

Metacreator Revealed: System Reference Document game system template

The most common difficulty in generating custom data sheet entries for Metacreator is making automatic adjustments or modifications to values for abilities, armor class, saving throws, etc. This document uses examples from the SRD template of adjustments to values. It is organized by the type of data being changed.

It is assumed that you have read the Metacreator Help chapter "Data Sheets". To see this section, press F1 after you have opened a datasheet within Metacreator, using the File | Open command with Files of Type Data Sheet selected. Another helpful section is in the SRD Manual, "Adjustment Bonuses". You can find this via the Index under the key words "Adjustment bonuses".

The tables below present examples of adjustments, where you can find the example, and additional information regarding the entry. Since there is a great deal of Help manual information, rather than repeat it here I will simply point you to it.

1. Abilities

There are many ways to set and modify abilities. Here are several examples.

	Example	Where to find	Notes
A	Configuration Options: Roll, Set Abilities, Buy Abilities, Standard Rolls	When a *.chr character is open, use the Metacreator pull-down menu: Data Commands Configuration Options Character Generation	Click on the Help button inside the Character Generation dialog box for explanations of the four types.
B	Configuration Dialog – enter Increase /Decrease directly	When a *.chr character is open, use the Metacreator pull-down menu: Data Configuration.	Enter a positive or negative number in the Inc field.
C	Level Advancement	Set the levels where abilities are increased in the Configuration Options: Data Commands Configuration Options Character Generation, by typing in the box marked Ability Increase Frequency.	For example, if you want ability increases at level 4, 8, etc, type 4 in the Ability Increase Frequency box.
D	Magic Item, such as Cloak of Charisma +2	MagicItems.mds, in the Equipment/Magic Items/Wondrous Items folder. The adjustment is made in the adj column of the wonditem macro, CHAadj+mia(2).	Most macros have an adj column where you can make this kind of entry. The function mia means Magic Item Active and causes the adjustment to be made only if the item is worn or active. If the entry was CHAadj+2, it would apply no matter what the item's location was.
E	Magic Armor, such as Breastplate of Command which adds 2 to Charisma	MagicItems.mds, in the Equipment/Magic Items/Magic Armor folder. The adjustment is made on the line following the marmor macro, as an Option. The Edit Option Dialog shows all the information. Click the Help button for an explanation of each field. The Expression field is where you enter the adjustment equation, in this case CHAadj+mia(x).	Since the magic armor macro doesn't have an adj column, you need to add an option for this. Add an adjustment option with the Metacreator pull-down menu Insert Option Generic Adjustment, or Insert New Option and click the Adjustment radio button. Always put the Option below the macro that you want it to apply to.
F	Magic Tome, such as Tome of Leadership and Influence +2	This item is also in the Wondrous Items folder. The abilbook macro has the ability adjustment built in. Enter the ability and increase in the columns labeled as such.	When the character possesses the item and clicks the "book read" box, the ability increase will be made.

G	Race, such as Dwarf (CON+2, CHA-2)	Fantasy.mds, in the Races folder. The adjustment is made in the adj column of the race macro, CONadj+2, CHAadj-2.	Take a look at the dialog box that appears when you click the Dwarf's adj column entry. All of the racial adjustments are made here.
H	Racial Template, such as Half-Celestial (Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4)	Templates.mds, in the Races/Templates folder. The template macro has the ability adjustments directly entered in the columns str, dex, con, int, wis and cha.	So easy!
I	A conditional Special Ability, such as the Rage of the Barbarian class. Also look at Greater Rage and Mighty Rage.	Fantasy.mds in the Special Abilities folder, Barbarian. The conditional adjustment is an Expression Option (see 1E), in order to format it for display in the Rage description. It will be adjusted as the Barbarian advances and receives Greater Rage and Mighty Rage.	Note that Greater Rage is able to put the Rage bonuses in the adj column, and they will modify the description in Rage.

2. Armor Class

Open your character's Statistics window to view all the components of his Armor Class.

	Example	Where to find	Notes
A	Armor, such as Chainmail (+5 AC bonus)	Fantasy.mds in the Armor/Medium Armor folder. The armor macro has a bonus column where the AC bonus for armor is directly entered. In this example, it is +5.	
B	Magic Armor, such as Breastplate of Command (+5 AC for normal breastplate and +2 AC enhancement)	MagicItems.mds, in the Equipment/Magic Items/Magic Armor folder. Use the format +5+3 to show the normal and enhancement adjustments.	The AC Bonus must show the split between normal and enhancement so other AC adjustments work.
C	Shield, such as Shield, light steel (+5 Shield bonus)	Fantasy.mds in the Armor/Shields folder. The shield macro has a bonus column where the AC bonus for shields is directly entered. In this example, it is +1.	
D	Magic Shield, such as Caster's Shield (+1 normal +1 enhancement bonus)	MagicItems.mds, in the Equipment/Magic Items/Magic Shields folder. Use the format +1+1 to show the normal and enhancement adjustments.	The shield Bonus must show the split between normal and enhancement
E	Class, such as Monk (Wisdom and level-based unarmed AC bonus)	Fantasy.mds in the Classes folder. The adjustment wisOnAC+1 adds 1 for every point of wisdom bonus. The adjustment b_unarmedAC+x/5 adds one for every 5 levels.	Both the variables wisOnAC and b_unarmedAC add to unarmored AC.
F	Size bonus	Metacreator automatically makes the AC adjustment for size, such as +1 for small.	Your character's size can be changed in the Information window.
G	Dexterity bonus	Metacreator automatically applies the dexterity bonus to AC.	
H	Racial Natural Armor, such as Azer (+6)	Fantasy.mds in the Races/Monster Races folder. The adj column includes the expression b_racialAC+6.	This natural armor example always stacks with everything.
I	Magic Item for deflection bonus, such as Ring of Protection +1	MagicItems.mds in Magic Items/Rings. Adj column: chgDeflectionBonus+applyDeflectionBonus(\$adding\$, mia(1)) The Bonuses column provides a means of printing out bonuses. These are just text, i.e. Protective Bonus: +1 AC.	Why is it so complex? Deflection bonus doesn't stack, so a special function applyDeflectionBonus is available to use the max of all contributors to Deflection Bonus.

J	Magic Item for natural armor bonus, such as Amulet of Natural Armor +2	MagicItems.mds in the Magic Items/Wondrous Items folder. The adj expression is: chgNatAC+applyNatACBonus(\$adding\$, mia(2))	Again, since natural armor items don't stack, a special function applyNatACBonus handles this.
K	Magic Item for armor bonus, such as Bracers of Armor +3	MagicItems.mds in the Magic Items/Wondrous Items folder. The adj expression is: chgArmorBonus+applyArmorBonus(\$adding\$, mia(3))	Again, since armor and magical armor items don't stack, a special function applyArmorBonus handles this.
L	Dodge Bonus, such as the Feat Dodge	Core.mds in the Feats/Melee Combat folder. This AC bonus is conditional, so a text option was applied.	Conditional AC bonuses appear on the character sheet in text in the AC section. Metacreator prints out AC bonuses for Feats, Race, Special Abilities and Equipment that have Category or Type AC, or the option AC Bonus or AC Penalty.
M	Magic Item for luck bonus, such as Staff of Power	MagicItems.mds in the Magic Items/Staves folder. chgMiscAC+applyMiscACBonus(\$adding\$, 'luck', mia(2)) is the equation in the adj column.	Luck bonuses shouldn't stack, so the function applyMiscACBonus handles this.

3. Skills

Skill adjustments are very common as well as very easy to implement.

	Example	Where to find	Notes
A	Character's Skills Window, direct change	Character file *.chr, in the Skills window. Just double click the skill and enter the new rank in the dialog box.	You can exceed your character's skill points and rank limits in Metacreator, but the violations will be flagged.
B	Character's Skills Window, change to class skill	Character file *.chr, in the Skills window. Double click the skill to open its dialog box. Click New at the bottom of the box to add a new option, then select Skills/ Class Skill: 1. Close the Select Option box.	If you want to remove THE Class Skill option, just uncheck the box, or delete the option with the Delete button.
C	Circumstantial Skill Synergy, for example 5 ranks in Use Rope gives +2 bonus on Climb checks using ropes.	Fantasy.mds in Skills folder. Circumstantial Synergy entry is in Syncircum column: Climb: with rope	The skill circumstantial bonus appears as text next to the skill entry on the character sheet.
D	Skill Synergy, for example 5 ranks in Bluff gives a +2 bonus on Diplomacy checks.	Core.mds in Skills folder. Synergy column: Diplomacy	The +2 Synergy bonus is automatically added.
E	Feats, such as Stealthy gives +2 to Hide and Move Silently.	Fantasy.mds in Feats/ Improved Traits. desc: +2 bonus on Hide and Move Silently checks adj: Skills:Hide+2 and "Skills:Move Silently"+2	The desc entry provides the text for the feat entry. The adj entry actually makes the adjustment to the skill. Remember to use quotes if the skill name includes a space, as in Move Silently.
F	Magic Item, such as Ring of Climbing gives +5 to Climbing.	MagicItems.mds in the Magic Items/Rings folder. Adj column: Skills:Climb+mia(5)	The mia() function causes the bonus to only be applied when the item is worn.

G	Conditional skill bonus, such as in Magic Item Belt of Dwarvenkind gives a Skill Bonus: +4 to Charisma checks dealing with dwarves.	MagicItems.mds in the Magic Items/Wondrous Items folder. Bonuses column: Skill Bonus: +4 to Charisma checks dealing with dwarves	This bonus shows up in the equipment description for the item.
H	Familiars, such as Bat gives Listen +3	Fantasy.mds, Special Abilities/Familiars. The familiar macro also has an adj column. The Bat entry is: Skills:Listen+3	
I	Special Ability, such as Instant Mastery gives 4 ranks in selected skill.	Fantasy.mds in Special Abilities/ Loremaster folder. This is not simply an adjustment, but rather an addition to the character. All of the expressions are in the autoitems column. ?list:Skills - puts the new item into the Skills list ?cat:Skills – names the category for the selection ?opt:Base Rank=4 – initializes rank at level 4 ?opt:Minimum Rank=4 – sets the floor rank at 4 ?uchoose:Choose Skill to Master (No Current Ranks), 1 -1, *Skill – double click this item to reveal the dialog box where it is entered. To pick just 1 item the count is 1 to 1. The notation *Skill will display all skills. A list of specific skills could also be entered.	
J	Racial: Extra Skill point for Human race	Fantasy.mds in Races folder. Adj column: racialSkillBonus+1	Similarly, the bonus feat is declared here also: bonusFeats+1

4. Combat

Attack and damage bonus adjustments are implemented in several ways. Here are some examples

	Example	Where to find	Notes
A	Weapon, for example Dagger	Fantasy.mds in Equipment/Weapons/Simple Melee Weapons The weapon macro has a column for the base damage given by the weapon. In this example, it is 1d4.	If the character is other than Medium size, the damage will automatically be adjusted. For example a small character with a dagger gets 1d3 damage.
B	Custom Magic Weapon, for example Flaming Dagger+1	Make a new magic weapon for your character using the pull-down command Data Commands Create Items Construct Weapon. Select the dagger as the base weapon. Check the other boxes as desired. Click Next and in the next dialog box change Enhancement bonus to 1 and select Flaming. Click Next and Finish.	You will notice your small character now deals 1d3+1 damage, and the attack bonus is also 1 higher. If you don't like that long pull-down command sequence, turn on Show Shortcuts. It's in the Utilities pull-down menu. The same commands are all in view with one click.
C	Standard Magic Weapon, for example Assassin's Dagger	MagicItems.mds, in the Equipment/Magic Items/Magic Weapons folder. The mweapon macro includes the damage column where the base damage+enhancement bonus should be entered, for example 1d4+2.	The attack bonus is automatically determined by the mweapon macro.
D	Standard Masterwork Weapon, for example Masterwork Cold Iron Longsword	MagicItems.mds, in the Equipment/Magic Items/Magic Weapons folder. This is not a magic weapon, so use the weapon macro. Then add a text option with name Masterwork and expression "1" to identify it to Metacreator	The Masterwork designation increases attack bonus by 1, but not damage.

E	Feats, such as Weapon Focus	Core.mds in Feats / Weapon and Armor. Use the mod column of the feat macro to make the attack bonus adjustment. attackMap+addBonus('attack', "~Weapon", 1)	The REVERSE function causes the attack bonus to be removed if the feat is deleted.
F	Feats, such as Weapon Specialization	Core.mds in Feats / Weapon and Armor. mod: damageMap+addBonus('damage', "~Weapon", 2)	Again, use the REVERSE function.
G	Racial condition, such as Dwarf Attack Roll Bonus: +1 against orcs and goblinoids	Fantasy.mds in Races folder. A conditional bonus, so this is expressed in the bonus column of the race macro: Attack Roll Bonus: +1 against orcs and goblinoids	This displays in the dwarf's Special Abilities list, under Racial Bonuses.