to the highest rank in the level below. There is no limit to the amount of ranks within a level as they are only used to differentiate characters." It is possible to have most attributes in one level and one attribute in a higher level. Several races exhibit one extraordinary ability.

1. **Humanoids (H)** - Humans, primitive humanoid aliens and human-level animals.
2. **Aliens (A)** - Gallifreyan and most aliens capable of interstellar travel - especially those that have participated in interstellar war or time travel.
3. **The Great Houses (G)** - Including all Time Lords and Faction Paradox.
4. **Outsiders (O)** - Osirians, Yssgaroth/Space Vampires and Lolita.
5. The primal forces of the universe (**P**), including the Black Guardian and the White Guardian.

A typical member of a Great House will have Great House level Psyche, Humanoid level Strength, Great House level Endurance and Alien level Warfare. A member of the Great Houses under the War King will have higher levels in Strength and Warfare. A member of Faction Paradox may have any mix of Attribute levels below Outsiders.

Buying Levels

Buying a higher level than you would normally start with is 50 points. Choosing a lower level than you would normally start with gives you 25 points. i.e. a member of a Great House chooses to have Alien level Psyche and therefore gets 25 more character points to spend.

Attribute Auctions

Faction Paradox is as competitive between players as Amber. Therefore attribute auctions function in almost exactly the same way - except that you must specify which of the levels you are bidding on for an attribute.

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