Redefining attributes

One of the most common criticisms directed at **GURPS** is that, even though all the four basic attributes have the same cost progression, they are not considered to be equally effective, and that the IQ attribute in particular gives you just too much for your points while ST in particular gives you too little. I think this criticism has some merit; this is an attempt to address that issue, inspired by general debate on the **GURPSNET** mailing list (involving too many persons to list here). Warning: As of today, these particular rules have not yet been playtested, since they have only recently gone from "idea" to "rule" status, and I haven't yet started any new games since then.

Splitting IQ

That's right: IQ is split into two attributes, called **Reasoning (RE)** and **Intuition (IN)**. Both have normal point cost. **RE** may be considered "left-brain" type intelligence, governing rational thought -- logic, mathematics, etc. **IN** may then be considered "right-brain" type intelligence, governing creative/artistic thought processes, social interaction, etc. The simplest way to handle mental skills is to base them on whichever one of these two attributes seems most appropriate for the skill, although more complicated ways of handling skills are possible (see the article on Skills, when it comes online at some undefined future time).

I use the "Three-Pronged Approach" to Will (see the sidebar on p.CI9), with the difference that I base Emotional Will on IN (Mental Will is still based on RE), and I base Sense rolls on 10 rather than using either of the mental stats. Also, see the section on advantages and disadvantages.

The Body (BD) attribute

This attribute now governs all functions which were previously associated with **ST** and **HT**. As an overall attribute, it has normal cost, but different aspects of it may be bought up or down separately (as figured attributes; do not count lowered **BD** aspects toward the total point limit for disadvantages, except where aspects go below 8). Normal humans should probably not be allowed any **BD** aspects above 20, but such limits obviously depend on the campaign in question.

The cost of different aspects of **BD** breaks down as follows:

- "HT attribute (HT)": Used for HT rolls and skills based on this attribute.
  - Increasing HT costs 3 pts/level up to 13, then 8 pts/level up to 15, then 13 pts/level up to 17, and 18 pts/level thereafter.
  - Decreasing HT gets you (a total of) 3 pts for HT 9, 5 pts for HT 8, 6 pts for HT 7, and 3 pts more for each extra level by which you lower HT.
- "Strength (ST)": Used in place of the standard ST attribute, to figure lifting and damage-dealing capacity etc.
  - Increasing ST costs a flat 2.5 pts/level up to and including 23; 1.5 pts/level from 24 to 30; 0.5 pts/level thereafter.
  - Decreasing ST gets you (a total of) 2.5 pts for ST 9, 3.5 pts for ST 8, 5 pts for ST 7, and 2.5 pts more for each extra level below 7.
- "Hit Points (HP)": Rather self-explanatory.

    - Increasing HP costs a flat 2.5 pts/level up to and including 23; 1 pt/level from 24 to 30; 0.5 pts/level thereafter.
    - Decreasing HP gets you (a total of) 2.5 pts for HP 9, 3.5 pts for HP 8, 5 pts for HP 7, and 2.5 pts more for each extra level below 7.
- "Fatigue (FT)": What it says.
    - Increasing FT costs a flat 2 pts/level.
    - Decresaing FT gets you (a total of) 2 pts for FT 9, 3 pts for FT 8, 4 pts for FT 7, and 2 pts more for each extra level below 7.

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