NAME AFFILIATION				THE ROLEPLANING GAME
CONCEPT ASPECT	GOOD MODE ASPECT	FAIR MODE ASPECT	AVERAGE MODE ASPECT	OMEGA ASPECT
	GOOD (+3) MODE			MILD (-2) CONSEQUENCE
SUPERB(+5)	SPECIALIZED SKILLS	FAIR (+2) MODE		
GREAT(+4)	FOCUSED SKILLS	SPECIALIZED SKILLS	AVERAGE (+1) MODE	MODERATE (-4) CONSEQUENCE
G00D(+3)	TRAINED SKILLS	FOCUSED SKILLS	SPECIALIZED SKILLS	
FAIR(+2)		TRAINED SKILLS	FOCUSED SKILLS	SEVERE (-6) CONSEQUENCE
AVERAGE(+1)	STUNTS & MEGA-STUNTS		TRAINED SKILLS	
				. STRESS 1 2 3 4 5
			MENTAL	STRESS 1 2 3 4 5
EXPERIENCE	EXPERIENC	E	EXPERIENCE	