

Wrincewind's Living Armour Planner!*

Name	1	2	3	4	5	6	7	8	9	10	desired?	Cost	Max available Level	Effect
Pincushion	4	9	16	30	60	90	125	165	210	250	4	30	4	Reduces damage from incoming arrows by 60%.
Dwarvern Might	5	10	18	32	60	90	140	180	240	300	0	0	0	
Experienced	7	13	22	40	65	90	130	180	250	350	0	0	0	
Soft Fall	2	5	9	15	25						0	0	0	
Gift of Ignis	2	6	14	25	40						0	0	0	
Healthy	5	12	20	35	49	78	110	160	215	320	0	0	0	
Strong Legs	3	6	11	23	37	50	70	100	140	200	3	11	3	Increases Jump height by 2 blocks, and grants 30% fall resistance.
Body Builder	3	7	13	26	42						4	26	4	Reduces knockback by 80% and grants you 2 additional hearts.
Tough	5	10	18	35	65	100	140	190	250	300	6	100	6	Protects you from an additional 75% of incoming melee damage.
Poison Resistance	2	6	14	25	40						0	0	0	
Tough Palms	7	13	22	40	65	90	130	180	250	350	0	0	0	
Quick Feet	3	7	13	26	42	60	90	130	180	250	5	42	5	Gives you a 50% increase to your speed.
Charging Strike	3	7	15	25	40						0	0	0	
Socketed	10	30	70	150	310						0	0	0	
Fierce Strike	5	12	20	35	49	78	110	160	215	320	9	215	9	Melee Attacks do +6 damage.
Brilliance	6	10	18	25	40						5	40	5	Grants +5 Armour and +8 Toughness.
Repair	25										1	25	1	Repairs a random piece of armour by 1 point every 100 ticks.
Battle Hungry	-10	-20	-35	-50	-75						0	0	5	
Crippled Arm	-150										0	0	1	
Leadened Pick	-10	-17	-28	-42	-60	-80	-100	-125	-160	-200	0	0	10	
Dulled Blade	-10	-17	-28	-42	-60	-80	-100	-125	-160	-200	0	0	10	
Quenched	-100										1	-100	1	Prevents you from drinking potions.
Diseased	-10	-17	-28	-42	-60	-80	-100	-125	-160	-200	0	0	10	
Limp Leg	-10	-17	-23	-35	-48	-60	-80	-115	-160	-200	0	0	10	
Storm Trooper	-10	-25	-40	-65	-90						5	-90	5	Makes your shots 20% less accurate.
Concrete Shoes	-10	-17	-28	-42	-60	-80	-100	-125	-160	-200	0	0	10	
	1	2	3	4	5	6	7	8	9	10				
											Sum:	299		
											Cap	300		(Change to 100 if you have not performed the Ritual of Living Evolution)
											Leftover	1		
<p>*By using this calculator, you agree to spell Armour with a U. Or at least agree that it should be spelled with a U. In principle.</p>														
<p>P.S. you should probably make a copy of this sheet if you plan to have more than a cursory look at it...</p>														

Block	Type	Amount	(Assuming default loadouts - check your modpack!)		
Potatoes	Crop	1	best crop:	potatoes	
Carrots	Crop	1		nether_wart	
Wheat	Crop	1	best earthen:	farmland	
Nether_Wart	Crop	1	best fire:	soul fire	
Beetroots	Crop	1	best lava	lava(???)	
Farmland	Earthen	1	best plant	nether wart blocks	
Soul_Sand	Earthen	0.75	best tree	logs	
Soul_Soil	Earthen	0.75	best water	life essence	
Grassblock	Earthen	0.5			
Dirt	Earthen	0.25			
Soul_Fire	Fire	1.2			
Fireblock	Fire	1			
Crimson_Nylium	Fire	0.75			
Warped_Nylium	Fire	0.75			
Netherrack	Fire	0.5			
Candle (All Colours)	Fire	0.2			
Lava	Lava	1.2			
Nether_Wart_Block	Plant	1			
Warped_Wart_Block	Plant	1			
Weeping_Vines	Plant	0.5			
Twisting_Vines	Plant	0.5			
Vine	Plant	0.25			
Leavesblock	Plant	1			
Logs	Tree	1			
Life Essence	Water	1.5			
Water	Water	1			
Waterlogged Source	Water	1			

Charging Strike		(Joint Attack)				
XP	Cost	Bonus Damage	Bonus Knockback			
200	3	50%	1	0	10%	Grants you 50% bonus damage when sprinting, and knocks mobs back an additional 1 Block.
800	7	75%	2	0	20%	Grants you 75% bonus damage when sprinting, and knocks mobs back an additional 2 Blocks.
1300	15	100%	3	0	30%	Grants you 100% bonus damage when sprinting, and knocks mobs back an additional 3 Blocks.
2500	25	125%	4	0	40%	Grants you 125% bonus damage when sprinting, and knocks mobs back an additional 4 Blocks.
3800	40	150%	5	0	50%	Grants you 150% bonus damage when sprinting, and knocks mobs back an additional 5 Blocks.
Quick Feet		(Speed)				
XP	Cost	Speed Level	Speed Bonus			
200	3	0	10%	0	10%	Grants you a 10% increase to your speed.
1000	7	0	20%	0	20%	Grants you a 20% increase to your speed.
2000	13	0	30%	0	30%	Grants you a 30% increase to your speed.
4000	26	0	40%	0	40%	Grants you a 40% increase to your speed.
7000	42	0	50%	0	50%	Grants you a 50% increase to your speed.
15000	80	20	0	70%	70%	Grants you a 70% increase to your speed, and grants you Speed 1 for 1 seconds when sprinting.
25000	90	40	0	80%	80%	Grants you a 80% increase to your speed, and grants you Speed 1 for 3 seconds when sprinting.
35000	130	60	1	110%	110%	Grants you a 110% increase to your speed, and grants you Speed 2 for 3 seconds when sprinting.
50000	180	100	1	130%	130%	Grants you a 130% increase to your speed, and grants you Speed 2 for 5 seconds when sprinting.
70000	250	200	2	150%	150%	Grants you a 150% increase to your speed, and grants you Speed 3 for 10 seconds when sprinting.
Tough Palms		(Self Sacrifice)				
XP	Cost	Bonus LP				
30	7	15%				Grants you 15% bonus LP when self-sacrificing.
200	13	30%				Grants you 30% bonus LP when self-sacrificing.
400	22	45%				Grants you 45% bonus LP when self-sacrificing.
700	40	60%				Grants you 60% bonus LP when self-sacrificing.
1100	65	75%				Grants you 75% bonus LP when self-sacrificing.
1500	90	90%				Grants you 90% bonus LP when self-sacrificing.
2000	130	105%				Grants you 105% bonus LP when self-sacrificing.
2800	180	120%				Grants you 120% bonus LP when self-sacrificing.
3800	250	135%				Grants you 135% bonus LP when self-sacrificing.
5000	350	150%				Grants you 150% bonus LP when self-sacrificing.
Poison Resistance		(Poison Resist)				
XP	Cost	CoolDown	Max_Cure			
1200	2	1200	0			Cures the player of Poison 1 or weaker every 60 seconds.
3600	6	800	1			Cures the player of Poison 2 or weaker every 40 seconds.
12000	14	600	2			Cures the player of Poison 3 or weaker every 30 seconds.
24000	25	300	2			Cures the player of Poison 3 or weaker every 15 seconds.
30000	40	100	3			Cures the player of Poison 4 or weaker every 5 seconds.
Tough		(Physical Protect)				
XP	Cost	Bonus Protection				
30	5	10%				Protects you from an additional 10% of incoming melee damage.
200	10	20%				Protects you from an additional 20% of incoming melee damage.
400	18	40%				Protects you from an additional 40% of incoming melee damage.
800	35	60%				Protects you from an additional 60% of incoming melee damage.
1500	65	70%				Protects you from an additional 70% of incoming melee damage.
2500	100	75%				Protects you from an additional 75% of incoming melee damage.
3500	140	77%				Protects you from an additional 77% of incoming melee damage.
5000	190	80%				Protects you from an additional 80% of incoming melee damage.
7000	250	83%				Protects you from an additional 83% of incoming melee damage.
15000	300	85%				Protects you from an additional 85% of incoming melee damage.
Body Bulster		(Knockback Resist)				
XP	Cost	Knockback Resist	Bonus HP			
100	3	20%	0			Reduces knockback by 20%.
200	7	40%	0			Reduces knockback by 40%.
300	13	60%	0			Reduces knockback by 60%.
500	25	80%	4			Reduces knockback by 80% and grants you 2 additional hearts.
1000	42	100%	10			Reduces knockback by 100% and grants you 6 additional hearts.
Strong Legs		(Jump)				
XP	Cost	Jump Boost	Fall Resist: Height (checked in game)			
30	3	0.1	0.1	0.5		Increases Jump height by 0.5 blocks, and grants 10% fall resistance.
200	6	0.2	0.2	1.5		Increases Jump height by 1.5 blocks, and grants 20% fall resistance.
400	11	0.3	0.3	2		Increases Jump height by 3 blocks, and grants 30% fall resistance.
700	23	0.4	0.4	3		Increases Jump height by 3 blocks, and grants 40% fall resistance.
1100	37	0.5	0.5	4		Increases Jump height by 4 blocks, and grants 50% fall resistance.
1500	50	0.7	0.6	6		Increases Jump height by 6 blocks, and grants 50% fall resistance.
2000	70	0.75	0.7	6.5		Increases Jump height by 6.5 blocks, and grants 70% fall resistance.
2800	100	0.9	0.75	9		Increases Jump height by 9 blocks, and grants 75% fall resistance.
3600	140	1.1	0.8	11		Increases Jump height by 11 blocks, and grants 80% fall resistance.
6000	200	1.3	0.85	15		Increases Jump height by 15 blocks, and grants 80% fall resistance.
Healthy		(Health)				
XP	Cost	Bonus HP				
80	5	4				Grants 2 bonus hearts.
200	12	8				Grants 4 bonus hearts.
340	20	12				Grants 6 bonus hearts.
540	35	16				Grants 8 bonus hearts.
800	49	20				Grants 10 bonus hearts.
1000	75	25				Grants 13 bonus hearts.
2800	110	32				Grants 16 bonus hearts.
5000	180	38				Grants 19 bonus hearts.
7800	215	44				Grants 22 bonus hearts.
10000	320	50				Grants 25 bonus hearts.
Grave Digger		(Bonus Damage)				
XP	Cost	Bonus Damage				
200	5	1				
800	12	2				
1300	20	3				
2600	35	4				
3800	49	5				
5000	75	6				
7000	110	7				
9200	180	8				
11500	215	9				
14000	320	10				
Gift of Igns		(Fire Resist)				
XP	Cost	CoolDown Time	Duration			
1200	2	6000	800			Grants Fire Resist for 30 seconds when on fire. Has a 300 second cool-down.
3600	6	4000	600			Grants Fire Resist for 30 seconds when on fire. Has a 240 second cool-down.
12000	14	4800	800			Grants Fire Resist for 40 seconds when on fire. Has a 240 second cool-down.
24000	25	3600	1000			Grants Fire Resist for 50 seconds when on fire. Has a 180 second cool-down.
30000	40	2400	1200			Grants Fire Resist for 60 seconds when on fire. Has a 120 second cool-down.
Soft Fall		(Fall Protection)				
XP	Cost	Fall Protection				
30	2	20%				Reduces fall damage by 20%.
200	5	40%				Reduces fall damage by 40%.
400	9	60%				Reduces fall damage by 60%.
800	15	80%				Reduces fall damage by 80%.
1500	25	100%				Reduces fall damage by 100%.
Experienced		(Experienced)				
XP	Cost	Bonus XP	(Risk)			
100	7	15%				Grants 15% additional experience when killing mobs.
400	13	30%				Grants 30% additional experience when killing mobs.
1000	22	45%				Grants 45% additional experience when killing mobs.
1600	40	60%				Grants 60% additional experience when killing mobs.
3000	66	75%				Grants 75% additional experience when killing mobs.
6000	90	90%				Grants 90% additional experience when killing mobs.
7000	130	105%				Grants 105% additional experience when killing mobs.
9000	180	120%				Grants 120% additional experience when killing mobs.
11500	250	135%				Grants 135% additional experience when killing mobs.
14000	350	150%				Grants 150% additional experience when killing mobs.
Dwarven Mgt		(Digging)				
XP	Cost	Speed Time	Speed Level	Bonus Speed		
128	5	0	0	10%		Increases mining speed by 10%.
512	10	0	0	20%		Increases mining speed by 20% and grants you Haste 1 for 2.5 seconds when mining.
1024	18	0	0	30%		Increases mining speed by 30% and grants you Haste 1 for 3 seconds when mining.
2048	32	0	1	40%		Increases mining speed by 40% and grants you Haste 2 for 5 seconds when mining.
8192	60	100	1	50%		Increases mining speed by 50% and grants you Haste 2 for 5 seconds when mining.
16000	90	100	1	60%		Increases mining speed by 60% and grants you Haste 2 for 5 seconds when mining.
32000	140	100	1	80%		Increases mining speed by 80% and grants you Haste 2 for 5 seconds when mining.
80000	180	150	1	100%		Increases mining speed by 100% and grants you Haste 2 for 7.5 seconds when mining.
80000	240	150	2	120%		Increases mining speed by 120% and grants you Haste 3 for 7.5 seconds when mining.
150000	300	150	2	150%		Increases mining speed by 150% and grants you Haste 3 for 7.5 seconds when mining.
Critical Strike		(Damage Boost)				
XP	Cost	Damage Boost				
200	5	10%				
800	12	20%				
1300	22	30%				
2500	35	40%				
3000	49	50%				
Arrow Shot		...				
XP	Cost					
50	20					
200	50					
700	90					
1500	160					
3000	290					
Pouchon		(Arrow Protect)				
XP	Cost	Protection				
30	4	10%				Reduces damage from incoming arrows by 10%.
200	9	30%				Reduces damage from incoming arrows by 30%.
400	16	40%				Reduces damage from incoming arrows by 40%.

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303 207
-17 31 -65

800	30	60%					Reduces damage from incoming arrows by 60%.
1500	60	70%					Reduces damage from incoming arrows by 70%.
2500	90	75%					Reduces damage from incoming arrows by 75%.
3500	125	77%					Reduces damage from incoming arrows by 77%.
5000	160	80%					Reduces damage from incoming arrows by 80%.
7000	210	83%					Reduces damage from incoming arrows by 83%.
15000	250	85%					Reduces damage from incoming arrows by 85%.
sockets							
XP Cost			Bonus Sockets				
1	10	1					Grants an extra Curio Socket.
2	30	2					Grants 2 extra Curio Sockets.
3	70	3					Grants 3 extra Curio Sockets.
4	150	4					Grants 4 extra Curio Sockets.
5	310	5					Grants 5 extra Curio Sockets.
Fierce Strike							
XP Cost			melee_damage				
			Damage				
200	5	0.5					Melee Attacks do +0.5 damage.
800	12	1					Melee Attacks do +1 damage.
1500	25	1.5					Melee Attacks do +1.5 damage.
2500	35	2					Melee Attacks do +2 damage.
3800	49	2.5					Melee Attacks do +2.5 damage.
5000	78	3					Melee Attacks do +3 damage.
7000	110	4					Melee Attacks do +4 damage.
9200	160	5					Melee Attacks do +5 damage.
11500	215	6					Melee Attacks do +6 damage.
14000	300	7					Melee Attacks do +7 damage.
Brilliance							
XP Cost			diamond_protect		Toughness		
			Armour				
5	6	1			2		Grants +1 Armour and +2 Toughness.
10	10	2			4		Grants +2 Armour and +4 Toughness.
15	18	3			6		Grants +3 Armour and +6 Toughness.
20	25	4			7		Grants +4 Armour and +7 Toughness.
25	40	5			8		Grants +5 Armour and +8 Toughness.
Repair							
XP Cost			Interval				
500	25	100					Repairs a random piece of armour by 1 point every 100 ticks.
Battle Hungry							
XP Cost			Delay		Exhaustion		
10	-10	600		0.02			Gives you 0.02 points of exhaustion if you haven't been in combat for 600 seconds, making you get hungrier faster.
20	-20	600		0.04			Gives you 0.04 points of exhaustion if you haven't been in combat for 600 seconds, making you get hungrier faster.
35	-35	600		0.06			Gives you 0.06 points of exhaustion if you haven't been in combat for 600 seconds, making you get hungrier faster.
50	-50	600		0.08			Gives you 0.08 points of exhaustion if you haven't been in combat for 600 seconds, making you get hungrier faster.
75	-75	400		0.1			Gives you 0.1 points of exhaustion if you haven't been in combat for 400 seconds, making you get hungrier faster.
Crippled Arm							
XP Cost			crippled_arm				
150	-150						Prevents you from using any item held in your offhand.
Leadened Pick							
XP Cost			dig_slowdown				
			Speed Modifier				
10	-10	-0.1					Reduces your mining speed by 10%.
17	-17	-0.2					Reduces your mining speed by 20%.
28	-28	-0.3					Reduces your mining speed by 30%.
42	-42	-0.4					Reduces your mining speed by 40%.
60	-60	-0.45					Reduces your mining speed by 45%.
80	-80	-0.5					Reduces your mining speed by 50%.
100	-100	-0.6					Reduces your mining speed by 60%.
125	-125	-0.65					Reduces your mining speed by 65%.
160	-160	-0.7					Reduces your mining speed by 70%.
200	-200	-0.8					Reduces your mining speed by 80%.
Dulled Blade							
XP Cost			melee_decrease				
			Damage Penalty				
10	-10	-0.1					Reduces your melee attack damage by 10%.
17	-17	-0.2					Reduces your melee attack damage by 20%.
28	-28	-0.25					Reduces your melee attack damage by 25%.
42	-42	-0.3					Reduces your melee attack damage by 30%.
60	-60	-0.35					Reduces your melee attack damage by 35%.
80	-80	-0.4					Reduces your melee attack damage by 40%.
100	-100	-0.5					Reduces your melee attack damage by 50%.
125	-125	-0.6					Reduces your melee attack damage by 60%.
160	-160	-0.7					Reduces your melee attack damage by 70%.
200	-200	-0.8					Reduces your melee attack damage by 80%.
Quenched							
XP Cost			quenched				
100	-100						Prevents you from drinking potions.
Diseased							
XP Cost			slow_heal				
			Heal Modifier				
10	-10	-0.1					All sources of healing will be 10% less effective.
17	-17	-0.2					All sources of healing will be 20% less effective.
28	-28	-0.3					All sources of healing will be 30% less effective.
42	-42	-0.4					All sources of healing will be 40% less effective.
60	-60	-0.45					All sources of healing will be 45% less effective.
80	-80	-0.5					All sources of healing will be 50% less effective.
100	-100	-0.6					All sources of healing will be 60% less effective.
125	-125	-0.65					All sources of healing will be 65% less effective.
160	-160	-0.7					All sources of healing will be 70% less effective.
200	-200	-0.8					All sources of healing will be 80% less effective.
Limp Leg							
XP Cost			speed_decrease				
			Speed Modifier				
10	-10	-0.1					Reduces your movement speed by 10%.
17	-17	-0.2					Reduces your movement speed by 20%.
28	-28	-0.3					Reduces your movement speed by 30%.
42	-42	-0.4					Reduces your movement speed by 40%.
60	-60	-0.45					Reduces your movement speed by 45%.
80	-80	-0.5					Reduces your movement speed by 50%.
100	-100	-0.55					Reduces your movement speed by 55%.
125	-125	-0.6					Reduces your movement speed by 60%.
160	-160	-0.65					Reduces your movement speed by 65%.
200	-200	-0.7					Reduces your movement speed by 70%.
Storm Trooper							
XP Cost			storm_trooper				
			Accuracy				
10	-10	0.04					Makes your shots 4% less accurate.
25	-25	0.08					Makes your shots 8% less accurate.
40	-40	0.12					Makes your shots 12% less accurate.
65	-65	0.16					Makes your shots 16% less accurate.
90	-90	0.2					Makes your shots 20% less accurate.
Concrete Shoes							
XP Cost			swim_decrease				
			Speed Modifier				
10	-10	-0.1					Reduces your movement speed in water by 10%.
17	-17	-0.2					Reduces your movement speed in water by 20%.
28	-28	-0.25					Reduces your movement speed in water by 25%.
42	-42	-0.3					Reduces your movement speed in water by 30%.
60	-60	-0.35					Reduces your movement speed in water by 35%.
80	-80	-0.4					Reduces your movement speed in water by 40%.
100	-100	-0.5					Reduces your movement speed in water by 50%.
125	-125	-0.6					Reduces your movement speed in water by 60%.
160	-160	-0.7					Reduces your movement speed in water by 70%.
200	-200	-0.8					Reduces your movement speed in water by 80%.