rpgcharsheet manual

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1 Introduction

This class is designed to create dynamic RPG character sheets. Currently, a Pathfinder template is enclosed. This template will be used in all examples, with extensions discussed at the end.

2 Using a template

All variables can be changed with \renewcommand and \setcounter, however some commands are provided to make things simpler.

2.1 Naming convention

In general, all character variables are prefaced with char as in charstr, chardex. Abilities are abreviated as in table 1. All others are given full names, without spaces or punctuation (e.g. a variable about 'Knowledge (Arcana)' would be charknowledgearcana). All numbers have the word count put after them, demonstrated later.

Name	Abbreviation
Strength	str
Dexterity	dex
Constitution	con
Intelligence	int
Wisdom	wis
Charisma	cha

Table 1: Abbreviation for abilities

When a feature of an ability/skill is used, such as temprary modifiers, the user simply adds these onto the end of the ability/skill name (e.g. 'Knowledge (Arcana) Miscellaneous Modifier' would become \charknowledgearcanamiscmodcount.

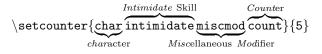
). These variables are also abbreviated (detailed in table 2)

To change a number, one uses \setcounter in the usual way. A counter name is made of 4 parts: $char\langle attribute/skill\ name \rangle \langle type\ of\ modifier\rangle count$

Feature	Abbreviation
Temporary/Temp	tmp
Modifier	mod
Adjustmuent	adj

Table 2: Other abreviations

where the attribute/skill name and type of modifier are as above. An example of this is:



which would be used to set the character's intimidate skill miscellaneous modifier to +5. Totals are automatically calculated wherever a an equals sign is seen.

3 Conclusion

TODO this conclusion!