

**Metal, Magic
AND Lore®**

Secondary Attributes

| | |
|---|--|
| Willpower | $(\text{Hlth} + (\text{Pres} * 2)) / 3$ |
| Evocation | $(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will})$ |
| Perception | $(\text{Int} + \text{Reas} + \text{Crea}) / 3$ |
| % Mod to Missile/Casting | % |
| System Strength | $((\text{Hlth} * 2) + \text{Pres}) / 3$ |
| Fitness | $(\text{Str} + \text{Hlth}) / 2$ |
| Fitness Modifier | |
| Load | $(\text{Fitness Mod} * \text{Stature}) + \text{AgeMod}$ |
| Points to Damage (Size M Weapons only) | |
| Maximum Overhead Lift | $\text{Load} * 2$ |
| Maximum Dead Lift | $\text{Load} * 4$ |

Hit Points

The diagram shows a character's body parts with their respective HP and Damage values:

- Head:** HP 100, Damage 100
- Left Arm:** HP 100, Damage 100
- Chest:** HP 100, Damage 100
- Right Arm:** HP 100, Damage 100
- Abdomen:** HP 100, Damage 100
- Left Leg:** HP 100, Damage 100
- Right Leg:** HP 100, Damage 100

Fast Action Initiatives

| | Attribute | Move Ratios | Senses | Movement | Total |
|--------|-----------|-------------|--------|----------|-------|
| Casual | | | | | |
| Travel | | | | | |
| Combat | | | | | |

| Knockdown | |
|-----------|--|
| Casual | |
| Travel | |
| Combat | |



Melee Weapons

| | | | | | | | | | | |
|---|--|-------------|------------|-------------------|---|----------------------------|--|------------------|-----------------------|--|
| Modifiers to Attack and Defend from either: | | Strength | | % or Coordination | | Points to Damage from Load | | | | |
| Shield Use skill: | | % | Modifiers: | | - | % to Attack w/ shield | | + | % to Defend w/ shield | |
| Weapon and Initiative | | Initiatives | Base | Attack Numbers | | Defense Numbers | | Lethality / Type | | |
| Weapon: | | | % | | | | | | | |
| Weapon: | | | % | | | | | | | |
| Weapon: | | | % | | | | | | | |
| Weapon: | | | % | | | | | | | |
| Unfamiliar Melee Weapon | | | | | | | | | | |

Missile or Thrown Weapons

| | | | | | | | | | | |
|----------------------------------|--|--------------|------|--------------------|--|---------------|---------------|----------|-------------|---|
| Modifiers to Attack from either: | | Coordination | | % or Perception | | | | % | | |
| Weapon and Initiative | | Initiatives | Base | Ranges (in Yards): | | Point Blank (|) Effective (|) Long (|) Extreme (|) |
| | | | % | Chances to Attack | | | | | | |
| Accuracy Modifier: | | | % | Lethality/Type | | | | | | |
| Weapon and Initiative | | Initiatives | Base | Ranges (in Yards): | | Point Blank (|) Effective (|) Long (|) Extreme (|) |
| | | | % | Chances to Attack | | | | | | |
| Accuracy Modifier: | | | % | Lethality/Type | | | | | | |
| Weapon and Initiative | | Initiatives | Base | Ranges (in Yards): | | Point Blank (|) Effective (|) Long (|) Extreme (|) |
| | | | % | Chances to Attack | | | | | | |
| Accuracy Modifier: | | | % | Lethality/Type | | | | | | |
| Unfamiliar Missile Weapon | | | | | | | | | | |

Unarmed Combat

| | | | | | | | |
|---|--|----------|--|-------------------|--|------------|--|
| Modifiers to Attack and Defend from either: | | Strength | | % or Coordination | | Initiative | |
| Skill | | Base | | Notes | | | |
| | | % | | | | | |
| | | % | | | | | |
| | | % | | | | | |

Possessions

| | | | |
|-----------|--|--------|-------------|
| On Person | Cas / Tra / Com | Weight | Owned/Other |
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | |
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Resources

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| Region | Rating |
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Total Weight Carried

| | | |
|--------|--------|--------|
| Casual | Travel | Combat |
| | | |

Coin

| | |
|-----------|-------------|
| On Person | Owned/Other |
| | |

Magical Abilities

| | | | | |
|---------------------|---|--------------|------------|-------------------|
| Evocation Points | / | Magic School | Base Skill | Notes from Gender |
| | | | % | |
| Notes and Modifiers | | | % | |

Spells and Symbols

| | | | | | | |
|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

| | | | | | | |
|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

| | | | | | | |
|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

| | | | | | | |
|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

| | | | | | | |
|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

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|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

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|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

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|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

| | | | | | | |
|------------------|--------------|---------------|-------------|------------------|-----------------------|---|
| Spell or Symbol: | | | | PRB Page Number: | | |
| Components: | | | Difficulty: | % | Calculations to Cast: | % |
| Base EP: | Adjusted EP: | Casting Time: | Range: | | Duration: | |
| Effects: | | | | | | |

Positions Covered, Weight and Cost by Armor Piece

| Head and Neck Armor | Positions Covered | Weight | Cost |
|-------------------------------|-------------------|--------|------|
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| Upper Body Armor | Positions Covered | Weight | Cost |
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| Lower Body Armor | Positions Covered | Weight | Cost |
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| | | | |
| Package Total Weight and Cost | | | |

Summary of Armor Protection Values by Hit Position

[illegible]



Places



Things

