

Attributes / Stats		
attribute lvl	percentage range of system specific maximum	description
A	00-10%	Minimum. Character has the minimum score possible or not even that. In special cases it might not even be existent at all.
B	10-40%	Weak. The score is well below the average.
C	40-60%	Average
D	60-75%	Remarkable. The character is endowed with an above average score.
E	75-90%	Excellent. Only few have a higher score in the attribute.
F	90-100%	Superior. Has up to the highest possible score by normal means.
G	100+%	Legendary. This score is the product of unique circumstances: Magic, extreme training or gift from a higher power.

Skills		
Skill lvl	percentage range of system specific maximum	description
A	00-05%	Novice. Cannot perform this skill or may even not be talented for it. At most he has the system-specific minimum possible.
B	05-40%	Basic knowledge of the skill. Cannot use this skill very effectively without guidance.
C	40-60%	Average ability. There is a lack of routine and experience but effective independent use is possible.
D	60-75%	Remarkable ability. Can add own ideas and style in the use of the skill. Is proficient enough to teach the skill to others.
E	75-85%	Outstanding ability. Is a respected master of his proficiency. Can teach his knowledge effectively and give impulses to develop his area of skill further.
F	85-95%	Masterful ability. Customers come to him. Has enough prestige and high profile to choose among his clients. Has constantly advanced his methods and style.
G	95-100%	Grandmaster. There is barely someone with more skill. Belongs to the elite of his proficiency and has a far-ranging reputation. His products are held in extraordinary esteem. Is reckoned as an example for special techniques or styles he has developed or perfected.