

| OERC ASSAULTER-BARD | | | | | DEFENSES CALCULATIONS | | | | | | | | | |
|--|--------------|-------|-------------|-----------|-----------------------|----------------|----------------|------------|------------|------------|-------------|----------------|-----------------|-----------------|
| Defense: | Total Score: | Base: | Tier Value: | Folk Mod: | Kall Mod: | Roottrait Mod: | Roottrait Mod: | Power Mod: | Power Mod: | Power Mod: | Object Mod: | Armor Penalty: | Shield Penalty: | Burden Penalty: |
| Nml | | 10 | | | | | | | | | | | | |
| Ftl | | 10 | | | | | | | | | | | | |
| Mfl | | 10 | | | | | | | | | | | | |
| Nml Roottrait Score Combinations [Highest Total] = (Lth + Smt) or (Lth + Wis) or (2×Lth) | | | | | | | | | | | | | | |
| Ftl Roottrait Score Combinations [Highest Total] = (Brw + Lth) or (Brw + Glt) or (2×Brw) | | | | | | | | | | | | | | |
| Mfl Roottrait Score Combinations [Highest Total] = (Smt + Wis) or (Smt + Glt) or (Wis + Glt) | | | | | | | | | | | | | | |

| HASTEN CALCULATIONS | | | | |
|---------------------|----------|------------|------------|-------------|
| Total Score: | Wis Mod: | Power Mod: | Power Mod: | Object Mod: |
| | | | | |

| PNEUMA CALCULATIONS | | | |
|---------------------|--------|-------------|----------|
| Total Score: | Level: | Tier Value: | Glt Mod: |
| | | | |

| ENTWINE CALCULATIONS | | | |
|----------------------|-------|-----------------|-------------|
| Total Score: | Base: | Half-Level (†): | Tier Value: |
| | 5 | | |

| GRIT CALCULATIONS | | | | | | | | |
|-------------------|--------------|--|--------|-------------|----------|-----------|-----------|------------|
| | Total Score: | Base: | Level: | Tier Value: | Brw Mod: | Folk Mod: | Kall Mod: | Power Mod: |
| Maximum: | | 5 | | | | | | |
| Impaired: | | Impaired Threshold = $[\frac{1}{2} \times (\text{max haleful})]$ (↓) | | | | | | |
| Traumatized: | | Traumatized Threshold = $[\frac{1}{4} \times (\text{max haleful})]$ (↓) | | | | | | |
| Healing Mod: | | Healing Modifier = $[\frac{1}{2} \times (\text{tier} + \text{Brw})]$ (†) | | | | | | |

| STRIVE CALCULATIONS | | | | | | | | | | |
|--|--------------|--|----------|-----------|------------|-------------|------------------------------|------------------------------|------------------------------|--|
| Relevant Lifeskills = Dive; Toil; Tumble | Total Score: | Base: | Brw Mod: | Folk Mod: | Power Mod: | Object Mod: | Dive Mod: | Toil Mod: | Tumble Mod: | |
| Maximum: | | 5 | | | | | +1 [sta]; +4 [imp]; +7 [adv] | +1 [sta]; +3 [imp]; +5 [adv] | +1 [sta]; +2 [imp]; +3 [adv] | |
| Fatigued: | | Fatigued Threshold = $[\frac{1}{2} \times (\text{max strive})]$ (↓) | | | | | | | | |
| Exhausted: | | Exhausted Threshold = $[\frac{1}{4} \times (\text{max strive})]$ (↓) | | | | | | | | |
| Hold Breath: | | Hold Breath = $[3 \times (\text{max strive}) + \text{Mods}]$ | | | | | | | | |

| COMBAT AND TRAVEL SPEED CALCULATIONS | | | | | | | | | | |
|--|--------------|---|----------|------------|------------|------------|-------------|----------------|-----------------|-----------------|
| Relevant Lifeskills = Toil (Walk/Climb); Dive (Swim) | Total Score: | Folk Base: | Lth Mod: | Power Mod: | Power Mod: | Power Mod: | Object Mod: | Armor Penalty: | Shield Penalty: | Burden Penalty: |
| Sprint Walk: | | | | | | | | | | |
| Jog Walk: | | Jog Walk = $[\frac{1}{2} \times (\text{sprint walk})]$ (†) [sta]; $[\frac{3}{8} \times (\text{sprint walk})]$ (†) [imp]; $[\frac{3}{4} \times (\text{sprint walk})]$ (†) [adv] | | | | | | | | |
| March Walk: | | March Walk = $[\frac{1}{4} \times (\text{sprint walk})]$ (†) [sta; imp]; $[\frac{3}{8} \times (\text{sprint walk})]$ (†) [adv] | | | | | | | | |
| Stride Walk: | | Stride Walk = $[\frac{1}{8} \times (\text{sprint walk})]$ (†) | | | | | | | | |
| Sprint Swim: | | Sprint Swim = $[\frac{1}{4} \times (\text{sprint swim})]$ (†) [sta]; $[\frac{3}{8} \times (\text{sprint swim})]$ (†) [imp]; $[\frac{1}{2} \times (\text{sprint swim})]$ (†) [adv] | | | | | | | | |
| Jog Swim: | | Jog Swim = $[\frac{1}{2} \times (\text{sprint swim})]$ (†) [sta]; $[\frac{3}{8} \times (\text{sprint swim})]$ (†) [imp]; $[\frac{3}{4} \times (\text{sprint swim})]$ (†) [adv] | | | | | | | | |
| March Swim: | | March Swim = $[\frac{1}{4} \times (\text{sprint swim})]$ (†) [sta]; $[\frac{3}{8} \times (\text{sprint swim})]$ (†) [imp]; $[\frac{1}{2} \times (\text{sprint swim})]$ (†) [adv] | | | | | | | | |
| Stride Swim: | | Stride Swim = $[\frac{1}{8} \times (\text{sprint swim})]$ (†) | | | | | | | | |
| Sprint Climb: | | Sprint Climb = $[\frac{1}{8} \times (\text{sprint walk})]$ (†) [sta; imp]; $[\frac{1}{4} \times (\text{sprint walk})]$ (†) [adv] | | | | | | | | |
| Jog Climb: | | Jog Climb = $[\frac{3}{8} \times (\text{sprint climb})]$ (†) [sta; imp]; $[\frac{3}{4} \times (\text{sprint climb})]$ (†) [adv] | | | | | | | | |
| March Climb: | | March Climb = $[\frac{3}{8} \times (\text{sprint climb})]$ (†) [sta; imp]; $[\frac{1}{2} \times (\text{sprint climb})]$ (†) [adv] | | | | | | | | |
| Stride Climb: | | Stride Climb = $[\frac{3}{8} \times (\text{sprint climb})]$ (†) | | | | | | | | |

| JUMP DISTANCE CALCULATIONS | | | | | | | | | |
|------------------------------|--------------|----------------|----------------|----------------|-----------|--|------------|------------|-------------|
| Relevant Lifeskills = Tumble | Total Score: | Standard Base: | Improved Base: | Advanced Base: | Faun Mod: | Lth Mod: | Power Mod: | Power Mod: | Object Mod: |
| Stand Hop: | | 1 | 2 | 3 | 1 | $+\frac{1}{8} \times \text{Lth}$ (†) [sta; imp; adv] | | | |
| Run Hop: | | 2 | 3 | 4 | 2 | $+\frac{1}{4} \times \text{Lth}$ (†) [sta; imp]; $+\frac{3}{8} \times \text{Lth}$ (†) [adv] | | | |
| Stand Leap: | | 3 | 4 | 5 | 3 | $+\frac{1}{2} \times \text{Lth}$ (†) [sta]; $+\frac{5}{8} \times \text{Lth}$ (†) [imp]; $+\frac{3}{4} \times \text{Lth}$ (†) [adv] | | | |
| Run Leap: | | 5 | 7 | 10 | 5 | $+(1 \times \text{Lth})$ [sta]; $+(1\frac{1}{2} \times \text{Lth})$ (†) [imp]; $+(2 \times \text{Lth})$ [adv] | | | |

| BURDEN WEIGHT CALCULATIONS | | | | | | | |
|----------------------------|--------------|--|--|--|------------|-------------|---------|
| | Total Score: | Folk Mod: | | | Power Mod: | Object Mod: | |
| Unburdened: | | $\text{Aelf} = [4 + (7 \times (1 \times \text{Brw}^2))] (†) \cdot \text{Dweorg} = [10 + (1\frac{1}{4} \times (1 \times \text{Brw}^2))] (†) \cdot \text{Faun} = [2 + (2\frac{1}{4} \times (1 \times \text{Brw}^2))] (†) \cdot \text{Oerc} = [8 + (1\frac{1}{4} \times (1 \times \text{Brw}^2))] (†) \cdot \text{Sealc} = [6 + (1 \times \text{Brw}^2)]$ | | | | | |
| Press Lift: | | Press Lift = $[6\frac{1}{2} \times (\text{unburdened carrying capacity})]$ (†) | | | | | |
| Thrust Lift: | | Thrust Lift = $[4\frac{1}{2} \times (\text{unburdened carrying capacity})]$ (†) | | | | | |
| Dead Lift: | | Dead Lift = $[10 \times (\text{unburdened carrying capacity})]$ | | | | | |
| Burden Penalty: | | Burden Penalty = -1 penalty for each 5% excess weight increment above unburdened carrying capacity Excess Weight = (weapons + conduits + armors + shields + donned or carried combat gear) - (unburdened carrying capacity) • Excess Weight Penalty Increment = $[(\text{dead lift maximum}) - (\text{unburdened carrying capacity})] \times 0.05$ upon excess weight carried, calculate number of 5% excess weight increments above unburdened carrying capacity | | | | • Total | • Based |

HARM YIELD CALCULATIONS

| Category: | Total Score: | Kindred Mod: | Power Mod: | Object Mod: |
|----------------|--------------|---|------------|-------------|
| <i>Wreck</i> | | | | |
| <i>Whelm</i> | | | | |
| <i>Flare</i> | | | | |
| <i>Frost</i> | | | | |
| <i>Gleam</i> | | | | |
| <i>Gloom</i> | | | | |
| <i>Rasp</i> | | | | |
| <i>Rot</i> | | | | |
| <i>Shake</i> | | | | |
| <i>Shock</i> | | | | |
| <i>Logos</i> | | | | |
| <i>Chaos</i> | | There is no resistance or vulnerability to soulual or spiritual harm; susceptibility and immunity to soulual harm [<i>logos</i> , <i>chaos</i> , <i>charis</i> , <i>hubris</i>] and spiritual harm [<i>hallow</i> and <i>heinous</i>] are determined by lifewiew and relationship to Ultimate Truth | | |
| <i>Charis</i> | | | | |
| <i>Hubris</i> | | | | |
| <i>Hallow</i> | | | | |
| <i>Heinous</i> | | | | |

PHYSICAL ATTACKS CALCULATIONS

| | Total Score: | Roottrait Mod: | Power Mod: | Power Mod: | Object Mod: |
|----------------------------|--------------|--|------------|------------|-------------|
| Melee Strike Mod: | | | | | |
| Barrage Strike Mod: | | | | | |
| Melee Harm Mod [x1]: | | | | | |
| Barrage Harm Mod [x1]: | | | | | |
| Melee Harm Mod [x½] (†): | | For dual/paired physical attacks, the normal harm mods are halved (rounded up) | | | |
| Barrage Harm Mod [x½] (†): | | | | | |

MAGICAL ATTACKS CALCULATIONS

| | Total Score: | Roottrait Mod: | Power Mod: | Power Mod: | Object Mod: |
|--------------------|--------------|---|------------|------------|-------------|
| Strike Mod: | | | | | |
| Harm Mod [x1]: | | | | | |
| Harm Mod [x¾] (†): | | For some magical attacks, the normal harm mods are three-quartered, halved, or quartered (rounded up) | | | |
| Harm Mod [x½] (†): | | | | | |
| Harm Mod [x¼] (†): | | | | | |

LIFESKILLS CALCULATIONS

| Lifeskill: | Total Score: | Folk Mod: | Roottrait Mod (Max 10) + Training Mod: | Primary Roottrait: | Secondary Roottrait: | Training Mod: | Power Mod: | Power Mod: | Object Mod: | Armor Penalty: | Shield Penalty: | Burden Penalty: |
|-----------------|--------------|-----------|--|--------------------|----------------------|------------------------------|------------|------------|-------------|----------------|-----------------|-----------------|
| <i>Barter</i> | | | | (1×Smt) | (½×Glt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Brew</i> | | | | (1×Smt) | (½×Wis) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Chip</i> | | | | (1×Smt) | (½×Lth) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Clout</i> | | | | (1×Glt) | (½×Smt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Cook</i> | | | | (1×Glt) | (½×Wis) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Deepfare</i> | | | | (1×Wis) | (½×Brw) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Dive</i> | | | | (1×Brw) | (½×Lth) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Farlore</i> | | | | (1×Glt) | (½×Smt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Farm</i> | | | | (1×Wis) | (½×Smt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Flaunt</i> | | | | (1×Glt) | (½×Lth) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Heed</i> | | | | (1×Wis) | (½×Glt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Herd</i> | | | | (1×Brw) | (½×Glt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Hew</i> | | | | (1×Smt) | (½×Brw) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Landfare</i> | | | | (1×Wis) | (½×Brw) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Look</i> | | | | (1×Wis) | (½×Glt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Lurk</i> | | | | (1×Lth) | (½×Wis) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Mash</i> | | | | (1×Glt) | (½×Smt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Mend</i> | | | | (1×Smt) | (½×Lth) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Mingle</i> | | | | (1×Glt) | (½×Smt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Nighlore</i> | | | | (1×Smt) | (½×Wis) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Seafare</i> | | | | (1×Glt) | (½×Brw) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Search</i> | | | | (1×Smt) | (½×Wis) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Smith</i> | | | | (1×Smt) | (½×Brw) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Taw</i> | | | | (1×Wis) | (½×Brw) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Toil</i> | | | | (1×Brw) | (½×Glt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Trick</i> | | | | (1×Lth) | (½×Glt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Tumble</i> | | | | (1×Lth) | (½×Smt) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Weave</i> | | | | (1×Wis) | (½×Lth) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Wile</i> | | | | (1×Glt) | (½×Wis) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |
| <i>Writ</i> | | | | (1×Smt) | (½×Lth) (↓) | +0 [sta]; +1 [imp]; +2 [adv] | | | | | | |