rpgcharsheet II manual

Samantha Bloch

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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.

This class, and the template, were originally created by Nathanael Farley. I have heavily modified both to create a more interactive and automated sheet for my purposes.

2 Brief Overview

Almost all numbers in the sheet are held as counters which can be changed with the \setcounter command as per normal. Text based variables are held in commands, and can be changed with \renewcommand. A simple player.tex would be

TODO this player.tex

For those who are interested, the sheet is generated in this way:

- 1. All values are initalised to 0 or default values from the class file
- 2. Any changes to these values are read into the template via \include{player.tex}.
- 3. The sheet is rendered.

3 Using a template

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

3.1 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

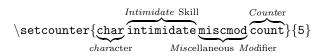
Table 1: Abbreviation for abilities

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)

Feature	Abbreviation
Temporary/Temp	tmp
Modifier	mod
Adjustmuent	adj

Table 2: Other abreviations

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 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.

3.2 Commands

Here I will list a number of the commands I have included for ease of use.

Command Description

\charstr{#1} Sets the character's base strength score to #1. Sim-

ilar commands exist for the other five classic ability

scores, and for speed.

\strenh{#1} Adds a +#1 enhancement bonus to strength. Simi-

lar commands exist for the other ability scores and for speed. Note that enhancement bonuses are programmed not to stack. $\strenh{4}\strenh{2}$ would only give a total enhancement bonus of +4.

\resist{#1}{#2} Adds resistance #2 to energy type #1. Accepted types are fire, cold, electricity, acid, and sonic. Re-

sistances are programmed not to stack, so only the highest value for each energy type will be printed.

\addDR{#1}{#2} Adds damage reduction #2, overcome by #1. En-

tries for #1 should be lowercase with no spaces, so to add DR 5/Cold Iron, one would use \addDR{coldiron}{5}. Use \addDR{blank}{#2} to add DR /-. DR overcome by combined sources (e.g. DR 10/Good and Silver) is not supported, but see

 $\verb|\newDRtype|.$

\newDRtype{#1}{#2} Adds a new type of damage reduction that can be used with addDR. The first argument takes some ref-

erence string that will be the argument for \addDR, while the second takes the spelled-out description. For example, one could add DR 10/Good and Silver

with the commands

\newDRtype{goodandsilver}{Good and Silver}

\addDR{goodandsilver}{10}

\miscbonus{#1}{#2} Adds a +#2 miscellaneous bonus to #1. So \miscbonus{str}{2} would add a +2 miscellaneous

\miscbonus{str}{2} would add a +2 miscellaneous bonus to Strength. Works for most stats, including

ability scores, AC, and skills.

4 Conclusion

TODO this conclusion!