

HARM YIELD CALCULATIONS				
Category:	Total Score:	Kindred Mod:	Power Mod:	Object Mod:
<i>Wreck</i>	-3	±0		-2
<i>Whelm</i>	-2	-2		
<i>Flare</i>	±0	±0		
<i>Frost</i>	±0	±0		
<i>Gleam</i>	±0	±0		
<i>Gloom</i>	-1	-1		
<i>Rasp</i>	-1	-1		
<i>Rot</i>	±0	±0		
<i>Shake</i>	±0	±0		
<i>Shock</i>	-1	-1		
<i>Logos</i>	±0	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>Chaos</i>	•			
<i>Charis</i>	•			
<i>Hubris</i>	±0			
<i>Hallow</i>	•			
<i>Heinous</i>	±0			

PHYSICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	+2	2			
Barrage Strike Mod:	+2	2			
Melee Harm Mod [x1]:	+1	1			
Barrage Harm Mod [x1]:	+1	1			
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:	+4	3	1		
Harm Mod [×1]:	+3	2	1		
Harm Mod [×¾] (†):	+3	For some magical attacks, the normal harm mods are three-quartered, halved, or quartered (rounded up)			
Harm Mod [×½] (†):	+2				
Harm Mod [×¼] (†):	+1				

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>	+5		3 + 1	(1×Glt)	(½×Smt) (↓)	1						
<i>Cook</i>	+3		3 + 0	(1×Glt)	(½×Wis) (↓)	0						
<i>Deepfare</i>	±0		0 + 0	(1×Wis)	(½×Brw) (↓)	0						
<i>Dive</i>	+2		1 + 1	(1×Brw)	(½×Lth) (↓)	0						
<i>Farlore</i>	+4		3 + 1	(1×Glt)	(½×Smt) (↓)	0						
<i>Farm</i>				(1×Wis)	(½×Smt) (↓)							
<i>Flaunt</i>				(1×Glt)	(½×Lth) (↓)							
<i>Heed</i>	+2	1	0 + 1	(1×Wis)	(½×Glt) (↓)	0						
<i>Herd</i>				(1×Brw)	(½×Glt) (↓)							
<i>Hew</i>	+2		2 + 0	(1×Smt)	(½×Brw) (↓)	0						
<i>Landfare</i>				(1×Wis)	(½×Brw) (↓)							
<i>Look</i>	+1		0 + 1	(1×Wis)	(½×Glt) (↓)	0						
<i>Lurk</i>	+2		2 + 0	(1×Lth)	(½×Wis) (↓)	0						
<i>Mash</i>	+4		3 + 1	(1×Glt)	(½×Smt) (↓)	0						
<i>Mend</i>	+3		2 + 1	(1×Smt)	(½×Lth) (↓)	0						
<i>Mingle</i>	+4		3 + 1	(1×Glt)	(½×Smt) (↓)	0						
<i>Nighlore</i>	+2		2 + 0	(1×Smt)	(½×Wis) (↓)	0						
<i>Seafare</i>				(1×Glt)	(½×Brw) (↓)							
<i>Search</i>	+3	1	2 + 0	(1×Smt)	(½×Wis) (↓)	0						
<i>Smith</i>				(1×Smt)	(½×Brw) (↓)							
<i>Taw</i>				(1×Wis)	(½×Brw) (↓)							
<i>Toil</i>	+2		1 + 1	(1×Brw)	(½×Glt) (↓)	0						
<i>Trick</i>				(1×Lth)	(½×Glt) (↓)							
<i>Tumble</i>	+3		2 + 1	(1×Lth)	(½×Smt) (↓)	0						
<i>Weave</i>				(1×Wis)	(½×Lth) (↓)							
<i>Wile</i>	+3		3 + 0	(1×Glt)	(½×Wis) (↓)	0						
<i>Writ</i>	+3		2 + 1	(1×Smt)	(½×Lth) (↓)	0						