



Metal, Magic AND Lore



Character Codicil Role-Playing Card

Choosing the Best Skill to Use

- **Directly Related Skill** = Use the Skill + Task; Task is considered familiar, so used normally
- **Partially Related Skill** = Use half the chosen Skill + Task made 1 rank more difficult than normal
- **No related Skill** = Use a Skill of 00% + Task made 2 ranks more difficult than normal
- **If character is familiar with Task** = Any Task that was made more difficult is made easier by 1 rank

Skill Synergy Uses and Limitations

- **Fast Action sequences** = Only Local, Cultural Knowledge and Vocation skills are allowed Synergies
- **Role Play or Montage sequences** = 1 Skill Synergy from character + 1 from another character allowed
- **Story sequences** = 3 Skill Synergies from character + 2 each from others allowed; GM may limit these

Racial Tolerance Modifiers: Apply to Success Chances when dealing with a character for the first time

Race of Character attempting Skill check	Race of the Character being interacted with, and resulting modifier					
	Dwarf	Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Dwarf	+20%	-10%	-10%	-10%	-10%	-10%
Gnome	-30%					
Elf, Gray	-10%	-10%	+10%	-10%		-10%
Elf, Wood	-20%		-10%			
Hilfolk	-10%				+30%	-10%
Man	-10%		-10%	-20%		

Characters or communities Familiar with each other apply a situation modifier of +30% to these numbers.

When Character Actions Oppose Each Other: Comparing Chances and Die Rolls

Situation	Result
One character succeeds and the other fails, OR one character Critically succeeds and the other succeeds normally	The character who succeeded or Critically succeeded respectively accomplishes his desired result, the other does not
One character fails and the other Critically fails	The character with the normal failure accomplishes his desired result with some limitation as determined by the GM
Both characters succeed OR both Critically succeed	The character whose roll succeeds with the greatest numerical margin of success accomplishes his desired result with some limitation determined by the GM
Both characters fail OR both Critically fail	GM determines results which compromises both characters' desires

Using Languages

	Elfin Family	Mannish Family	Dwarven Family
DIALECTS	Gold Elfin, Vale Elfin	Kalish, Normannish, Nyrish, Vawnish	Caliphish, Seskish
DIALECTS	Navan Elfin, Gray Elfin	Aacheish, Gallish, Trade Tongue, Vilmyrish, Vosmyrish, Western Mannish	Gnomish, Shrejish, Ugharish
ROOTS	High Elfin	Ancient Mannish	Old Dwarven

Language related Action	Between Dialects	Between Families
Common conversation; conveying simple ideas	SIM +70%	CHA +35%
Detailed conversation; conveying complex ideas	CHA +35%	ARD +0%
For reading and comprehension of text	As above using Literacy Skill	As above using Literacy Skill

For New Meeting, if attempted during a Montage Sequence or longer, +20%.

To Convey Under Pressure, requires 1-2 Rounds, and both characters must make skill checks successfully.

If trying to Pass as a Native of a land, -20%, plus other skill successes necessary.



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Combat Card

Multiple Defenses: JR page 107 - Characters are allowed same amount of defense rolls as actions. Subsequent rolls Situation Modifier -20%, -40%, -60%, etc.

Called Shot: PR page 200, JR page 121 - Declared during initiative against body part, Situation Modifier -10%, Initiative -5. Specific position by die roll, **Head:** d8, roll again if result is 8, **Chest, Upper Back:** d8, count positions, **Abdomen, Lower Back:** d8 count positions, **Arm, Leg:** d6 count positions. **Called Shot to specific position** is Situation Modifier of -30% to Attack.

Aiming Mechanical Weapon: PR page 215 - Declared during initiative, removes weapon Initiative Modifier. After 1st action aim, Situation Modifier +20%, after 2nd Round aim, Situation Modifier +10%, Wielder may move at Crawl pace and maintain aim bonuses.

Firing from Behind a Barrier: PR page 212, 219 - Wielder pops up to fire, Situation Modifier -10%, enemy combatants return fire at Situation Modifier -20% if the combatants have first action in the sequence.

Dodging: PR page 219 - Uses higher of Dodge skill or Default Martial skill, no actions for balance of Round.

Ducking or Dodging Melee Weapons: PR page 197 - Against weapons with Initiative Modifier 1-5, Task is Demanding +15%, against weapons with Initiative Modifier 6-10, Task is Arduous +0%.



Player's Rulebook

Racial Weapon modifiers: PR pages 206, 213, 219
Defending against Missile Weapons: PR page 219
Surface Damage: PR page 225
Blunt Trauma: PR page 226
Defending with Shield only: PR page 228
Hand to Hand: PR page 229
Attacks from Above and Below: PR page 238

Journeyman's Rules

Fighting Aggressively: JR page 122
Fighting Defensively: JR page 123
Controlling an Area: JR page 123
Pressing: JR page 125
Collisions: JR page 127
Throwing an Opponent: JR page 140
Throwing Objects: JR page 140