

New Character Attribute:

Deductive Reasoning.

I would like to broach the subject of another Characteristic, that could, and in my opinion should be added to the game. This is the deductive reasoning attribute. An average of Intelligence and Perception, this attribute measures the ability to assess information and draw reasonable conclusions from it. This is not a gimme, by any means.

This will allow the player a second look, at a particular situation. This would, when successfully used; allow the character to look over the information and very quickly re-think a planned action. This would be invoked as Luck is in the game, with the PD rolling 1d6, and on odd result having the player roll under the listed score.

This will in some situations extend the game session, as players review actions. However, the addition of a few controls should correct this.

- 1) Use this ability only once per game session, per character.
- 2) Maximum real time to be used, 5 minutes.
- 3) Players cannot use data, or resources, that are not available to the Characters' in the situation; at the time. For example, they cannot use the autonav in the team vehicle if that person is not in it.
- 4) This time cannot be used to reload, prepare, camouflage or anything else like that. It is quite literally an action accomplished between one blink of an eye and another.
- 5) Allow no kibitzing by other players. This is a personal action. Nor should you allow the invoking player to ask advise of other players. The only person they should be asking anything of is you, the PD.
- 6) While doing this, the character can do nothing else during that round.

The addition of this attribute, will; I hope, give you the PD another good tool in you arsenal ,and help your players as well.