

Resolve Stat

After working through the undead monster list, I realized that some aspects of the undead were not well covered by the current set of skills or stats. For example, some undead have a look that is so horrifying that you want to run away. Making a check against an existing stat or skill just did not seem to fit. So after a whole lot of thought I came to the conclusion that a single stat called Resolve would solve the problem.

The resolve stat represents aspects of the character's mind and personality. It applies in the following situations:

- The character is subject to situations of natural fear or terror.
- The character must survive a battle of wills against an opponent. This includes the vampire's ability to dominate the character.
- It will be used to determine success or failure in various Psionic based attacks.

Starting Resolve Stat

The following shows the starting values in the Resolve stat for the various character races.

Race	Start	Dice Rating
Calt	4	Regular 1
Dwarf	8	Easy 2
Eldorin	4	Regular 1
Elf	4	Regular 1
Fairy	2	Hard 2
Gnome	3	Regular 1
Human	5	Regular 1
Lazinar	6	Regular 1
Leonid	6	Regular 1
Nagis	5	Regular 1
Rac	5	Regular 1
Trock	7	Easy 2

Start: Starting Value in the Resolve stat.
Dice rating: How hard it is for the character to learn.

Cost to Increase the Resolve Stat:

The cost to increase the Resolve stat is based on the character's focus. The following table shows the cost in affinity points to increase the Resolve stat.

Focus	Cost Attempt
Fighting	20
No Focus	40
Skill	60
Magic	80