# Zero Space : Attributes

A character's attributes in *ZeroSpace* are ranked on a scale from 1 to 10. Most people have attributes within the 1 to 6 range -- from "Typical" to "Great". Few people reach 7 in any attribute, and 8 is the peak of human potential. Curiously enough, most nonhuman sentients fall within this range, as well.

Attributes cost one character point each up to 3, two character points each from 4 to 6, three character points each from 7 to 9, and four character points to increase an attribute from 9 to 10. We suggest spending about 25 character points on attributes. Note that Power should be zero unless you have alien traits and/or esoteric powers.

Table: Attribute cost

| Description | Value | Incremental Cost |
|---|---|---|
| Typical | 1-3 | 1 |
| Great | 4-6 | 2 |
| Fantastic | 7-9 | 3 |
| Inconceivable | 10 | 4 |

# Random Character Generation

Would you like to roll dice for your attributes? You can! Roll three six-sided dice, and consult the following table to see what you get:

Table: Random attributes

| Roll 3d6 | Value | Cost |
|---|---|---|
| 3 | 1 | 1 |
| 4-6 | 2 | 2 |
| 7-10 | 3 | 3 |
| 11-14 | 4 | 5 |
| 15-17 | 5 | 7 |

| 18 | 6 | 9 |
|---|---|---|

Roll five times, and add up the total cost. Subtract that total from your pool of character points.

Now assign what you rolled to your character's attributes (Brawn, Agility, Reason, Presence, Power), placing each number wherever you like.

Your character's Endurance is equal to the character's Brawn or their Presence, whichever is greater.

# Brawn

Brawn (BRN) represents a character's physical might, close combat fighting ability, and general hardiness; the character's Brawn adds to their action value (AV) and defense value (DV) when attempting these types of tasks.

Brawn determines how much a character can lift and how far they can throw things. Brawn is the default attribute used for the character's attack value (AV) and defense value (DV) in close combat (or "hand-to-hand"). See the Actions chapter for more information.

If a character's Brawn is reduced to zero, they are unable to stand, and they have great difficulty moving. They must succeed at a moderately difficult (DV 3) Athletics (Presence) roll every round just to crawl a meter, and they automatically fail any Brawn rolls. Brawn may not be reduced below zero.

Table: Brawn

| Brawn | Lift | Throw (25 kg) | Standing Long Jump |
|---|---|---|---|
| 0 | 25 kg | 0 m | 0 m |
| 1 | 45 kg | 1 m | 1 m |
| 2 | 60 kg | 2 m | 1 m |
| 3 | 90 kg | 3 m | 2 m |
| 4 | 125 kg | 4 m | 2 m |
| 5 | 180 kg | 6 m | 3 m |
| 6 | 250 kg | 8 m | 3 m |
| 7 | 350 kg | 11 m | 4 m |
| 8 | 500 kg | 16 m | 4 m |

| | | | |
|---|---|---|---|
| **9** | 700 kg | 23 m | 5 m |
| **10** | 1,000 kg | 32 m | 5 m |

1. **Lift** indicates the greatest weight that the character can "deadlift" (pick up off the ground to the level of the hips). A character carrying or supporting such a weight can take at most one or two steps per round. A character can move normally while carrying a weight corresponding to one less than their Brawn. For example, a character with Brawn 8 could carry up to 350 kg and suffer no penalties to their movement while doing so.
2. **Throw (25 kg)** indicates the farthest distance that a character could throw a compact object weighing 25 kg. To see how far a character can throw heavier objects, subtract the Brawn required to lift the object from the character's total Brawn. Look up the difference in the "Brawn" column: this indicates how far the character can throw the object. For example, a character with Brawn 8 could throw an object weighing 60 kg (such as a cooperative slender human) up to 8 meters.
3. **Jumps** indicates the character's standing long jump. With a running long jump, the character's ground movement is added to their long jump distance.

# Agility

Agility (AGL) represents a character's coordination, ranged combat fighting ability, and general flexibility; the character's Agility adds to their action value (AV) and defense value (DV) when attempting these types of tasks.

Agility determines a character's base movement speed (running, swimming, etc.). Agility is the default attribute used for the character's attack value (AV) and defense value (DV) in ranged combat. See the Actions chapter for more information.

If a character's Agility is reduced to zero, they have great difficulty moving. They must succeed at a moderately difficult (DV 3) Athletics (Presence) roll every round just to take a step or two, and they automatically fail any Agility rolls. Agility may not be reduced below zero.

Table: Agility

| Agility | Walk (Base Move) | Run (Double Move) | Sprint (All-out Move) | Sprint (kph) |
|---|---|---|---|---|
| 10 | 0 m | 0 m | 0 m | 0 kph |
| 1 | 2 m | 4 m | 8 m | 5 kph |
| 2 | 4 m | 8 m | 16 m | 10 kph |
| 3 | 6 m | 12 m | 24 m | 14 kph |
| 4 | 8 m | 16 m | 32 m | 19 kph |
| 5 | 10 m | 20 m | 40 m | 24 kph |
| 6 | 12 m | 24 m | 48 m | 29 kph |
| 7 | 14 m | 28 m | 56 m | 34 kph |
| 8 | 16 m | 32 m | 64 m | 38 kph |
| 9 | 18 m | 36 m | 72 m | 43 kph |
| 10 | 20 m | 40 m | 80 m | 48 kph |

| Agility | Swim (Base Move) | Fast Swim (Double Move) | Swim Sprint (All-out Move) | Swim Sprint (kph) |
|---|---|---|---|---|
| 0 | 0 m | 0 m | 0 m | 0 kph |
| 1 | 1 m | 1 m | 2 m | 1 kph |
| 2 | 1 m | 2 m | 4 m | 2 kph |
| 3 | 2 m | 3 m | 6 m | 4 kph |
| 4 | 2 m | 4 m | 8 m | 5 kph |
| 5 | 3 m | 5 m | 10 m | 6 kph |
| 6 | 3 m | 6 m | 12 m | 7 kph |
| 7 | 4 m | 7 m | 14 m | 8 kph |
| 8 | 4 m | 8 m | 16 m | 10 kph |
| 9 | 5 m | 9 m | 18 m | 11 kph |
| 10 | 5 m | 10 m | 20 m | 12 kph |

# Reason

Reason (REA) represents a character's ability to analyze data, draw conclusions from the facts at hand, and solve problems, and the character's Reason adds to their action value (AV) when attempting tasks that depend on these traits.

If a character's Reason is reduced to zero, they have great difficulty concentrating. They must succeed at a moderately difficult (DV 3) Diplomacy (Presence) roll every round just to form a sentence or understand a simple question, and they automatically fail any Reason rolls. Reason may not be reduced below zero.

# Presence

Presence (PRE) represents a character's determination, strength of personality, and understanding of the motivations of others; the character's Presence adds to their action value (AV) when attempting tasks that depend on these traits.

If a character's Presence is reduced to zero, they have great difficulty making choices or taking action, and they automatically fail any Presence rolls. Presence may not be reduced below zero.

# Power

Power (POW) represents a character's supernatural might, android power level, or psychic potential. If the character has esoteric powers or alien traits, the character's Power determines the potency of these powers. Most humans have a Power of zero.

If a character's Power is reduced to zero, they can no longer use any esoteric powers or alien traits which depend on it. Power may not be reduced below zero.

Table: Power

| Power | Maximum Mass | Maximum Distance |
|---|---|---|
| 0 | 25 kg | 0 m |
| 1 | 45 kg | 1 m |
| 2 | 60 kg | 2 m |
| 3 | 90 kg | 3 m |
| 4 | 125 kg | 4 m |
| 5 | 180 kg | 6 m |
| 6 | 250 kg | 8 m |
| 7 | 350 kg | 11 m |
| 8 | 500 kg | 16 m |
| 9 | 700 kg | 23 m |
| 10 | 1,000 kg | 32 m |

# Endurance

Endurance (END) represents a character's determination and ability to shrug off physical and mental abuse. Unlike other attributes, Endurance is not purchased with character points. Endurance is equal to the character's Brawn or their Presence, whichever is greater. If a character's Brawn or Presence permanently changes, their Endurance also changes.

When a character is successfully attacked, one (or more, if using the optional margin of success rules) is temporarily subtracted from their Endurance. A character who has lost more than half of their Endurance can speak and take roleplaying actions, but any other action, including combat, incurs a penalty die. A character whose Endurance is reduced to zero is defeated: they are out of

the fight, and probably unconscious. Endurance may not be reduced below zero.