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|  | **Calc. Stats** | **Skills** | **Exaltation** | **Classes, Feats, Assets and Hindrances** |
| **INT** |  | A.Lore, Arcana, C.Lore, F.Lore, Tech-Use | Motes, repairing Prometheans | Education, Protocol, Worf Effect |
| **WIS** | S.Def. | Crafts, Medicae, Perception, Politics | Spirit Sight, Spirit Walk | Common Sense, Combat Sense, Perfect Self |
| **WIL** | Resolve, HP |  | Resonance eruption, Essence, Rage, Poltergeist, resisting Children of Void | Fearless, Purge the Unclean, Black Spiral Dancers, Arcane Mark, Ferric Lure, Ferric Summons, Luminen Blast |
| **STR** | Speed |  |  |  |
| **DEX** | Speed | Acrobatics, Drive, Larceny, Pilot, Stealth |  | Evasion, Fleet of Foot |
| **CON** | HP | Athletics | Daemonic | Iron Jaw, Ailin’, Luminen Blast, No One Tougher |
| **CHA** |  | Command, Deceive, Intimidate, Persuade | Motes, Essence | Bard classline, Divine Grace, Celestial Wrath, Desire |
| **FEL** |  | Charm, Disguise, Performer |  |  |
| **COM** | M.Def., Resolve | Animal Ken, Scrutiny | Rage |  |

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|  | **Magic** | **Psychic Phenomena and Perils of the Warp** |
| **INT** | Illusion, Necromancy |  |
| **WIS** | Detecting magical effects, Subtle, Divination, Healing, Transmutation |  |
| **WIL** | Abjuration, Conjuration | Shadow of the Warp, Warp Madness, The Gibbering, Psychic Concussion, Locked In, Warp Whispers, Lost to the Warp |
| **STR** |  | Spectral Gale, Blood Rain |
| **DEX** |  | Spectral Gale, The Earth Protests |
| **CON** |  | Banshee Howl, Tech Scorn |
| **CHA** | Enchantment, Evocation |  |
| **FEL** |  |  |
| **COM** |  |  |

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|  | **Other Uses** |
| **INT** | Refute actions |
| **WIS** | Using a Gemstone of Aura Detection, using a Dream-Stone, Refute actions, resisting Wordplay actions |
| **WIL** | Resisting a Gemstone of Aura Detection, resisting Pinning, resisting Fear, snapping out of Shock, Trauma tests, addiction |
| **STR** | Breaking out of Snare, grappling, Knock Down actions, Swim tests, |
| **DEX** | Resisting Snare, breaking out of Snare, resisting Grav Bombs, Disarm actions, making Dodge actions, movement during Full Auto Bursts, slipping free of grapples, Explosive Critical: Body 5, resisting being set on fire, quenching fire, Tin Star: Dead Man’s Hand |
| **CON** | Resisting fatigue, resisting Shocking, resisting Toxic, resisting Stun Grenades, certain critical effects, holding your breath |
| **CHA** | Finding minor contacts, Social attacks |
| **FEL** | Finding minor contacts, Social attacks, Wordplay actions |
| **COM** | Regaining Composure |