Dweorg Wizard — 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	**14**	10	2	0	~~1~~	~~1~~	~~2~~							
Ftl	**19**	10	2	2	~~0~~	~~2~~	~~3~~					Armor, shield, and burden penalties only apply to Nml		
Mfl	**20**	10	2	1	~~2~~	~~2~~	~~3~~							

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:
±0	0			

Pneuma Calculations

Total Score:	Level:	Tier Value:	Glt Mod:
9	4	2	3

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:	**20**	**5**	4	2	2	5	2	
Impaired :	**10**	*Impaired* Threshold = [½×(max grit)] (↓)						
Traumatized :	**5**	*Traumatized* Threshold = [¼×(max grit)] (↓)						
Healing Mod:	**2**	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: +1 [sta]; +4 [imp]; +7 [adv]	*Toil* Mod: +1 [sta]; +3 [imp]; +5 [adv]	*Tumble* Mod: +1 [sta]; +2 [imp]; +3 [adv]
Maximum:	**15**	**5**	2	5			**1**	**1**	**1**
Fatigued :	**7**	*Fatigued* Threshold = [½×(max strive)] (↓)							
Exhausted :	**3**	*Exhausted* Threshold = [¼×(max strive)] (↓)							
Hold Breath:	**45**	*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:	**2**	1	1							
Jog Walk:	**1**	Jog Walk = [½×(sprint walk)] (↑) [sta]; [⅝×(sprint walk)] (↑) [imp]; [¾×(sprint walk)] (↑) [adv]								
March Walk:	**1**	March Walk =[¼×(sprint walk)] (↑) [sta; imp]; [⅜×(sprint walk)] (↑) [adv]								
Stride Walk:	**1**	Stride Walk = [⅛×(sprint walk)] (↑)								
Sprint Swim:	**1**	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	1	+(⅛×Lth) (↑) [sta; imp; adv]			
Run Hop:	**3**	2	3	4	2	1	+(¼×Lth) (↑) [sta; imp]; +(⅜×Lth) (↑) [adv]			
Stand Leap:	**4**	3	4	5	3	1	+(½×Lth) (↑) [sta]; +(⅝×Lth) (↑) [imp]; +(¾×Lth) (↑) [adv]			
Run Leap:	**6**	5	7	10	5	1	+(1×Lth) [sta]; +(1½×Lth) (↑) [imp]; +(2×Lth) [adv]			

Burden Weight Calculations

	Total Score:	Folk Mod: 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]	Power Mod:	Object Mod:
Unburdened:	**15**	**15**		
Press Lift:	**98**	Press Lift = [6½×(unburdened carrying capacity)] (↑)		
Thrust Lift:	**68**	Thrust Lift = [4½×(unburdened carrying capacity)] (↑)		
Dead Lift:	**150**	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	**–1**	±0		–1
Whelm	**–2**	–2		
Flare	**±0**	±0		
Frost	**±0**	±0		
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	**±0**			
Charis	•			
Hubris	**±0**			
Hallow	•			
Heinous	**±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]:	**±0**	0			
Barrage Harm Mod [x1]:	**±0**	0			
Melee Harm Mod [×½] (↑):	**±0**	For dual/paired physical attacks, the normal harm mods are halved (rounded up)			
Barrage Harm Mod [×½] (↑):	**±0**				

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

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