

ABR	Meaning	Category	Page	COMBAT	
<b>ATTRIBUTES</b>					
<b>AGL</b>	Agility	ATTRIBUTE - PHYSICAL	64	<b>AR</b> Armour Reduction	COMBAT 98
<b>AUR</b>	Aura	ATTRIBUTE - MENTAL	66	<b>ATK</b> Attack	COMBAT 56
<b>CML</b>	Comeliness	ATTRIBUTE - PHYSICAL	67	<b>B</b> Blunt (Damage)	COMBAT 97
<b>CRE</b>	Creativity	ATTRIBUTE - MENTAL	68	<b>BR</b> Base Range	COMBAT 98
<b>DEX</b>	Dexterity	ATTRIBUTE - PHYSICAL	68	<b>DEF</b> Defence	COMBAT 56
<b>ELO</b>	Eloquence	ATTRIBUTE - MENTAL	69	<b>DRW</b> Draw (Bows)	COMBAT 108
<b>EMP</b>	Empathy	ATTRIBUTE - MENTAL	70	<b>E</b> Edge (Damage)	COMBAT 97
<b>END</b>	Endurance	ATTRIBUTE - PHYSICAL	70	<b>EZ</b> Engagement Zone	COMBAT 159
<b>MOR</b>	Morality	ATTRIBUTE - SECONDARY	39	<b>F</b> Fire/Frost (Damage)	COMBAT 97
<b>PER</b>	Perception	ATTRIBUTE - PHYSICAL	82	<b>G#</b> Grievous Wound (# IL)	COMBAT 168
<b>REA</b>	Reasoning	ATTRIBUTE - MENTAL	82	<b>HB</b> Healing Base	COMBAT 177
<b>STR</b>	Strength	ATTRIBUTE - PHYSICAL	85	<b>HFT</b> Heft	COMBAT 98
<b>VOI</b>	Voice	ATTRIBUTE - SECONDARY	49	<b>HR</b> Healing Rate	COMBAT 180
<b>WIL</b>	Will	ATTRIBUTE - MENTAL	91	<b>IMP</b> Impact Die	COMBAT 97
<b>SKILL SYSTEM</b>					
<b>ABE</b>	Aberrance	SKILL SYSTEM	352	<b>INC</b> Incapacitated	COMBAT 169
<b>CF</b>	Critical Failure	SKILL SYSTEM	60	<b>IR</b> Initiative Rank	COMBAT 159
<b>CF0</b>	Split CF (ends in '0')	SKILL SYSTEM	60	<b>KIA</b> Killed In Action	COMBAT 169
<b>CF5</b>	Split CF (ends in '5')	SKILL SYSTEM	60	<b>LN</b> Location Number	COMBAT 167
<b>CS</b>	Critical Success	SKILL SYSTEM	60	<b>LOC</b> Location	COMBAT 169
<b>DP</b>	Development Point	SKILL SYSTEM	45	<b>M1</b> Minor Wound	COMBAT 168
<b>EML</b>	Effective Mastery Level	SKILL SYSTEM	60	<b>P</b> Point (Damage)	COMBAT 97
<b>F</b>	Failure	SKILL SYSTEM	60	<b>PF</b> Personal Fatigue	COMBAT 176
<b>ML</b>	Mastery Level	SKILL SYSTEM	60	<b>PRJ</b> Projectile	COMBAT 108
<b>S</b>	Success	SKILL SYSTEM	60	<b>PSY</b> Psyche Stress	COMBAT 188
<b>SB</b>	Skill Base	SKILL SYSTEM	45	<b>RCH</b> Reach	COMBAT 159
<b>SDR</b>	Skill Development Roll	SKILL SYSTEM	413	<b>S#</b> Serious Wound (# IL)	COMBAT 168
<b>SI</b>	Skill Index	SKILL SYSTEM	60	<b>SHA</b> Shadow Strength	COMBAT 377
<b>SM</b>	Skill Multiple	SKILL SYSTEM	45	<b>SHK</b> Shock	COMBAT 169
<b>SNT</b>	Scent	SKILL SYSTEM	353	<b>STN</b> Stunned	COMBAT 169
<b>SR</b>	Secondary Roll	SKILL SYSTEM	62	<b>TA</b> Tactical Advantage	COMBAT 171
<b>SV</b>	Success Value	SKILL SYSTEM	61	<b>TAR</b> Target Rating	COMBAT 352
<b>TN</b>	Target Number	SKILL SYSTEM	62	<b>UNC</b> Unconscious	COMBAT 169
				<b>WQ</b> Weapon Quality	COMBAT 98
				<b>ZD</b> Zone Die	COMBAT 165
				<b>ZN</b> Zone Number	COMBAT 167