

ALPENGARD CHARACTER-LEVELING GUIDE

Hail, Alpengard Adventurer!

Welcome to the *Alpengard Character-Leveling Guide*, which expands upon the *Character-Building Guide* by taking you step-by-step through the leveling-up process, continuing with the example of Ránulé Direblood (from the *Character-Building Guide*). Ránulé started as a 4th-level character, and this document will regularly be expanded to show how you might level Ránulé to 5th level and beyond.

This tutorial assumes you have a baseline working knowledge of the Alpengard system and terminology.

Cheers, and Keep Questing!

–Secg

ASCENDING TO LEVEL 5

This section shows how to level your character from Level 4 to Level 5. For ascension to Level 5, you gain the following benefits:

- **Rulebook References:** See Table 3.1 in Chapter 3 [page 41 (softcover/e-book); page 42 (hardcover)].
- **Ascend 1 Level:** Ascending 1 level will definitely impact your pneuma and grit, and potentially your entwine.
- **Remain Same Tier:** Going from Level 4 to Level 5, there is no change in tier, so no tier-related stats will be affected.
- **1 Roottrait Point:** Assign 1 point to any roottrait, up to a maximum score of 4, which is the highest roottrait score for a Beginning-tier character.
- **2 Lifeskills Training Levels:** Assign 2 training levels to any lifeskills, up to a maximum of improved training, since your character won't be able to take advanced training until reaching Level 16 (the start of the Helming tier).

STEP 1: APPLY YOUR LEVEL-CHANGE TO AFFECTED STATISTICS

- Your pneuma, entwine and grit are all affected by your level. Since your entwine is only affected by level and tier, you can complete the entwine calculation, but pneuma and grit may still be affected by your 1 roottrait point.
- On the character scroll, change your level to 5, including your current ascension points (if your GM is using the optional ascension points rule – see Table 3.2 in Chapter 3 [page 47 (softcover/e-book); page 49 (hardcover)]).
- » I'll mark that Ránulé is now Level 5, with 125 ascension points; your PC might have more than the 125 minimum.
- On the calculations scroll, note how the level change affects pneuma, entwine and grit.

➤ Character Scroll:

❖ Level: 5

❖ Ascension: 125

Oerc	Rust	Cold	Assaulter	5	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
125	Feminine	5'-11"	167	Deep Rust	Straight Orange	Turquoise
Ascension	Gender	Height	Weight	Skin	Hair	Eyes

❖ Entwine: 10

ENTWINE	
Maximum:	10
Current Tally:	10

➤ Calculations Scroll:

❖ Pneuma Calculations [Level Cell]: 5

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
9	5	2	3

❖ Entwine Calculations [Half-Level (↑) Cell and Total Score Cell]: $[\frac{1}{2} \times (5)]$ (↑) = 3 → 3 and 10

ENTWINE CALCULATIONS			
Total Score:	Base:	Half-Level (↑):	Tier Value:
10	5	3	2

❖ Grit Calculations [Level Cell]: 5

GRIT CALCULATIONS							
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:
Maximum:	27	5	5	2	2	4	10

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STEP 2: APPLY YOUR ROOTTRAIT POINT(S)

- On the character scroll, add 1 roottrait point to any of your existing scores, so long as you do not exceed a score of 4. Apply the 1 roottrait point to all affected statistics, including everything from defenses to lifeskills.
- On the calculations scroll, apply the 1 roottrait point to all affected statistics.
 - » Ránulé will apply her 1 roottrait point to Glt, raising her Glt score to 4. This will augment her Ftl and Mfl defenses, pneuma, physical attack strike modifier, magical attack strike modifier, and multiple lifeskills.
 - ‡ The *aspect of assassin* power lets her use Glt as the strike roottrait for her physical and magical attacks.
- Rulebook References:** Chapter 2 [pages 22–28 (softcover/e-book/hardcover)] and Chapter 6 [page 171 (softcover/e-book); page 177 (hardcover)].

➤ Character Scroll:

- ❖ *Roottraits:* Glt = 4

ROOTTRAITS	
BRW:	2
LTH:	2
SMT:	0
WIS:	1
GLT:	4

- ❖ *Defenses:* Ftl = 21; Mfl = 17

DEFENSES	
NML:	21
FTL:	21
MFL:	17

- ❖ *Grit:* Maximum = 28; Impaired = 14; Traumatized = 7

GRIT	
MAXIMUM:	28
IMPAIRED:	14
TRAUMATIZED:	7
HEALING MOD:	3
CURRENT TALLY:	28

- ❖ *Pneuma:* 11

PNEUMA	
MAXIMUM:	11
CURRENT TALLY:	11

- ❖ *Lifeskills:* Since I haven't applied my training levels yet, I'll hold off on adjusting the lifeskills entries on the character scroll.

- ❖ *Physical Attacks:* Melee Strike Mod = +5; Barrage Strike Mod = +5

STRIKE ROOTTRAIT: <u>Glt</u>		PHYSICAL ATTACKS				HARM ROOTTRAIT: <u>Lth</u>			
MELEE STRIKE MOD:	+5	MELEE HARM MOD [x1]:		+2	MELEE HARM MOD [x½] (†):		+1		
BARRAGE STRIKE MOD:	+5	BARRAGE HARM MOD [x1]:		+2	BARRAGE HARM MOD [x½] (†):		+1		
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY— WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:	
					STA:	IMP:	ADV:		
Bothhand staff: melee 1	Offensive	-2	Nml	+5	1d8+1d6	9	14	+2	
Mainhand staff: melee 1	Transitive	-3	Nml	+5	1d12	8	12	+2	
Mainhand staff: melee 1 (paired ^{***})	Aggressive	-1	Nml	+5	1d8	5	8	+1	
Offhand spikepick: melee 1 (paired ^{***})	***	***	Nml	+5	1d8	5	8	+1	
Bothhand spikepick: melee 1	Offensive	-2	Nml	+5	1d8+1d6	9	14	+2	
Mainhand spikepick: melee 1	Transitive	-3	Nml	+5	1d12	8	12	+2	
Bothhand quickbow: barrage 15/30/45	Transitive	—	Nml	+5	1d12	8	12	+2	

- ❖ *Magical Attacks:* Strike Mod = +4

MAGICAL ATTACKS									
STRIKE ROOTTRAIT: <u>Glt</u>		HARM MOD [xi]: +1		HARM MOD [x½] (†): +1		HARM MOD [x½] (†): +1		HARM ROOTTRAIT: <u>Wis</u>	
STRIKE MOD:	+4	HARM MOD [xi]: +1		HARM MOD [x½] (†): +1		HARM MOD [x½] (†): +1		HARM MOD [x½] (†): +1	
POWER:	TYPE / RANGE / TARGETS OR AREA:	PNEUMA:	HARM CATEGORY:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
						STA:	IMP:	ADV:	
Arcane Acidray	Targeted Barrage 40	1	Rasp	Nml	+4	1d8	5	8	+1

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➤ Calculations Scroll:

- ❖ *Defenses Calculations [Roottrait Mod Cells (Corresponding to Glt) – Ftl and Mfl]: 4; 4*

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	21	10	2	1	2	2	2	2						
Ftl	21	10	2	2	1	2	4							
Mfl	17	10	2	0	0	1	4							Armor, shield, and burden penalties only apply to Nml

- ❖ *Pneuma Calculations [Glt Mod Cell and Total Score Cell]: 4 and 11*

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
11	5	2	4

- ❖ *Grit Calculations [Total Score Cells]: 28 and 14 and 7*

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	28	5	5	2	2	4	10	
Impaired:	14	Impaired Threshold = $\frac{1}{2} \times (\text{max grit})$ (↓)						
Traumatized:	7	Traumatized Threshold = $\frac{1}{4} \times (\text{max grit})$ (↓)						
Healing Mod:	3	Healing Modifier = $\frac{1}{2} \times (\text{tier} + \text{Brw})$ (↑)						

- ❖ *Physical Attacks Calculations [Roottrait Mod Cell and Total Score Cell – Melee Strike Mod and Barrage Strike Mod]: 4 and +5; 4 and +5*

PHYSICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	+5	4	1		
Barrage Strike Mod:	+5	4	1		
Melee Harm Mod [x1]:	+2	2			
Barrage Harm Mod [x1]:	+2	2			
Melee Harm Mod [x½] (↑):	+1	For dual/paired physical attacks, the normal harm mods are halved (rounded up)			
Barrage Harm Mod [x½] (↑):	+1				

- ❖ *Magical Attacks Calculations [Roottrait Mod Cell and Total Score Cell – Strike Mod]: 4 and +4*

MAGICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Strike Mod:	+4	4			
Harm Mod [x1]:	+1	1			
Harm Mod [x½] (↑):	+1	For some magical attacks, the normal harm mods are three-quartered, halved, or quartered (rounded up)			
Harm Mod [x¼] (↑):	+1				
Harm Mod [x¾] (↑):	+1				

- ❖ *Lifeskills Calculations [Roottrait Mods Cells and Total Score Cells]: Adjust All Glt-Affected Lifeskills*

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:
Barber				(1×Smt)	(½×Glt) (4)							
Brew	±0		0 + 0	(1×Smt)	(½×Wis) (4)	0						
Chip				(1×Smt)	(½×Lth) (4)							
Clout	+4		4 + 0	(1×Glt)	(½×Smt) (4)	0						
Cook	+4		4 + 0	(1×Glt)	(½×Wis) (4)	0						
Deepfare				(1×Wis)	(½×Brw) (4)							
Dive	+1		2 + 1	(1×Brw)	(½×Lth) (4)	0				-2		
Farlore				(1×Glt)	(½×Smt) (4)							
Farm				(1×Wis)	(½×Smt) (4)							
Flaunt				(1×Glt)	(½×Lth) (4)							
Heed	+3		1 + 2	(1×Wis)	(½×Glt) (4)	0						
Herd				(1×Brw)	(½×Glt) (4)							
Hew				(1×Smt)	(½×Brw) (4)							
Landfare	+2		1 + 1	(1×Wis)	(½×Brw) (4)	0						
Look	+4		1 + 2	(1×Wis)	(½×Glt) (4)	1						
Lurk	+1		2 + 0	(1×Lth)	(½×Wis) (4)	0	1			-2		
Mash				(1×Glt)	(½×Smt) (4)							
Mend				(1×Smt)	(½×Lth) (4)							
Mingle	+4		4 + 0	(1×Glt)	(½×Smt) (4)	0						
Nighlore				(1×Smt)	(½×Wis) (4)							
Seafare				(1×Glt)	(½×Brw) (4)							
Search	±0		0 + 0	(1×Smt)	(½×Wis) (4)	0						
Smith	+1		0 + 1	(1×Smt)	(½×Brw) (4)	0						
Taw				(1×Wis)	(½×Brw) (4)							
Toil	+4	1	2 + 2	(1×Brw)	(½×Glt) (4)	0	1			-2		
Trick	+5	1	2 + 2	(1×Lth)	(½×Glt) (4)	0						
Tumble	+2		2 + 0	(1×Lth)	(½×Smt) (4)	1	1			-2		
Weave				(1×Wis)	(½×Lth) (4)							
Wile	+3		4 + 0	(1×Glt)	(½×Wis) (4)	0	1			-2		
Writ				(1×Smt)	(½×Lth) (4)							

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STEP 3: APPLY YOUR LIFESKILL TRAINING LEVEL(S)

- On the character scroll, apply the final adjusted training level and roottrait-score changes from the calculations scroll.
- On the calculations scroll, apply the 2 lifeskill training levels and note any statistical changes.
 - Ránulé will apply the first of her lifeskill training levels to take *writ* (untrained to standard), so she can become literate. Then she'll apply the other training level to *trick* (standard to improved), which will come in handy if she ever needs to pick a lock or pilfer a pocket.
- Rulebook References: Chapter 6 [page 171 (softcover/e-book); page 177 (hardcover)].

➤ Character Scroll:

❖ Lifeskills:

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	±0
CHIP:		
CLOUT:	Sta	+4
COOK:	Sta	+4
DEEPPARE:		
DIVE:	Sta	+1
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	+3
HERD:		
HEW:		
LANDFARE:	Sta	+2
LOOK:	Imp	+4
LURK:	Sta	+1
MASH:		
MEND:		
MINGLE:	Sta	+4
NIGHTLORE:		
SEAFARE:		
SEARCH:	Sta	±0
SMITH:	Sta	+1
TAW:		
TOIL:	Sta	+4
TRICK:	Imp	+6
TUMBLE:	Imp	+2
WEAVE:		
WILE:	Sta	+3
WRIT:	Sta	+1

➤ Calculations Scroll:

❖ Lifeskills Calculations [Roottrait Mod Cells, Training Mod Cells and Total Score Cells]: Adjust Trick and Writ

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)	(5×Glt) (4)							
Brew	±0		0 + 0	(1×Smt)	(5×Wis) (4)	0						
Chip				(1×Smt)	(5×Lth) (4)							
Clout	+4		4 + 0	(1×Glt)	(5×Smt) (4)	0						
Cook	+4		4 + 0	(1×Glt)	(5×Wis) (4)	0						
Deeppare				(1×Wis)	(5×Brew) (4)							
Dive	+1		2 + 1	(1×Brew)	(5×Lth) (4)	0				-2		
Farlore				(1×Glt)	(5×Smt) (4)							
Farm				(1×Wis)	(5×Smt) (4)							
Flaunt				(1×Glt)	(5×Lth) (4)							
Heed	+3		1 + 2	(1×Wis)	(5×Glt) (4)	0						
Herd				(1×Brew)	(5×Glt) (4)							
Hew				(1×Smt)	(5×Brew) (4)							
Landfare	+2		1 + 1	(1×Wis)	(5×Brew) (4)	0						
Look	+4		1 + 2	(1×Wis)	(5×Glt) (4)	1						
Lurk	+1		2 + 0	(1×Lth)	(5×Wis) (4)	0	1			-2		
Mash				(1×Glt)	(5×Smt) (4)							
Mend				(1×Smt)	(5×Lth) (4)							
Mingle	+4		4 + 0	(1×Glt)	(5×Smt) (4)	0						
Nightlore				(1×Smt)	(5×Wis) (4)							
Seafare				(1×Glt)	(5×Brew) (4)							
Search	±0		0 + 0	(1×Smt)	(5×Wis) (4)	0						
Smith	+1		0 + 1	(1×Smt)	(5×Brew) (4)	0						
Taw				(1×Wis)	(5×Brew) (4)							
Toil	+4	1	2 + 2	(1×Brew)	(5×Glt) (4)	0	1			-2		
Trick	+6	1	2 + 2	(1×Lth)	(5×Glt) (4)	1						
Tumble	+2		2 + 0	(1×Lth)	(5×Smt) (4)	1	1			-2		
Weave				(1×Wis)	(5×Lth) (4)							
Wile	+3		4 + 0	(1×Glt)	(5×Wis) (4)	0	1			-2		
Writ	+1		0 + 1	(1×Smt)	(5×Lth) (4)	0						

STEP 4: DOUBLE CHECK EVERYTHING FOR ACCURACY

- Thoroughly check both scrolls to ensure your numbers are accurate and fill in any remaining blanks.

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ASCENDING TO LEVEL 6

This section shows how to level your character from Level 5 to Level 6. For ascension to Level 6, you gain the following benefits:

- **Rulebook References:** See Table 3.1 in Chapter 3 [page 41 (softcover/e-book); page 42 (hardcover)].
- **Ascend 1 Level:** Ascending 1 level will definitely impact your pneuma and grit, and potentially your entwine.
- **Remain Same Tier:** Going from Level 5 to Level 6, there is no change in tier, so no tier-related stats will be affected.
- **1 Roottrait Point:** Assign 1 point to any roottrait, up to a maximum score of 4, which is the highest roottrait score for a Beginning-tier character.
- **1 Power Slot:** Access 1 new power, per the powers available to you based upon your kall and tier; see Table 5.10 [pages 84–85 (softcover/e-book); pages 86–87 (hardcover)].

STEP 1: APPLY YOUR LEVEL-CHANGE TO AFFECTED STATISTICS

- Your pneuma, entwine and grit are all affected by your level. Your entwine slots are affected by half your level (rounded up), so there is no increase to your entwine slots due to moving from Level 5 to Level 6 (half of 5 and half of 6 both round up to 3). You cannot yet complete your pneuma and grit calculations, as they may still be affected by your 1 roottrait point.
 - » In Ránulé's case, her Glt score is already at 4, which is the maximum for her tier, so I cannot put my 1 roottrait point into Glt; as such, I can complete her pneuma calculation straightaway.
- On the character scroll, change your level to 6, including your current ascension points (if your GM is using the optional ascension points rule – see Table 3.2 in Chapter 3 [page 47 (softcover/e-book); page 49 (hardcover)]).
 - » I'll mark that Ránulé is now Level 6, with 175 ascension points; your PC might have more than the 175 minimum.
- On the calculations scroll, note how the level change affects pneuma, entwine and grit.

➤ Character Scroll:

❖ Level: 6

❖ Ascension: 175

Oerc	Rust	Cold	Assaulter	6	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
175	Feminine	5'-11"	167	Deep Rust	Straight Orange	Turquoise
Ascension	Gender	Height	Weight	Skin	Hair	Eyes

❖ Pneuma: 12

PNEUMA	
Maximum:	12
Current Tally:	12

➤ Calculations Scroll:

❖ Pneuma Calculations [Level Cell and Total Score Cell]: 6 and 12

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
12	6	2	4

❖ Grit Calculations [Level Cell]: 6

GRIT CALCULATIONS							
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:
Maximum:	28	5	6	2	2	4	10

STEP 2: APPLY YOUR ROOTTRAIT POINT(S)

- On the character scroll, add 1 roottrait point to any of your existing scores, so long as you do not exceed a score of 4. Apply the 1 roottrait point to all affected statistics, including everything from defenses to lifeskills.
- On the calculations scroll, apply the 1 roottrait point to all affected statistics.
 - » Ránulé will apply her 1 roottrait point to Lth, raising her Lth score to 3. This will augment her Nml defense, speeds, jump distances (per the tumble lifeskill), physical attack harm modifier, and multiple lifeskills.
- **Rulebook References:** Chapter 2 [pages 22–28 (softcover/e-book/hardcover)] and Chapter 6 [pages 171, 182–183 (softcover/e-book); page 177, 189–190 (hardcover)].

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➤ Character Scroll:

❖ *Roottraits:* Lth = 3

ROOTTRAITS	
BRW:	2
LTH:	3
SMT:	0
WIS:	1
GLT:	4

❖ *Defenses:* Nml = 23

DEFENSES	
NML:	23
FTL:	21
MFL:	17

❖ *Grit:* Maximum = 29

GRIT	
MAXIMUM:	29
IMPAIRED:	14
TRAUMATIZED:	7
HEALING MOD:	3
CURRENT TALLY:	29

❖ *Combat Speed:* Sprint Walk = 6

COMBAT SPEED	
SPRINT WALK:	6
STRIDE WALK:	1
SPRINT SWIM:	2
STRIDE SWIM:	1
SPRINT CLIMB:	1
STRIDE CLIMB:	1

❖ *Jump Distance:* Run Leap = 12

JUMP DISTANCE	
STAND HOP:	3
RUN HOP:	4
STAND LEAP:	6
RUN LEAP:	12

❖ *Lifeskills:*

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	±0
CHIP:		
CLOUT:	Sta	+4
COOK:	Sta	+4
DEEPPARE:		
DIVE:	Sta	+1
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	+3
HERD:		
HEW:		
LANDFARE:	Sta	+2
LOOK:	Imp	+4
LURK:	Sta	+2
MASH:		
MEND:		
MINGLE:	Sta	+4
NIGHTLORE:		
SEAFARE:		
SEARCH:	Sta	±0
SMITH:	Sta	+1
TAW:		
TOIL:	Sta	+4
TRICK:	Imp	+7
TUMBLE:	Imp	+3
WEAVE:		
WILE:	Sta	+3
WRIT:	Sta	+1

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- ❖ *Physical Attacks*: Melee Harm Mod $\times 1$ = +3; Barrage Harm Mod $\times 1$ = +3; Melee Harm Mod $\times \frac{1}{2}$ ($\uparrow$) = +2; Barrage Harm Mod $\times \frac{1}{2}$ ($\uparrow$) = +2

STRIKE ROOTTRAIT: Glt	PHYSICAL ATTACKS				HARM ROOTTRAIT: Lth			
MELEE STRIKE MOD: +5	MELEE HARM MOD $\times 1$: +3				MELEE HARM MOD $\times \frac{1}{2}$ ($\uparrow$): +2			
BARRAGE STRIKE MOD: +5	BARRAGE HARM MOD $\times 1$: +3				BARRAGE HARM MOD $\times \frac{1}{2}$ ($\uparrow$): +2			
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY—WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
					STA:	IMP:	ADV:	
Bothhand staff: melee 1	Offensive	-2	Nml	+5	1d8+1d6	9	14	+3
Mainhand staff: melee 1	Transitive	-3	Nml	+5	1d12	8	12	+3
Mainhand staff: melee 1 (paired ^{***})	Aggressive	-1	Nml	+5	1d8	5	8	+2
Offhand spikepick: melee 1 (paired ^{***})	***	***	Nml	+5	1d8	5	8	+2
Bothhand spikepick: melee 1	Offensive	-2	Nml	+5	1d8+1d6	9	14	+3
Mainhand spikepick: melee 1	Transitive	-3	Nml	+5	1d12	8	12	+3
Bothhand quickbow: barrage 15/30/45	Transitive	—	Nml	+5	1d12	8	12	+3

➤ Calculations Scroll:

- ❖ *Defenses Calculations* [Roottrait Mod Cells (Corresponding to Lth) and Total Score Cell – Nml]: 3; 3 and 23

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	23	10	2	1	2	3	3	2						
Ftl	21	10	2	2	1	2	4					Armor, shield, and burden penalties only apply to Nml		
Mfl	17	10	2	0	0	1	4							

Armor, shield, and burden penalties only apply to Nml

- ❖ *Grit* [Level Cell and Total Score Cell]: 6 and 29

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	29	5	6	2	2	4	10	

- ❖ *Combat and Travel Speed Calculations* [Lth Mod Cell and Total Score Cell]: 3 and 6

COMBAT AND TRAVEL SPEED CALCULATIONS										
Relevant Lifeskills = Toll (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:	6	2	3	1						

- ❖ *Jump Distance Calculations* [Lth Mod Cell (Run Leap – Improved Tumble) and Run Leap Total Score Cell]: 5 and 12
 - » Per improved *tumble*, the boost in Lth does not affect Ránulé's stand hop, run hop or stand leap distances, as the fractional multipliers do not change the Lth Mod bonuses given the Lth increase from 2 to 3.

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:	3	1	2	3	1	1	+ $(\frac{1}{3} \times \text{Lth})$ (↑) [sta; imp; adv]					
Run Hop:	4	2	3	4	2	1	+ $(\frac{1}{3} \times \text{Lth})$ (↑) [sta; imp]; + $(\frac{1}{3} \times \text{Lth})$ (↑) [adv]					
Stand Leap:	6	3	4	5	3	2	+ $(\frac{1}{3} \times \text{Lth})$ (↑) [sta]; + $(\frac{1}{3} \times \text{Lth})$ (↑) [imp]; + $(\frac{1}{3} \times \text{Lth})$ (↑) [adv]					
Run Leap:	12	5	7	10	5	5	+(1×Lth) [sta] + $(1\frac{1}{2} \times \text{Lth})$ (↑) [imp]; +(2×Lth) [adv]					

- ❖ *Physical Attacks Calculations* [Roottrait Mod Cells – Melee Harm Mod $\times 1$, Barrage Harm Mod $\times 1$ and Total Score Cells – Melee Harm Mod $\times 1$, Barrage Harm Mod $\times 1$, Melee Harm Mod $\times \frac{1}{2}$ ($\uparrow$), Barrage Harm Mod $\times \frac{1}{2}$ ($\uparrow$): 3; 3 and +3; +3; +2; +2

PHYSICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	+5	4	1		
Barrage Strike Mod:	+5	4	1		
Melee Harm Mod $\times 1$:	+3	3			
Barrage Harm Mod $\times 1$:	+3	3			
Melee Harm Mod $\times \frac{1}{2}$ ($\uparrow$):	+2				
Barrage Harm Mod $\times \frac{1}{2}$ ($\uparrow$):	+2				

For dual/paired physical attacks, the normal harm mods are halved (rounded up)

- ❖ *Lifeskills Calculations* [Roottrait Mods Cells and Total Score Cells]: Adjust All Lth-Affected Lifeskills
 - » Since Ránulé boosted her Lth from 2 to 3, and the secondary roottrait bonuses are equal to half the roottrait score (rounded down), only those lifeskills with Lth as the primary roottrait will receive a boost, since half of 3 rounded down is still only 1 (just as with her prior Lth score of 2).

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LIFE SKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roommate 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) (4)							
Brew	±0		0 + 0	(1×Smt)	(½×Wis) (4)	0						
Chop				(1×Smt)	(½×Lth) (4)							
Clout	+4		4 + 0	(1×Glt)	(½×Smt) (4)	0						
Cook	+4		4 + 0	(1×Glt)	(½×Wis) (4)	0						
Deepfare				(1×Wis)	(½×Brew) (4)							
Dive	+1		2+1	(1×Brw)	(½×Lth) (4)	0				-2		
Farlore				(1×Glt)	(½×Smt) (4)							
Farm				(1×Wis)	(½×Smt) (4)							
Flaunt				(1×Glt)	(½×Lth) (4)							
Heed	+3		1 + 2	(1×Wis)	(½×Glt) (4)	0						
Herd				(1×Brw)	(½×Glt) (4)							
Hew				(1×Smt)	(½×Brew) (4)							
Landfare	+2		1 + 1	(1×Wis)	(½×Brew) (4)	0						
Look	+4		1 + 2	(1×Wis)	(½×Glt) (4)	1						
Lurk	+2		3 + 0	(1×Lth)	(½×Wis) (4)	0	1			-2		
Mash				(1×Glt)	(½×Smt) (4)							
Mend				(1×Smt)	(½×Lth) (4)							
Mingle	+4		4 + 0	(1×Glt)	(½×Smt) (4)	0						
Nighlore				(1×Smt)	(½×Wis) (4)							
Seafare				(1×Glt)	(½×Brew) (4)							
Search	±0		0 + 0	(1×Smt)	(½×Wis) (4)	0						
Smith	+1		0 + 1	(1×Smt)	(½×Brew) (4)	0						
Taw				(1×Wis)	(½×Brew) (4)							
Toil	+4	1	2 + 2	(1×Brw)	(½×Glt) (4)	0	1			-2		
Trick	+7	1	3 + 2	(1×Lth)	(½×Glt) (4)	1						
Tumble	+3		3 + 0	(1×Lth)	(½×Smt) (4)	1	1			-2		
Weave				(1×Wis)	(½×Lth) (4)							
Wile	+3		4 + 0	(1×Glt)	(½×Wis) (4)	0	1			-2		
Writ	+1		0 + 1	(1×Smt)	(½×Lth) (4)	0						

STEP 3: CHOOSE YOUR NEW POWER(S)

- On the character scroll, fill in the relevant details for whichever new power you choose.
 - If you're playing a cleric (druid, exarch, monk, wizard) or clerical-assaulter (assassin, bard, paladin, ranger, sentinel) and you choose a new magical attack power, you'll need to add it to the "Magical Attacks" page of your character scroll, filling in all the appropriate statistics.
 - If you choose a special power, you'll need to add it to the "Special Powers" pages of your character scroll, including the appropriate statistics and brief reminder notes about how the power functions.
 - Per Table 5.10, Ránulé has access to the Universal, Cleric and Assaulter powers lists. Since she is Level 5, she can access powers of the Dawning and Beginning tiers. In order to diversify the categories of harm she can inflict, she chooses to use *aspect procurement* to gain access to *arcane fireray* (she already has *arcane acidray*). She was tempted to take *wounding debilitation*, but wants to wait until she has more pneuma (since *wounding debilitation* requires 4 pneuma to execute).
 - Whereas a cleric could execute *arcane fireray* without expending any pneuma, it will cost a clerical-assaulter 1 pneuma to execute the power, since clerical-assaulters must expend 1 more pneuma than a cleric would (per *aspect procurement*).
- Rulebook References:** Chapter 5 [pages 84–168 (softcover/e-book); page 86–174 (hardcover)].
 - Character Scroll:**
 - Magical Attack Powers:** All the appropriate notes and statistics for *arcane fireray*.

Arcane Fireray	Targeted Barrage 40	1	Flare	Nml	+4	1d8	5	8	+1
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):									

STEP 4: DOUBLE CHECK EVERYTHING FOR ACCURACY

- Thoroughly check both scrolls to ensure your numbers are accurate and fill in any remaining blanks.

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ASCENDING TO LEVEL 7

This section shows how to level your character from Level 6 to Level 7. For ascension to Level 7, you gain the following benefits:

- **Rulebook References:** See Table 3.1 in Chapter 3 [page 41 (softcover/e-book); page 42 (hardcover)].
- **Ascend 1 Level:** Ascending 1 level will definitely impact your pneuma and grit, and potentially your entwine.
- **Ascend 1 Tier:** Going from Level 6 to Level 7, you ascend from the Beginning tier (Tier 2) to the Raising tier (Tier 3), which will impact your defenses, pneuma, entwine and grit.
- **2 Roottrait Points:** Assign 2 points to any roottraits, up to a maximum score of 5, which is the highest roottrait score for a Raising-tier character.
- **1 Lifeskill Training Level:** Assign 1 training level to any lifeskill, up to a maximum of improved training, since your character won't be able to take advanced training until reaching Level 16 (the start of the Helming tier).
- **2 Power Slots:** Access 2 new powers, per the powers available to you based upon your kall and tier; see Table 5.10 [pages 84–85 (softcover/e-book); pages 86–87 (hardcover)].

STEP 1: APPLY YOUR LEVEL-CHANGE AND TIER-CHANGE TO AFFECTED STATISTICS

- Your pneuma, entwine and grit are all affected by your level. Your defenses, pneuma, entwine and grit are all affected by your tier. You cannot yet complete your defenses, pneuma and grit calculations, as they may still be affected by your 2 roottrait points.
- On the character scroll, change your level to 7, including your current ascension points (if your GM is using the optional ascension points rule – see Table 3.2 in Chapter 3 [page 47 (softcover/e-book); page 49 (hardcover)]). Also, change your tier to Raising and your tier value to 3.
 - » I'll mark that Ránulé is now Level 7 and Raising tier (tier value of 3), with 260 ascension points; your PC might have more than the 260 minimum.
- On the calculations scroll, note how the level and tier changes affect defenses, pneuma, entwine and grit.

➤ Character Scroll:

- ❖ Level: 7
- ❖ Tier: Raising
- ❖ Tier Val: 3
- ❖ Ascension: 260

Oerc	Rust	Cold	Assaulter	7	Raising	3
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
260	Feminine	5'-11"	167	Deep Rust	Straight Orange	Turquoise
Ascension	Gender	Height	Weight	Skin	Hair	Eyes

❖ Entwine: 12

ENTWINE
Maximum: 12
Current Tally: 12

➤ Calculations Scroll:

❖ Defenses Calculations [Tier Value Cells – Nml, Ftl, Mfl]: 3; 3; 3

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	23	10	3	1	2	3	3	2						
Ftl	21	10	3	2	1	2	4					Armor, shield, and burden penalties only apply to Nml		
Mfl	17	10	3	0	0	1	4							

❖ Pneuma Calculations [Level Cell and Tier Value Cell]: 7 and 3

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
12	7	3	4

❖ Entwine Calculations [Half-Level (↑) Cell and Tier Value Cell and Total Score Cell]: 4 and 3 and 12

ENTWINE CALCULATIONS			
Total Score:	Base:	Half-Level (↑):	Tier Value:
12	5	4	3

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- ❖ *Grit Calculations [Level Cell and Tier Value Cell]: 7 and 3*

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	29	5	7	3	2	4	10	

STEP 2: APPLY YOUR ROOTTRAIT POINT(S)

- On the character scroll, add 2 roottrait points to any of your existing scores, so long as you do not exceed a score of 5. Apply the 2 roottrait points to all affected statistics, including everything from defenses to lifeskills.
- On the calculations scroll, apply the 2 roottrait points to all affected statistics.
 - » Ránulé will apply 1 of her roottrait points to Glt, raising her Glt score to 5. This will augment her Ftl and Mfl defenses, pneuma, physical attack strike modifier, magical attack strike modifier, and multiple lifeskills.
 - » Ránulé will apply 1 of her roottrait points to Wis, raising her Wis score to 2. This will augment her Mfl defense, hasten, magical harm modifier and multiple lifeskills. (Although her Wis score could also potentially be figured into her Nml defense, her Lth score of 3 supersedes her Wis score of 2.)
- **Rulebook References:** Chapter 2 [pages 22–28 (softcover/e-book/hardcover)] and Chapter 6 [pages 171, 182–183 (softcover/e-book); page 177, 189–190 (hardcover)].

➤ Character Scroll:

- ❖ *Roottraits:* Wis = 2; Glt = 5

ROOTTRAITS	
Brw:	2
Lth:	3
Smt:	0
Wis:	2
Glt:	5

- ❖ *Defenses:* Nml = 24; Ftl = 23; Mfl = 20

DEFENSES	
NML:	24
FTL:	23
MFL:	20

- ❖ *Hasten:* Score = +2

HASTEN	
SCORE:	+2

- ❖ *Grit:* Maximum = 31; Impaired = 15

GRIT	
MAXIMUM:	31
IMPAIRED:	15
TRAUMATIZED:	7
HEALING MOD:	3
CURRENT TALLY:	31

- ❖ *Pneuma:* Maximum = 15

PNEUMA	
MAXIMUM:	15
CURRENT TALLY:	15

- ❖ *Lifeskills:* Since I haven't applied my training level yet, I'll hold off on adjusting the lifeskills entries.

- ❖ *Physical Attacks:* Melee Strike Mod = +6; Barrage Strike Mod = +6

STRIKE ROOTTRAIT: Glt		PHYSICAL ATTACKS				HARM ROOTTRAIT: Lth			
MELEE STRIKE MOD:	+6	MELEE HARM MOD [x1]:	+3			MELEE HARM MOD [x2] (T):	+2		
BARRAGE STRIKE MOD:	+6	BARRAGE HARM MOD [x1]:	+3			BARRAGE HARM MOD [x2] (T):	+2		
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY— WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:	
					Sta:	Imp:	Adv:		
Bothhand staff: melee 1	Offensive	-2	Nml	+6	1d8+1d6	9	14	+3	
Mainhand staff: melee 1	Transitive	-3	Nml	+6	1d12	8	12	+3	
Mainhand staff: melee 1 (paired***)	Aggressive	-1	Nml	+6	1d8	5	8	+2	
Offhand spikepick: melee 1 (paired***)	***	***	Nml	+6	1d8	5	8	+2	
Bothhand spikepick: melee 1	Offensive	-2	Nml	+6	1d8+1d6	9	14	+3	
Mainhand spikepick: melee 1	Transitive	-3	Nml	+6	1d12	8	12	+3	
Bothhand quickbow: barrage 15/30/45	Transitive	—	Nml	+6	1d12	8	12	+3	

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- ❖ *Magical Attacks*: Strike Mod = +5; Harm Mod [$\times 1$] = +2; Harm Mod [$\times \frac{3}{4}$] = +2

MAGICAL ATTACKS										
STRIKE ROOTTRAIT: $\frac{Glt}{2}$ STRIKE MOD: $\frac{Glt}{2}$		HARM MOD [$\times 1$]: $\frac{Wis}{2}$		HARM MOD [$\times \frac{3}{4}$] (T): $\frac{Wis}{2}$		HARM MOD [$\times \frac{1}{2}$] (T): $\frac{Wis}{4}$		HARM ROOTTRAIT: $\frac{Wis}{2}$ HARM MOD [$\times \frac{3}{4}$] (T): $\frac{Wis}{2}$		
POWER:	TYPE / RANGE / TARGETS OR AREA:	PNEUMA:	HARM CATEGORY:	ASSAIL DEFENSE:	STRIKE MOD:	STA:	IMP:	ADV:	HARM MOD:	
Arcane Acidray	Targeted Barrage 40	1	Rasp	Nml	+5	1d8	5	8	+2	
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS)										
Arcane Fireray	Targeted Barrage 40	1	Flare	Nml	+5	1d8	5	8	+2	

➤ Calculations Scroll:

- ❖ *Defenses Calculations* [Roottrait Mod Cells (Corresponding to Wis, Glt) and Total Score Cells – Nml, Ftl, Mfl]: 2; 5; 5 and 24; 23; 20

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	24	10	3	1	2	3	3	2						
Ftl	23	10	3	2	1	2	5					Armor, shield, and burden penalties only apply to Nml		
Mfl	20	10	3	0	0	2	5							

- ❖ *Hasten* [Wis Mod Cell and Total Score Cell]: 2 and +2

HASTEN CALCULATIONS				
Total Score:	Wis Mod:	Power Mod:	Power Mod:	Object Mod:
+2	2			

- ❖ *Grit* [Total Score Cell – Maximum and Total Score Cell – Impaired]: 31 and 15

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	31	5	7	3	2	4	10	
Impaired:	15	Impaired Threshold = [$\frac{1}{2} \times (\text{max grit})$] (I)						
Traumatized:	7	Traumatized Threshold = [$\frac{1}{4} \times (\text{max grit})$] (I)						
Healing Mod:	3	Healing Modifier = [$\frac{1}{2} \times (\text{tier} + \text{Brw})$] (I)						

- ❖ *Pneuma Calculations* [Glt Mod Cell and Total Score Cell]: 5 and 15

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
15	7	3	5

- ❖ *Physical Attacks Calculations* [Roottrait Mod Cells – Melee Strike Mod; Barrage Strike Mod and Total Score Cells – Melee Strike Mod; Barrage Strike Mod]: 5; 5 and +6; +6

PHYSICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	+6	5	1		
Barrage Strike Mod:	+6	5	1		
Melee Harm Mod [$\times 1$]:	+3	3			
Barrage Harm Mod [$\times 1$]:	+3	3			
Melee Harm Mod [$\times \frac{3}{4}$] (T):	+2				
Barrage Harm Mod [$\times \frac{3}{4}$] (T):	+2				

- ❖ *Magical Attacks Calculations* [Roottrait Mod Cell – Strike Mod; Harm Mod [$\times 1$] and Total Score Cells – Harm Mod [$\times 1$], Harm Mod [$\times \frac{3}{4}$]: 5; 2 and +2; +2

MAGICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Strike Mod:	+5	5			
Harm Mod [$\times 1$]:	+2	2			
Harm Mod [$\times \frac{3}{4}$] (T):	+2				
Harm Mod [$\times \frac{1}{2}$] (T):	+1				
Harm Mod [$\times \frac{1}{4}$] (T):	+1				

- ❖ *Lifeskills Calculations* [Roottrait Mods Cells and Total Score Cells]: Adjust All Wis- and Glt-Affected Lifeskills
 - » Since Since Ránulé boosted her Wis from 1 to 2, and the secondary roottrait bonuses are equal to half the roottrait score (rounded down), any lifeskills with Wis as the secondary roottrait will also receive a Wis-based boost, since half of 2 rounded down is 1 (but half of her prior Wis score of 1 rounded down was 0).

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- » Since Ránulé boosted her Glt from 4 to 5, and the secondary roottrait bonuses are equal to half the roottrait score (rounded down), only those lifeskills with Glt as the primary roottrait will receive a Glt-based boost, since half of 5 rounded down is still only 2 (just as with her prior Glt score of 4).

LIFE SKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mod (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	±0		0 - 1	(1×Smt)	(½×Wis) (↓)	0						
Chip				(1×Smt)	(½×Lbh) (↓)							
Clout	+4		5 + 0	(1×Glt)	(½×Smt) (↓)	0						
Cook	+4		5 - 1	(1×Glt)	(½×Wis) (↓)	0						
Deepfare				(1×Wis)	(½×Brew) (↓)							
Dive	+1		2 + 1	(1×Brw)	(½×Lbh) (↓)	0				-2		
Farlore				(1×Glt)	(½×Smt) (↓)							
Farm				(1×Wis)	(½×Smt) (↓)							
Flaunt				(1×Glt)	(½×Lbh) (↓)							
Heed	+3		2 - 2	(1×Wis)	(½×Glt) (↓)	0						
Herd				(1×Brw)	(½×Glt) (↓)							
Hew				(1×Smt)	(½×Brew) (↓)							
Landfare	+2		2 - 1	(1×Wis)	(½×Brew) (↓)	0						
Look	+4		2 - 2	(1×Wis)	(½×Glt) (↓)	1						
Lurk	+2		3 - 1	(1×Lth)	(½×Wis) (↓)	0	1			-2		
Mash				(1×Glt)	(½×Smt) (↓)							
Mend				(1×Smt)	(½×Lbh) (↓)							
Mingle	+4		5 - 0	(1×Glt)	(½×Smt) (↓)	0						
Nighlore				(1×Smt)	(½×Wis) (↓)							
Seafare				(1×Glt)	(½×Brew) (↓)							
Search	±0		0 - 1	(1×Smt)	(½×Wis) (↓)	0						
Smith	+1		0 + 1	(1×Smt)	(½×Brew) (↓)	0						
Taw				(1×Wis)	(½×Brew) (↓)							
Toil	+4	1	2 + 2	(1×Brw)	(½×Glt) (↓)	0	1			-2		
Trick	+7	1	3 + 2	(1×Lth)	(½×Glt) (↓)	1						
Tumble	+3		3 + 0	(1×Lth)	(½×Smt) (↓)	1	1			-2		
Weave				(1×Wis)	(½×Lbh) (↓)							
Wile	+3		5 + 1	(1×Glt)	(½×Wis) (↓)	0	1			-2		
Writ	+1		0 + 1	(1×Smt)	(½×Lbh) (↓)	0						

STEP 3: APPLY YOUR LIFESKILL TRAINING LEVEL(S)

- On the character scroll, apply the final adjusted training level and roottrait-score changes from the calculations scroll.
- On the calculations scroll, apply the 1 lifeskill training level and note any statistical changes.
 - » Ránulé will apply the her lifeskill training level to *toil* (standard to improved), to upgrade her athletics.
- Rulebook References:** Chapter 6 [page 171 (softcover/e-book); page 177 (hardcover)].
 - Character Scroll:
 - ❖ *Lifeskills:* Adjust *Toil*; Complete Calculations from Boosts to Wis and Glt

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	+1
CHIP:		
CLOUT:	Sta	+3
COOK:	Sta	+6
DEEPFARE:		
DIVE:	Sta	+1
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	+4
HERD:		
HEW:		
LANDFARE:	Sta	+3
LOOK:	Imp	+5
LURK:	Sta	+3
MASH:		
MEND:		
MINGLE:	Sta	+5
NIGHLORE:		
SEAFARE:		
SEARCH:	Sta	+1
SMITH:	Sta	+1
TAW:		
TOIL:	Imp	+5
TRICK:	Imp	+7
TUMBLE:	Imp	+3
WEAVE:		
WILE:	Sta	+3
WRIT:	Sta	+1

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➤ Calculations Scroll:

- ❖ *Lifeskills Calculations [Roottrait Mod Cells, Training Mod Cells and Total Score Cells]:* Adjust *Toil*; Complete Calculations from Boosts to Wis and Glt

LIFESKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mod (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)	(4×Glt) (4)							
Brew	+1		0 + 1	(1×Smt)	(4×Wis) (4)	0						
Chop				(1×Smt)	(4×Lth) (4)							
Clout	+5		5 + 0	(1×Glt)	(4×Smt) (4)	0						
Cook	+6		5 + 1	(1×Glt)	(4×Wis) (4)	0						
Deepfare				(1×Wis)	(4×Brw) (4)							
Dive	+1		2 + 1	(1×Brw)	(4×Lth) (4)	0				-2		
Farlore				(1×Glt)	(4×Smt) (4)							
Farm				(1×Wis)	(4×Smt) (4)							
Flaunt				(1×Glt)	(4×Lth) (4)							
Heed	+4		2 + 2	(1×Wis)	(4×Glt) (4)	0						
Herd				(1×Brw)	(4×Glt) (4)							
Hew				(1×Smt)	(4×Brw) (4)							
Landfare	+3		2 + 1	(1×Wis)	(4×Brw) (4)	0						
Look	+5		2 + 2	(1×Wis)	(4×Glt) (4)	1						
Lurk	+3		3 + 1	(1×Lth)	(4×Wis) (4)	0		1		-2		
Mash				(1×Glt)	(4×Smt) (4)							
Mend				(1×Smt)	(4×Lth) (4)							
Mingle	+5		5 + 0	(1×Glt)	(4×Smt) (4)	0						
Nightlore				(1×Smt)	(4×Wis) (4)							
Seafare				(1×Glt)	(4×Brw) (4)							
Search	+1		0 + 1	(1×Smt)	(4×Wis) (4)	0						
Smith	+1		0 + 1	(1×Smt)	(4×Brw) (4)	0						
Tau				(1×Wis)	(4×Brw) (4)							
Toil	+5	1	2 + 2	(1×Brw)	(4×Glt) (4)	1		1		-2		
Trick	+7	1	3 + 2	(1×Lth)	(4×Glt) (4)	1						
Tumble	+3		3 + 0	(1×Lth)	(4×Smt) (4)	1		1		-2		
Weave				(1×Wis)	(4×Lth) (4)							
Wile	+5		5 + 1	(1×Glt)	(4×Wis) (4)	0		1		-2		
Writ	+1		0 + 1	(1×Smt)	(4×Lth) (4)	0						

STEP 4: CHOOSE YOUR NEW POWER(S)

- On the character scroll, fill in the relevant details for whichever new powers you choose.
 - ❖ If you're playing a cleric (druid, exarch, monk, wizard) or clerical-assaulter (assassin, bard, paladin, ranger, sentinel) and you choose a new magical attack power, you'll need to add it to the "Magical Attacks" page of your character scroll, filling in all the appropriate statistics.
 - ❖ If you choose a special power, you'll need to add it to the "Special Powers" pages of your character scroll, including the appropriate statistics and brief reminder notes about how the power functions.
 - » Per Table 5.10, Ránulé has access to the Universal, Cleric and Assaulter powers lists. Since she is Level 7, she can access powers of the Dawning, Beginning and Raising tiers. In order to gain an extra weapon strike per turn, she chooses to take *weapon cyclone*. In order to be able to see in the darkness without giving herself away (or her allies away), she chooses to use *aspect procurement* to gain access to *arcane shroudbright*.
 - ‡ Whereas a cleric could execute *arcane shroudbright* for 3 pneuma, it will cost a clerical-assaulter 1 pneuma to execute the power, since clerical-assaulters must expend 1 more pneuma than a cleric would (per *aspect procurement*).
- Rulebook References: Chapter 5 [pages 84–168 (softcover/e-book); page 86–174 (hardcover)].
 - Character Scroll:
 - ❖ *Special Powers:* All the appropriate notes and statistics for *weapon cyclone* and *arcane shroudbright*.

SPECIAL POWERS			
POWER:	PNEUMA:	ACTION:	EFFECTS:
Weapon Cyclone	0	Adjuvant	Improving weaponry skill allows character to execute secondary strikes when wielding held, heaved or hurled (missile) weapons, but not hurled (missile—special) or hurled (projectile—handheld or siege) weapons.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Arcane Shroudbright	4	Ambulation or Utilization	This power's parameters are the same as those for arcane radiance, save as outlined here. Instead of light that is observable to all creatures with visible senses, arcane shroudbright creates an aura of magical "dark light" that is visible only to cleric and

STEP 5: DOUBLE CHECK EVERYTHING FOR ACCURACY

- Thoroughly check both scrolls to ensure your numbers are accurate and fill in any remaining blanks.