

# 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 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 ???. 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	<b>str</b>
Dexterity	<b>dex</b>
Constitution	<b>con</b>
Intelligence	<b>int</b>
Wisdom	<b>wis</b>
Charisma	<b>cha</b>

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 ??)

Feature	Abbreviation
Temporary/Temp	<b>tmp</b>
Modifier	<b>mod</b>
Adjustment	<b>adj</b>

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 an equals sign is seen.

## 4 Conclusion

TODO this conclusion!