Drakudai Hero Sheet

Changes

1. Attributes Tab > Currency Box

There should be three types of credits. These are, from bottom to top:

-- Galactic Credits, Gold, Iron Credits

2. Attributes Tab > Points Box >

-- There should be three rows

Row 1: Header and 1 box. This box sums up ALL the points used on the Hero Sheet next to the progression difficulty selection where you add points to increase the skill or ability.

Row 2: Column Header row with name for the different point types, from left to right:

Skill Points, Ability Points, General Points, Quirk Points. Next to, under or above, should be the number of points summed up from all the different sections relative to that column (the progression columns under skills and abilities).

Row 3: Each column should have a # / # (used / remaining). As the used increases, the remaining of course decreases.

NOTE: Skill Points apply to skills and Ability Schematic upgrades. Ability Points apply towards Abilities and Ability Schematic upgrades. Quirk Points apply ONLY to quirks.

When someone wants to upgrade a skill or ability they tick up how many points they want to invest into the skill or ability. When this happens it shows up on the Points Box on the Ability Tab.

The GM tells the players how many points they have which should be in their own boxes.

3. Eventually I would like a simple expandable box that allows you to create a custom race which would consist of: Racial Name, Attribute layout (bonuses or minuses). When applied it would update the main attributes array.

4. Education Tab: Change the wording of Education to Knowledge

5. Education Tab: Add the option to click "Add New" to then create a new Knowlege entry. This should include a collapsing box that allows for notes (simple text box).

Knowledges:

6. General Skills Tab: There shold be a "Add New Skill" button.

7. Abilities is currently broken. Adding bonuses from VI, Cause or Misc, etc., works. But the Attribute dropdown does not. It currently defaults to the Wisdom Attribute.

Abilities & Schematics

This is where it gets interesting.

Skills are simply a Yes/No determined by the roll of a die. Are you able to achieve a defined task… \*rolls dice\* Dangit! Not quite…

Whereas an ability takes it a step further and has effects. The level of the ability is applied towards the overall ‘Did I achieve my task?” Such as a roll to hit. If successful the effect must be described.

However, not all abilities are combat based. A combat ability would have as part of its first section of the macro all the {{attack = 1D20+@{some stats}}}.

This is where it gets a little complicated. Drakudai is not a Class based system. It’s a skill based system, completely customizable.

When you create an ability you are filling out a schematic. You can imagine a schematic as a spreadsheet. Each column has a header which is the descriptor. The next row is a value, which is how much is changed by the investment of points. How much the value costs in points is determined by the 3rd row.

Here’s a very basic example of a made up schematic for an ability to use pistols. (more real examples are in the PHB).

|  |  |  |  |
| --- | --- | --- | --- |
| Pistols | Bonus Range | Bonus Actions | Bonus Damage |
| Value | 5ft | 1 | 1 |
| Cost | 32 | 64 | 16 |
| (Example investment) | 32 | 64 | 16 |

The point costs may seem odd. There are 256 levels for each and every ability. When it comes to a schematic like ability (or creating/modifying and item), each new level grants 4 points to invest into one of the columns… essentially upgrading different aspects of the ability. Eventually someone could fire a pistol at 100 feet without minuses.

The above schematic is basic. What I really need is for them to be able to add columns, define their headers, values and costs much like a repeating field for a skill or weapon on other.  
  
Combat abilities should default with the basic attack fields defined by Drakudai’s combat rules. A combat ability/weapon, should have the same ststs (but the headers editable – text input) for the type of damage, etc. But the schematic would always start off with the same template based on its type: Weapon, Item, Armor, Etc. Each of these would have to have its own template, which we can work on.

Sometimes an ability may have sub-skills which should be it’s own column, but is an entire skill or mini ability all on its own, and should be able to be rolled.

Let’s take another example of a Psionic ability: Telekinesis

|  |  |  |
| --- | --- | --- |
| Telekinesis | Strength | Dexterity |
| Value | 1 | 1 |
| Cost | 8 | 16 |
| (Example investment) | 8 | 16 |

The above is the basic template for Telkinesis, but imagine the player wants to make some kind of telekinetic blast with his ability. It falls under the category of “Telekineis” but you don’t want to start a whole new ability, abilities are expensive…

When an ability is leveled up, they automatically earn 4 points to invest into that abilities effects. The primary ability is there “Can I do it” roll, if that applies. Some are simply a “Check my ability and see what my telekinetic Strength… yep, I can lift it.” So when you click the roll button for your Telekinetic ability it would spit out in the chat your Strength score, and any other fields in the ability.

But the blast is unique. It’s not normal to have a blast ability. It’s a telekinetic sub-skill which has an effect. So that column should have the the combat template **(if the box is ticked that it is a combat ability)**. This means that the Blast skill would have “Dice Count”, “Dice Type”, “P+”, “Raw Energy Cost” (Raw Energy is like Mana), and also spit out any additional information from other columns, if those columns were added… (Though in this specific case of a sub-skill the columns may actually be “rows”).

Armor, Knowledge and Equipment work the same way as abilities. For instance, Biology may include the sub-skills “Medic, Surgeon, Genetic Engineering”.

In summary, a GM grants 4 types of points: Skill Points, Ability Points, General Points, and Quirk Points.

* Skills may only use Skill Points
* Ability Points may only use Ability Points, however the ability effects may use Skill points, Ability Points and General Points. Also, abilities are granted 4 points to invest every level into a sub-skill or effect column within that ability.
* Quirk require Quirk Points
* General points may be used for Skills and Quirks
* By category (Ability, Skill, Item, weapon, armor, etc) should have a basic template schematic. This schematic should be expanded upon, including a sub-skill being it’s own schematic (attacks may be able to use a weapon, knowledge, etc template!).

Item creation/Modification & Engineering

Making stuff is similar to the abilities, except that instead of earning 4 points per level to invest, you design the weapon first, which tells you how many points (Called Tech Points) it will cost to make (based on the effects value). The sum total of Tech Points is then divided by 4 which gives the Tech Level of the item.

Technology though is tiered within the 256 levels. A Tech Tier 6 Pistol, at level 50, is going to exponentially better than a Tech Tier 1 Pistol at level 50.

In the case of items, the Schematic is literally a digital blueprint, the instructions on how to make something. Usually fed into some kind of 3D printer, or whatever. The materials must be matched, and the tools must be equal to or better than the Tech Tier of the item.

This “Schematic” (Blueprint) defines the values, costs and all the columns of the item. An engineer may be able to add columns to the blueprint, which is an sub-skill of the Engineering Knowledge.

Upgrading an item means you determine you want it to be (10D8+10 | P+3 | Range 200 | Energy Drain 10Watts | … etc etc) Which may end up cost 200 Tech Points. The Tech Level of this weapon would theoretically be 50. Which would have a Dice Check of 50.

Additionally if the Schematic has a Tech Tier above 1 each Tech Tier above 1 gains a bonus of 16 points BEFORE the Tech Level equation happens… So they would be able to invest these Tech Tier points and upgrade the item, then they go through the full upgrade process to determine the Tech Level.

The End result of the above is an item which when you click “Manufacture” it would create a “card” on their character sheet in their Inventory Tab. And on that card is an “Equip” tick box which would put it into the Combat Tab, which makes the weapon available for combat.

Armor and other equipment work the same way. This of course would all be discussed, however the basic schematics for the items have mostly been created. They just need to be “Data Entered” into the character sheet. Once one is created, the repeating fields technique in Roll20 would be able to duplicate the schematics, no hard coding required. And then if they want to add columns, they can do that to their hearts content… it can all be in hidden boxes, and scrollable.

Let me know what you think. A lot of the Hero Sheet is there. But the Abilities section he got bogged and ended up having to move. I’ve already spent about $900 on this sheet. I can afford a bit more to get a good final product. But I have no revenue stream so it’s all out of my own pocket.