

| OERC ASSASSIN-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                                                                                          |              | 10    |             |                       |           |                |                |            |            |            |             |                                                       |                 |                 |
| Ftl                                                                                          |              | 10    |             |                       |           |                |                |            |            |            |             | Armor, shield, and burden 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:        | 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 = [½×(max grit)] (↓)    |        |             |          |           |           |            |
| Traumatized :     |              | Traumatized Threshold = [¼×(max grit)] (↓) |        |             |          |           |           |            |
| Healing Mod:      |              | Healing Modifier = [½×(tier+Brw)] (†)      |        |             |          |           |           |            |

| STRIVE CALCULATIONS                                  |                 |                                            |          |           |               |                |                                                  |                                                  |                                                    |
|------------------------------------------------------|-----------------|--------------------------------------------|----------|-----------|---------------|----------------|--------------------------------------------------|--------------------------------------------------|----------------------------------------------------|
| Relevant Lifeskills =<br><i>Dive ; Toil ; Tumble</i> | Total<br>Score: | Base:                                      | Brw Mod: | Folk Mod: | Power<br>Mod: | Object<br>Mod: | <i>Dive</i> Mod:<br>+1 [sta]; +4 [imp]; +7 [adv] | <i>Toil</i> Mod:<br>+1 [sta]; +3 [imp]; +5 [adv] | <i>Tumble</i> Mod:<br>+1 [sta]; +2 [imp]; +3 [adv] |
| Maximum:                                             |                 | 5                                          |          |           |               |                |                                                  |                                                  |                                                    |
| Fatigued :                                           |                 | Fatigued Threshold = [½×(max strive)] (↓)  |          |           |               |                |                                                  |                                                  |                                                    |
| Exhausted :                                          |                 | Exhausted Threshold = [¼×(max strive)] (↓) |          |           |               |                |                                                  |                                                  |                                                    |
| Hold Breath:                                         |                 | Hold Breath = [3×(max strive)]+Mods        |          |           |               |                |                                                  |                                                  |                                                    |

| COMBAT AND TRAVEL SPEED CALCULATIONS                                     |              |                                                                                                     |          |            |            |            |             |                |                 |                 |
|--------------------------------------------------------------------------|--------------|-----------------------------------------------------------------------------------------------------|----------|------------|------------|------------|-------------|----------------|-----------------|-----------------|
| Relevant Lifeskills =<br><i>Toil</i> (Walk/Climb);<br><i>Dive</i> (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 = [½×(sprint walk)] (†) [sta]; [⅔×(sprint walk)] (†) [imp]; [¾×(sprint walk)] (†) [adv]    |          |            |            |            |             |                |                 |                 |
| March Walk:                                                              |              | March Walk =[¼×(sprint walk)] (†) [sta; imp]; [⅔×(sprint walk)] (†) [adv]                           |          |            |            |            |             |                |                 |                 |
| Stride Walk:                                                             |              | Stride Walk = [⅙×(sprint walk)] (†)                                                                 |          |            |            |            |             |                |                 |                 |
| Sprint Swim:                                                             |              | Sprint Swim = [¼×(sprint walk)] (†) [sta]; [⅔×(sprint walk)] (†) [imp]; [½×(sprint walk)] (†) [adv] |          |            |            |            |             |                |                 |                 |
| Jog Swim:                                                                |              | Jog Swim = [½×(sprint swim)] (†) [sta]; [⅔×(sprint swim)] (†) [imp]; [¾×(sprint swim)] (†) [adv]    |          |            |            |            |             |                |                 |                 |
| March Swim:                                                              |              | March Swim = [¼×(sprint swim)] (†) [sta]; [⅔×(sprint swim)] (†) [imp]; [½×(sprint swim)] (†) [adv]  |          |            |            |            |             |                |                 |                 |
| Stride Swim:                                                             |              | Stride Swim = [⅙×(sprint swim)] (†)                                                                 |          |            |            |            |             |                |                 |                 |
| Sprint Climb:                                                            |              | Sprint Climb = [⅙×(sprint walk)] (†) [sta; imp]; [¼×(sprint walk)] (†) [adv]                        |          |            |            |            |             |                |                 |                 |
| Jog Climb:                                                               |              | Jog Climb = [⅔×(sprint climb)] (†) [sta; imp]; [¾×(sprint climb)] (†) [adv]                         |          |            |            |            |             |                |                 |                 |
| March Climb:                                                             |              | March Climb = [⅔×(sprint climb)] (†) [sta; imp]; [½×(sprint climb)] (†) [adv]                       |          |            |            |            |             |                |                 |                 |
| Stride Climb:                                                            |              | Stride Climb = [⅙×(sprint climb)] (†)                                                               |          |            |            |            |             |                |                 |                 |

| JUMP DISTANCE CALCULATIONS             |                 |                   |                   |                   |              |                                                                                                                                          |               |               |                |
|----------------------------------------|-----------------|-------------------|-------------------|-------------------|--------------|------------------------------------------------------------------------------------------------------------------------------------------|---------------|---------------|----------------|
| Relevant Lifeskills =<br><i>Tumble</i> | Total<br>Score: | Standard<br>Base: | Improved<br>Base: | Advanced<br>Base: | Faun<br>Mod: | Lth Mod:                                                                                                                                 | Power<br>Mod: | Power<br>Mod: | Object<br>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:<br>Aelf = $[4+(\frac{7}{8}\times(1\times Brw^2))]$ (†) • Dweorg = $[10+(1\frac{1}{4}\times(1\times Brw^2))]$ (†) • Faun = $[2+(\frac{3}{4}\times(1\times Brw^2))]$ (†) • Oerc = $[8+(1\frac{1}{2}\times(1\times Brw^2))]$ (†) • Sealc = $[6+(1\times Brw)^2]$                                                                                                                                                                                                                                                                                                | Power Mod: | Object Mod: |
| Unburdened:                |              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |             |
| 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:            |              | <ul style="list-style-type: none"><li>• Burden Penalty = -1 penalty for each 5% excess weight increment above unburdened carrying capacity</li><li>• Total Excess Weight = (weapons + conduits + armors + shields + donned or carried combat gear) – (unburdened carrying capacity)</li><li>• Excess Weight Penalty Increment = <math>[(\text{dead lift maximum}) - (\text{unburdened carrying capacity})] \times 0.05</math></li><li>• Based upon excess weight carried, calculate number of 5% excess weight increments above unburdened carrying capacity</li></ul> |            |             |

| 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>            |              | 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 lifeview and relationship to Ultimate Truth |            |             |
| <i>Chaos</i>            |              |                                                                                                                                                                                                                                                                                                         |            |             |
| <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 [×½] (↑):      |              | For dual/paired physical attacks, the normal harm mods are halved (rounded up) |            |            |             |
| Barrage Harm Mod [×½] (↑):    |              |                                                                                |            |            |             |

| 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 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: |
| <i>Barter</i>           |              |           |                                       | (1×Smt)            | (½×Glt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Brew</i>             |              |           |                                       | (1×Smt)            | (½×Wis) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Chip</i>             |              |           |                                       | (1×Smt)            | (½×Lth) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Clout</i>            |              |           |                                       | (1×Glt)            | (½×Smt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Cook</i>             |              |           |                                       | (1×Glt)            | (½×Wis) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Deepfare</i>         |              |           |                                       | (1×Wis)            | (½×Brw) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Dive</i>             |              |           |                                       | (1×Brw)            | (½×Lth) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Farlore</i>          |              |           |                                       | (1×Glt)            | (½×Smt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Farm</i>             |              |           |                                       | (1×Wis)            | (½×Smt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Flaunt</i>           |              |           |                                       | (1×Glt)            | (½×Lth) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Heed</i>             |              |           |                                       | (1×Wis)            | (½×Glt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Herd</i>             |              |           |                                       | (1×Brw)            | (½×Glt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Hew</i>              |              |           |                                       | (1×Smt)            | (½×Brw) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Landfare</i>         |              |           |                                       | (1×Wis)            | (½×Brw) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Look</i>             |              |           |                                       | (1×Wis)            | (½×Glt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Lurk</i>             |              |           |                                       | (1×Lth)            | (½×Wis) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Mash</i>             |              |           |                                       | (1×Glt)            | (½×Smt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Mend</i>             |              |           |                                       | (1×Smt)            | (½×Lth) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Mingle</i>           |              |           |                                       | (1×Glt)            | (½×Smt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Nighlore</i>         |              |           |                                       | (1×Smt)            | (½×Wis) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Seafare</i>          |              |           |                                       | (1×Glt)            | (½×Brw) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Search</i>           |              |           |                                       | (1×Smt)            | (½×Wis) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Smith</i>            |              |           |                                       | (1×Smt)            | (½×Brw) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Taw</i>              |              |           |                                       | (1×Wis)            | (½×Brw) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Toil</i>             |              |           |                                       | (1×Brw)            | (½×Glt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Trick</i>            |              |           |                                       | (1×Lth)            | (½×Glt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Tumble</i>           |              |           |                                       | (1×Lth)            | (½×Smt) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Weave</i>            |              |           |                                       | (1×Wis)            | (½×Lth) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Wile</i>             |              |           |                                       | (1×Glt)            | (½×Wis) (↓)          |                                              |            |            |             |                |                 |                 |
| <i>Writ</i>             |              |           |                                       | (1×Smt)            | (½×Lth) (↓)          |                                              |            |            |             |                |                 |                 |