

| AELF WIZARD  |              |       |             |           |           |                |                |            |            |            |   |                | 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)     |              |       |             |           |           |                |                |            |            |            | Armor, shield, and burden penalties only apply to Nml |                |                       |                 |  |
| 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<br>Excess Weight = (weapons + conduits + armors + shields + donned or carried combat gear) - (unburdened carrying capacity)<br>• Excess Weight Penalty Increment = $[(\text{dead lift maximum}) - (\text{unburdened carrying capacity})] \times 0.05$<br>upon excess weight carried, calculate number of 5% excess weight increments above unburdened carrying capacity |            | • Total<br>• 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] |            |            |             |                |                 |                 |