HOW TO USE

This will be the first view:

XP pool means how many points there are to spend.

Remaning XP means how many points are left to spend

In the upper right corner there is a switch to change language versions. This only really affects changing the names of Attributes and the name and order of Skills in the table.

This does not affect the calculations.

STEP 1

I am rewriting the values guaranteed by the archetype (still ignoring possible error warnings)

Let's take " Sister Hospitaller" (page 91) as an example.

This archetype gives **Willpower 3**, **Intellect 3**, **Medicae 1**, **Scholar 1** and costs **24** XP.

I enter these values into the calculator:

XP Pool: [100]   Remaining XP: **76**

Attributes

S	T	A	I	Will	Int	Fell
1	1	1	1	3	3	1

Skills

Skill	Value	Skill	Value
Athletics (S)	0	Medicae (Int)	1
Awareness (Int)	0	Persuasion (Fel)	0
Ballistic Skill (A)	0	Pilot (A)	0
Cunning (Fel)	0	Psychic Mastery (Will)	0
Deception (Fel)	0	Scholar (Int)	1
Insight (Fel)	0	Stealth (A)	0

STEP 2

And now the MOST IMPORTANT thing. In the "**XP pool**" field, enter the value so that [XP - Archetype Cost] appears in the " **Remaning XP**" field.

For simplicity's sake, let's assume that we are playing at level 1 without any bonuses or penalties. So the player has 100 XP at his disposal.

$$100 - 24 \text{ (archetype cost)} = 76$$

In this case, it is enough to enter "100" in the XP pool, but this will not always be the case. It is important that "**Remaning XP**" is correct. It depends on the archetype you choose and how many bonuses it provides.

STEP 3

Now you can distribute the remaining points using the arrows.

If you spend too many XP points or break the "Tree of Learning" rule, the calculator will display an appropriate message but will allow you to continue.

When finished it will look something like this:

XP Pool: [100] Remaining XP: **0**

Attributes

S	T	A	I	Will	Int	Fell
1	4	4	4	3	4	2

Skills

Skill	Value	Skill	Value
Athletics (S)	1	Medicae (Int)	1
Awareness (Int)	0	Persuasion (Fel)	0
Ballistic Skill (A)	0	Pilot (A)	0
Cunning (Fel)	0	Psychic Mastery (Will)	0
Deception (Fel)	0	Scholar (Int)	1

If any attribute exceeds the value of 8 (max for a human), the background will change to gray.
The maximum value for the attribute is 12 and the maximum value for the skill is 8 (according to the tables in the core rulebook).

Further modifications

```
/* Inicjalizacja po załadowaniu strony / Initialization after page load */
document.addEventListener('DOMContentLoaded', function() {
  // --- Obiekt tłumaczeń dla obsługi wielu języków / Translation object for multi-language sup
  const translations = {
    pl: {
      labels: {
        xpPool: 'Pula XP do wydania:',
        remainingXP: 'Pozostało:',
        attributesHeader: 'Atrybuty',
        skillsHeader: 'Umiejętności',
        talentsHeader: 'Talenty, wiara, moce psioniczne, archetypy, pakiety wyniesienia i inne'
        skillsTableHeaders: ['Umiejętność', 'Wartość', 'Umiejętność', 'Wartość'],
        talentsTableHeaders: ['Nazwa', 'Koszt', 'Nazwa', 'Koszt'],
        footerText: 'Wykonane przez Spaczoną Inteligencję'
      },
      attributes: ['S', 'Wt', 'Zr', 'I', 'SW', 'Int', 'Ogd'],
      skillsColumn1: [
        'Analiza (Int)', 'Atletyka (S)', 'Czujność (Int)', 'Dowodzenie (SW)', 'Intuicja (Ogd)',
        'Korzystanie z technologii (Int)', 'Medycyna (Int)', 'Mistrzostwo psioniczne (SW)', 'Os
      ],
      skillsColumn2: [
        'Perswazja (Ogd)', 'Pilotaż (Zr)', 'Przebiegłość (Ogd)', 'Przetrwanie (SW)', 'Ukrywanie
        'Umiejętności strzeleckie (Zr)', 'Walka wręcz (I)', 'Wiedza ogólna (Int)', 'Zastraszani
      ],
      errors: {
        tooMuchXP: 'Przekroczono dostępną pulę XP!',
        treeOfLearning: 'Niezgodność z zasadą Drzewa Nauki (str. 25)',
        languageChangeWarning: 'Zmiana języka spowoduje zresetowanie wszystkich danych. Czy na
      }
    },
    en: {
      labels: {
        xpPool: 'XP Pool:',
        remainingXP: 'Remaining XP:',
        attributesHeader: 'Attributes',
        skillsHeader: 'Skills',
        talentsHeader: 'Talents, Faith, Psionic Powers, Archetypes, Ascension Packages, and Oth
        skillsTableHeaders: ['Skill', 'Value', 'Skill', 'Value'],
        talentsTableHeaders: ['Name', 'Cost', 'Name', 'Cost'],
```

The code is flexible when it comes to adding additional language versions. Contains definitions of all names used in the application and the order in which they appear in the Skills table.

All comments are also in English.