

rpgcharsheet II manual

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March 10, 2015

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 initialised 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 abbreviated 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 temporary 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
Adjustment	adj

Table 2: Other abbreviations

To change a number, one uses **\setcounter** in the usual way. A counter name is made of 4 parts: **char***(attribute/skill name)**(type of modifier)***count** where the attribute/skill name and type of modifier are as above. An example of this is:

$$\backslash\text{setcounter}\{\underbrace{\text{char}}_{\text{character}}\underbrace{\text{intimidate}}_{\text{Intimidate Skill}}\underbrace{\text{miscmod}}_{\text{Miscellaneous Modifier}}\underbrace{\text{count}}_{\text{Counter}}\}\{5\}$$

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
<code>\charstr{#1}</code>	Sets the character's base strength score to #1 . Similar commands exist for the other five classic ability scores, and for speed.
<code>\strenh{#1}</code>	Adds a +#1 enhancement bonus to strength. Similar commands exist for the other ability scores and for speed. Note that enhancement bonuses are programmed not to stack. <code>\strenh{4}\strenh{2}</code> would only give a total enhancement bonus of +4.
<code>\resist{#1}{#2}</code>	Adds resistance #2 to energy type #1 . Accepted types are fire, cold, electricity, acid, and sonic. Resistances are programmed not to stack, so only the highest value for each energy type will be printed.
<code>\addDR{#1}{#2}</code>	Adds damage reduction #2 , overcome by #1 . Entries for #1 should be lowercase with no spaces, so to add DR 5/Cold Iron, one would use <code>\addDR{coldiron}{5}</code> . Use <code>\addDR{blank}{#2}</code> to add DR /-. DR overcome by combined sources (e.g. DR 10/Good and Silver) is not supported, but see <code>\newDRtype</code> .
<code>\newDRtype{#1}{#2}</code>	Adds a new type of damage reduction that can be used with <code>\addDR</code> . The first argument takes some reference string that will be the argument for <code>\addDR</code> , while the second takes the spelled-out description. For example, one could add DR 10/Good and Silver with the commands <code>\newDRtype{goodandsilver}{Good and Silver}</code> <code>\addDR{goodandsilver}{10}</code>
<code>\miscbonus{#1}{#2}</code>	Adds a +#2 miscellaneous bonus to #1 . So <code>\miscbonus{str}{2}</code> would add a +2 miscellaneous bonus to Strength. Works for most stats, including ability scores, AC, and skills.

4 Conclusion

TODO this conclusion!