Scealc Assaulter — 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	**22**	10	2	1	~~2~~	~~2~~	~~2~~	~~1~~	~~2~~			±0	±0	±0
Ftl	**20**	10	2	1	~~1~~	~~3~~	~~3~~					Armor, shield, and burden penalties only apply to Nml		
Mfl	**16**	10	2	1	~~0~~	~~2~~	~~1~~							

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:
+2	2			

Pneuma Calculations

Total Score:	Level:	Tier Value:	Glt Mod:
7	4	2	1

Entwine Calculations

Total Score:	Base:	Half-Level (↑):	Tier Value:
9	**5**	2	2

Grit Calculations

	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	**27**	**5**	4	2	3	3	10	
Impaired:	**13**	*Impaired* Threshold = [½×(max grit)] (↓)						
Traumatized:	**6**	*Traumatized* Threshold = [¼×(max grit)] (↓)						
Healing Mod:	**3**	Healing Modifier = [½×(tier+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:	**14**	**5**	3	3			+1 [sta]; +4 [imp]; +7 [adv]	+1 [sta]; +3 [imp]; +5 [adv]	+1 [sta]; +2 [imp]; +3 [adv]
Fatigued:	**7**	*Fatigued* Threshold = [½×(max strive)] (↓)							
Exhausted:	**3**	*Exhausted* Threshold = [¼×(max strive)] (↓)							
Hold Breath:	**42**	*Hold Breath* = [3×(max strive)]+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:	**5**	3	2					±0	±0	±0
Jog Walk:	**3**	Jog Walk = [½×(sprint walk)] (↑) [sta]; [⅝×(sprint walk)] (↑) [imp]; [¾×(sprint walk)] (↑) [adv]								
March Walk:	**2**	March Walk =[¼×(sprint walk)] (↑) [sta; imp]; [⅜×(sprint walk)] (↑) [adv]								
Stride Walk:	**1**	Stride Walk = [⅛×(sprint walk)] (↑)								
Sprint Swim:	**2**	Sprint Swim = [¼×(sprint walk)] (↑) [sta]; [⅜×(sprint walk)] (↑) [imp]; [½×(sprint walk)] (↑) [adv]								
Jog Swim:	**1**	Jog Swim = [½×(sprint swim)] (↑) [sta]; [⅝×(sprint swim)] (↑) [imp]; [¾×(sprint swim)] (↑) [adv]								
March Swim:	**1**	March Swim = [¼×(sprint swim)] (↑) [sta]; [⅜×(sprint swim)] (↑) [imp]; [½×(sprint swim)] (↑) [adv]								
Stride Swim:	**1**	Stride Swim = [⅛×(sprint swim)] (↑)								
Sprint Climb:	**1**	Sprint Climb = [⅛×(sprint walk)] (↑) [sta; imp]; [¼×(sprint walk)] (↑) [adv]								
Jog Climb:	**1**	Jog Climb = [⅜×(sprint climb)] (↑) [sta; imp]; [¾×(sprint climb)] (↑) [adv]								
March Climb:	**1**	March Climb = [¾×(sprint climb)] (↑) [sta; imp]; [½×(sprint climb)] (↑) [adv]								
Stride Climb:	**1**	Stride Climb = [⅛×(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:	**2**	1	2	3	1	+(⅛×Lth) (↑) [sta; imp; adv]			
Run Hop:	**3**	2	3	4	2	+(¼×Lth) (↑) [sta; imp]; +(⅜×Lth) (↑) [adv]			
Stand Leap:	**4**	3	4	5	3	+(½×Lth) (↑) [sta]; +(⅝×Lth) (↑) [imp]; +(¾×Lth) (↑) [adv]			
Run Leap:	**7**	5	7	10	5	+(1×Lth) [sta]; +(1½×Lth) (↑) [imp]; +(2×Lth) [adv]			

Burden Weight Calculations

	Total Score:	Folk Mod:	Power Mod:	Object Mod:
Unburdened:	**35**	Aelf = [4+(⅞×(1×Brw)^2)] (↑) • Dweorg = [10+(1¼×(1×Brw)^2)] (↑) • Faun = [2+(¾×(1×Brw)^2)] (↑) • Oerc = [8+(1⅛×(1×Brw)^2)] (↑) • Scealc = [6+(1×Brw)^2]	20	
Press Lift:	**228**	Press Lift = [6½×(unburdened carrying capacity)] (↑)		
Thrust Lift:	**158**	Thrust Lift = [4½×(unburdened carrying capacity)] (↑)		
Dead Lift:	**350**	Dead Lift = [10×(unburdened carrying capacity)]		
Burden Penalty:	**±0**	Burden Penalty = –1 penalty for each 5% excess weight increment above unburdened carrying capacity • Total Excess Weight = (weapons + conduits + armors + shields + donned or carried combat gear) – (unburdened carrying capacity) • Excess Weight Penalty Increment = [(dead lift maximum) – (unburdened carrying capacity)] × 0.05 • Based upon excess weight carried, calculate number of 5% excess weight increments above unburdened carrying capacity		

Harm Yield Calculations

Category:	Total Score:	Kindred Mod:	Power Mod:	Object Mod:
Wreck	**–6**	±0		–5/–1
Whelm	**–1**	±0		–1
Flare	**±0**	±0		
Frost	**–2**	–2		
Gleam	**±0**	±0		
Gloom	**–1**	–1		
Rasp	**–1**	–1		
Rot	**±0**	±0		
Shake	**±0**	±0		
Shock	**–1**	–1		
Logos	•	There is no resistance or vulnerability to soulual or spiritual harm; susceptibility and immunity to soulual harm [*logos* , *chaos* , *charis* , *hubris*] and spiritual harm [*hallow* and *heinous*] are determined by lifeview and relationship to Ultimate Truth		
Chaos	**–1**			
Charis	•			
Hubris	**–1**			
Hallow	•			
Heinous	**–1**			

Physical Attacks Calculations

	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	**+5**	3	2		
Barrage Strike Mod:	**+3**	3	0		
Melee Harm Mod [x1]:	**+2**	2	0		
Barrage Harm Mod [x1]:	**+2**	2	0		
Melee Harm Mod [×½] (↑):	**+1**	For dual/paired physical attacks, the normal harm mods are halved (rounded up)			
Barrage Harm Mod [×½] (↑):	**+1**				

Magical Attacks Calculations

	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Strike Mod:	**—**				
Harm Mod [×1]:	**—**				
Harm Mod [×¾] (↑):	**—**	For some magical attacks, the normal harm mods are three-quartered, halved, or quartered (rounded up)			
Harm Mod [×½] (↑):	**—**				
Harm Mod [×¼] (↑):	**—**				

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:
Barter				(1×Smt)	(½×Glt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Brew				(1×Smt)	(½×Wis) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Chip				(1×Smt)	(½×Lth) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Clout	+1		1+0+0	(1×Glt)	(½×Smt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Cook	+2		1+1+0	(1×Glt)	(½×Wis) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Deepfare				(1×Wis)	(½×Brw) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Dive	+2		3+1+0	(1×Brw)	(½×Lth) (↓)	+0 [sta]; +1 [imp]; +2 [adv]				–2	±0	±0
Farlore				(1×Glt)	(½×Smt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Farm				(1×Wis)	(½×Smt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Flaunt				(1×Glt)	(½×Lth) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Heed	+4	1	2+0+1	(1×Wis)	(½×Glt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Herd				(1×Brw)	(½×Glt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Hew				(1×Smt)	(½×Brw) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Landfare	+3		2+1+0	(1×Wis)	(½×Brw) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Look	+3		2+0+1	(1×Wis)	(½×Glt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Lurk	+1		2+1+0	(1×Lth)	(½×Wis) (↓)	+0 [sta]; +1 [imp]; +2 [adv]				–2	±0	±0
Mash				(1×Glt)	(½×Smt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Mend				(1×Smt)	(½×Lth) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Mingle	+1		1+0+0	(1×Glt)	(½×Smt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Nighlore				(1×Smt)	(½×Wis) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Seafare	+2		1+1+0	(1×Glt)	(½×Brw) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Search	+2	1	0+1+0	(1×Smt)	(½×Wis) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Smith	+1		0+1+0	(1×Smt)	(½×Brw) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Taw				(1×Wis)	(½×Brw) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Toil	+1		3+0+0	(1×Brw)	(½×Glt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]				–2	±0	±0
Trick				(1×Lth)	(½×Glt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Tumble	±0		2+0+0	(1×Lth)	(½×Smt) (↓)	+0 [sta]; +1 [imp]; +2 [adv]				–2	±0	±0
Weave				(1×Wis)	(½×Lth) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						
Wile	±0		1+1+0	(1×Glt)	(½×Wis) (↓)	+0 [sta]; +1 [imp]; +2 [adv]				–2	±0	±0
Writ	+1		0+1+0	(1×Smt)	(½×Lth) (↓)	+0 [sta]; +1 [imp]; +2 [adv]						

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