

DEFENSES CALCULATIONS														
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:		
Nml		10												
Ftl		10									Armor, shield penalties only apply to Nml			
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:	4×Tier Value:	Glt Mod:

HARM YIELD CALCULATIONS				
Category:	Total Score:	Kindred Mod:	Power Mod:	Object Mod:
Wreck				
Flare				
Frost				
Rasp				
Rot				
Shake				
Shock				
Heinous				

GRIT CALCULATIONS							
	Total Score:	Base:	4×Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:		5					
Impaired :		Impaired Threshold = [½×(max grit)] (↓)					
Traumatized :		Traumatized Threshold = [¼×(max grit)] (↓)					
Healing Mod:		Healing Modifier = [½×(tier+Brw)] (↑)					

SPEED CALCULATIONS							
	Total Score:	Folk Base:	Lth Mod:	Power Mods:	Object Mods:	Armor Penalty:	Shield Penalty:
Sprint Walk:							
Stride Walk:		Stride Walk = [⅓×(sprint walk)] (↑)					

ATTACKS CALCULATIONS				
	Total Score:	Roottrait Mod:	Power Mods:	Object Mods:
Weapon Melee Strike Mod:				
Weapon Barrage Strike Mod:				
Weapon Melee Harm Mod:				
Weapon Barrage Harm Mod:				
Magic Strike Mod:				
Magic Harm Mod [×1]:				
Magic Harm Mod [×¾]:				
Magic Harm Mod [×½]:				
Magic Harm Mod [×¼]:				

LIFESKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mods (Combined Maximum 10):	Primary Roottrait:	Secondary Roottrait:	Training Mod (+0 [sta]; +1 [imp]; +2 [adv]):	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Barter				(1×Smt)	(½×Glt) (↓)							
Brew				(1×Smt)	(½×Wis) (↓)							
Clout				(1×Glt)	(½×Smt) (↓)							
Cook				(1×Glt)	(½×Wis) (↓)							
Craft				(1×Smt)	(½×Brw) (↓)							
Farm				(1×Wis)	(½×Smt) (↓)							
Flaunt				(1×Glt)	(½×Lth) (↓)							
Heed				(1×Wis)	(½×Glt) (↓)							
Herd				(1×Brw)	(½×Glt) (↓)							
Look				(1×Wis)	(½×Glt) (↓)							
Lore				(1×Smt)	(½×Wis) (↓)							
Lurk				(1×Lth)	(½×Wis) (↓)							
Mend				(1×Smt)	(½×Lth) (↓)							
Mingle				(1×Glt)	(½×Wis) (↓)							
Search				(1×Smt)	(½×Wis) (↓)							
Toil				(1×Brw)	(½×Lth) (↓)							
Trick				(1×Lth)	(½×Glt) (↓)							
Tumble				(1×Lth)	(½×Smt) (↓)							
Wayfare				(1×Wis)	(½×Brw) (↓)							
Writ				(1×Smt)	(½×Lth) (↓)							