



Other

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

HP HIT POINTS								
AC ARMOR CLASS								
TOUCH ARMOR CLASS								
FLAT-FOOTED ARMOR CLASS								
INITIATIVE MODIFIER								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS					
GRAPPLE MODIFIER					

SPELL RESISTANCE	
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CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	APPRAISE ■	INT				
	BALANCE ■	DEX*				
	BLUFF ■	CHA				
	CLIMB ■	STR*				
	CONCENTRATION ■	CON				
	CRAFT ■ ( )	INT				
	CRAFT ■ ( )	INT				
	CRAFT ■ ( )	INT				
	DECIPHER SCRIPT	INT				
	DIPLOMACY ■	CHA				
	DISABLE DEVICE	INT				
	DISGUISE ■	CHA				
	ESCAPE ARTIST ■	DEX*				
	FORGERY ■	INT				
	GATHER INFORMATION ■	CHA				
	HANDLE ANIMAL	CHA				
	HEAL ■	WIS				
	HIDE ■	DEX*				
	INTIMIDATE ■	CHA				
	JUMP ■	STR*				
	KNOWLEDGE ( )	INT				
	KNOWLEDGE ( )	INT				
	KNOWLEDGE ( )	INT				
	KNOWLEDGE ( )	INT				
	KNOWLEDGE ( )	INT				
	LISTEN ■	WIS				
	MOVE SILENTLY ■	DEX*				
	OPEN LOCK	DEX				
	PERFORM ( )	CHA				
	PERFORM ( )	CHA				
	PERFORM ( )	CHA				
	PROFESSION ( )	WIS				
	PROFESSION ( )	WIS				
	RIDE ■	DEX				
	SEARCH ■	INT				
	SENSE MOTIVE ■	WIS				
	SLEIGHT OF HAND	DEX*				
	SPELLCRAFT	INT				
	SPOT ■	WIS				
	SURVIVAL ■	WIS				
	SWIM ■	STR*				
	TUMBLE	DEX*				
	USE MAGIC DEVICE	CHA				
	USE ROPE ■	DEX				

■ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

\* Armor check penalty, if any, applies. (Double penalty for Swim.)



Chae'launa Tate

Systems Analysis

Les Kinsler

### Senior Project Description

Dungeons and Dragons is a very popular role playing game produced by Wizards of the Coast. This game features many types of characters and statistics, coupled with many types of armor, weapons, and magical items, which can make keeping track of the game very difficult. The need I have found for my project is an easier system for creating and tracking a character and their statistics. My project shall be able to make character sheets for the game dungeons and dragons and shall be modifiable by the Dungeon masters to sync with their rules, and shall have modifiable character sheets. These sheets shall be read from a digital document, and stored on the Users computer or a flash drive. The data from the digital documents shall be able to be read from any computer which has the application installed. I shall be using only one character type for this project, as creating a system that encompasses the entire character set shall take much more time than is currently available.

These are some of the main Requirements:

The project shall be based off of the V3.5 character sheets.

The projects needs to be able to read from an editable character sheet document.

The Project needs to be able to print to Word, PDF, and Paper.

The Project needs to have the ability to change abilities, level up a character, automatically roll for stats, and display all information.

The project needs to be editable by the Dungeon Master to accommodate any special

considerations that he or she may wish.

The project needs to have four menus: Create a character, Level a character up, view a character, and Dungeon Master Mode.

These are some Secondary Requirements:

Character Attributes such as name, class, and height should only be editable when creating a new character.

Equipment and Items shall be stored for the player, but shall not be stored for the game

Skills and base statistics should only be editable when the character is in the Level-Up menu.

Temporary characteristics such as items, armor, and temporary abilities should be editable from both the creation and view menus.

All calculated fields,( example: totals) shall not be editable from any menu.

My Acceptance Tests for this Project shall be as follows

1. I shall test that it saves the files correctly and in the proper format
2. It shall access the data stored in its database
3. it shall handle all incorrect data, including attempts to intentionally sabotage the transfer file
4. it shall calculate all totals, and rolled stats correctly
5. it shall print character sheets to a readable format.
6. changes made in the DM portion shall have an affect on the game, but shall not be able to cause any problems

Chae'launa Tate  
Systems Analysis

Requirements

- Saves character Statistics
- presents saved stats in a format similar to the sheet
- performs rolls for basic stats and level ups
- saves item, ability, and attack stats
- applies item and magic modifiers to base stats
- keeps track of non-stat items
- allows user to modify their character
- allows DM to change rules
- has links to long lists on the main page
- all basic stats on one page, link for more details/modify
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- Use the sheet for the appendix
- Describe sectioning
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meeting with kinala

export XML in visual basic-look  
local SQL server inside sql

Reinstall SQL Server

use local r of SQL Server in Vis Studio

get started on the interface

get something to show

Send db to kms w pass