

STEVE MULHERN'S DUNGEONS & DRAGONS[®], THIRD EDITION CHARACTER SPREADSHEET TUTORIAL

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(Based on the Character Spreadsheet v2.21d)

[Steve's 3E Character Spreadsheet - Main Page](#)

Requires the use of the Dungeons & Dragons[®] Player's Handbook, Third Edition, published by Wizards of the Coast[®]

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CREDITS

Character Sheet Designer:.....Steve Mulhern
SMulhern@wi.rr.com

Tutorial:Daniel Goodwin
dangood1@astound.net

Testers:

- Ahzad
- Chris Gillis
- Lou Branch
- Matthew Lynn
- Rich Krause
- Stephen Quarterman
- Tom Evans
- Zack Rieck
- John Frenze
- Lone Paladin
- Dick van de Bunt
- Brian Vanderzanden
- Dan 'Kodiak' Goodwin

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INTRODUCTION

Hello, my name is Steve Mulhern. Some of you may know me through my maps, some may know me from the D&D Mailing List, others may know me from various games I've run; hell, some of you may even see my picture up on the [Wizards of the Coast](#) site, if you look [hard enough](#).

I first started thinking of creating a sheet once I saw what came out of the Character Generator (by Wizards of the Coast). Having that print out what seemed like an ungodly number of sheets, and not only that, but the fact that, in the middle of a gaming session, trying to find what you were looking for was enough for me to say, "*there's got to be a better way!*"

Going through the various character sheets out there on the web, there just didn't seem to be anything that not only had the flexibility that I would have really liked, but also the **expandability**, **flexibility**, and **ease of entry** that I was truly looking for.

So, I made my own. I have to admit, my first efforts weren't the greatest. I went for glitz, went for the easy stuff- a few Visual Basic drop-downs, all forms of tables scattered all over the place... separate 'Character' and 'Creature' sheets; well, when it loaded up, it took over a minute to pull into Excel if you had more than three characters entered.

In other words, *it just wasn't pretty*.

So, I decided to re-write it from scratch, back in February. Spent a good seven weeks going over the various formulas, entering tables, revising the layout, writing emails and answering emails from my 10 beta testers (and, I'd like to say, without those guys, this thing wouldn't be as sweet as it is!), downloading other people's character sheets to see how they handled (or, in the majority of cases, didn't handle) things, and trading tricks and tips with everyone involved... until I got the sheet in one easy-to-enter, easy-to-read format that almost everyone should enjoy.

Did I mention it was completely customizable? You can...

- Enter a new race
- Enter a new class
- Enter new armors
- Enter new weapons
- Enter new spellcasters / psionic classes
- Enter new equipment, as well as where you're carrying it!
- And, would you like to enter a new feat, or new skill? Yep, that too. :)

Not only that- but, I plan on keeping up with it. If anyone finds an error, it'll be corrected. If a new class comes out that needs special attention, I'll work it in.

This is the tutorial for the Character Spreadsheet. It was written by Daniel Goodwin, a fellow gamer who found my character spreadsheet through Eric Noah's website. He, and others have been helpful in finding the bugs and working them out of the character spreadsheet. He agreed to help with the tutorial. I had planned on creating a tutorial, but have been too busy with the character spreadsheet and other things.

Hello, my name is Daniel Goodwin. I am a gamer that just enjoys gaming and when I saw Steve's character spreadsheet, I fell in love ;). I had started working on one of my own, but was having problems and stopped because other things came up. I was just about to start on it again when I found Steve's character spreadsheet. I have really liked its ease of use, expandability, and that Steve is willing to fix errors and expand the sheet if something is found.

I was chatting with Steve, when he mentioned that he had some people asking for a tutorial. I felt that I could work with him on this.

If you have any comments or questions about the tutorial, please contact [Steve](#) or [myself](#) by email. If you think of a possible addition to the tutorial please inform us, if we think it is a good idea we will try to incorporate it into the next tutorial.

Also, I am thinking about creating a companion spell & psionics spreadsheet, that will work right along side Steve's Character Spreadsheet.

I hope you find the Tutorial helpful.

THE SETUP OF THE CHARACTER SPREADSHEET

The file you downloaded is a zipped file that contains three files: the Character Spreadsheet, the Character Spreadsheet Tutorial, and the font file used in the Character Spreadsheet.

To begin, extract the workbook and tutorial files into whatever directory you want. You then need to extract the font file to your font directory in the windows directory (ie. C:\Windows\Fonts). You can then open the files and play ;).

The Character Spreadsheet is an Excel 2000 spreadsheet. You need Excel 2000 or a spreadsheet program that can read Excel file formats to use this workbook.

The Character Spreadsheet contains multiple worksheets. These are the References worksheet, the Classes worksheet, the Feat worksheet, the LevelUp worksheet, the Quicksheet, the Master worksheet, and the AltPrint sheets. There is also a sample character worksheet, Bristol.

The References worksheet contains most of the selection data for the Master and character worksheets. You can enter new data here, like classes, feats, skills, weapons, armor, etc.

The Classes worksheet contains the lists of the different classes by the source of the class.

The Feat worksheet contains lists of feats by type and source.

The LevelUp worksheet is a worksheet that a DM can use to keep a list what the players in his campaign are going to get on their next level up.

The QuickSheet worksheet is another worksheet that the Dm can use. It is a quick-reference of useful information for the players and/or monsters. It has basic stats and some skill modifiers that can be helpful to the DM.

The Master worksheet is the character worksheet. This is where you keep track of all the information on a character, creature, or NPC.

The AltPrint sheets are for the printing of a character sheet similar to the WotC® character sheets. There are three AltPrint sheets: the calculations sheet, the first character sheet page, and the second character sheet page.

The first section in the tutorial is on character entry. There will be additional sections on other uses of the Character Spreadsheet. These will include the following: using the Quicksheet, using the LevelUp worksheet, adding a feat, adding a class or prestige class, and others.

CHARACTER ENTRY

The first step in entering a character into the Character Spreadsheet is to make a copy of the Master worksheet and rename it with the character's or player's name. To make a copy of the Master sheet hold the Ctrl key as you select the Master sheet tab with your mouse and drag it to the end. You can also right-click and select "Move or Copy..." and then check the copy box and select the location and hit "OK". You will need to make a copy of the Master worksheet for each character, creature, or npc you enter. You can also do this with the Quicksheet, if you are going to have multiple campaigns.

Another way to handle multiple campaigns is to make a copy of the entire spreadsheet and rename it with a campaign name. If you have a lot of characters and npcs, this can cut down on the file size that increase the speed at which the spreadsheet opens and cuts down on memory usages. You could also have one for NPCs, monsters, or similar things.

Now onto character entry, take a look at the layout of the character worksheet:

CHARACTER (MASTER) WORKSHEET SECTIONS

The Character Worksheet is divided into three major sections and sub-sections under these.

The sections are as follows:

- I. Character Heading
- II. Input Section
 - a. Race, Ability, & Template Selection
 - i. Template Modifiers
 - b. Creatures & Familiars
 - c. Classes
 - d. Feats
 - i. Additional Feat Entry Section
 - ii. Feats which modify Skills or Class Abilities
 - e. Armor & Saving Throws
 - f. Weapons
 - i. Weapon, Feat, Material, Size Selection
 - ii. Weapon Size, Preferred Usage, Manual Bonuses
 - iii. Damage, Weapon Notes, Combat Notes
 - iv. Criticals
 - v. As it will appear on the sheet...
 - g. Skills
 - i. Trained Skills
 - ii. Class Skills Preview
 - iii. Cross Class Override
 - iv. Skill Notes
 - h. Turn or Rebuke Undead & Languages
 - i. Spellcasting & Psionics
 - j. Equipment & Location
 - k. Character Background / Notes
 - l. Temporary Modifiers
- III. Actual Character Sheet
 - a. Page 1
 - b. Page 2
 - c. Page 3

In the next few pages, I will cover where and what information you enter into each section. I will not cover how to create a character, you will need to use the Dungeons & Dragons® Player's Handbook, Third Edition for this.

The first section of entry is the:

CHARACTER HEADING

This section is for the basics of the character. These are the character name, the player's name, alignment, height, weight, age, hair and eye color, sex, and XP earned.

I think you can figure out what to enter pretty easily.

It also shows the total character level and the experience needed to gain the next level. "XP Earned", "Cross-Classes", and "New (Total) XP" are to the right. This is for the DMs, if your party goes and they all get 500 XP for the night, select all the sheets, enter that into that "XP Earned" box, and then select a single sheet. You'll get the total for each character that way, which should save a bunch of head scratching. :)

An example:

XP Earned: Character earned 100 XP. (Enter 100).

Cross-Classes: The character has one Cross-Class penalty, such as a Cleric 1 / Monk 3. (Enter a 1).

New (Total) XP: The formula will tell you he gained 80 XP (plus his old XP total), so you can enter the new XP total in the XP box.

Onto the next section:

INPUT SECTION

This section is where you enter all the information pertaining to your character or creature. It is divided up into sub-sections to help in entry, and to make sure you enter the necessary information.

The first sub-section is:

Race, Ability, & Template Selection

In here you begin your character building. The first thing that you do is to use the Race / Creature Type pull-down menu to input your selected race. If you enter a creature or a monster PC (the entries beginning with !) you have more options to input. Your standard races have some of its abilities automatically calculated. Next to the Racial selection is a Class Preview, you can use the pull-down menu to see a brief description of the selected class.

The Player Race / Creature Type box has two types of entry. These are standard races, such as Human, Elf, Dwarf, etc.; and, race type. Race type entries have a specific name format, !Type(Good Bonus, or type differential). This is based on the Monster Manual format of creature type and tells you which Saving Throw bonuses are good for that type. All monsters use this format in D&D®. You can show a creature name on the printable sheet (see Creature & Familiar section).

A creature's movement is shown Race / Class preview box. If you are using a monster or you adjusting a standard race's movement, you enter it in the Override column. The third row is used if a creature or race has another type of movement like flying or burrowing. You can also enter a speed multiplier directly underneath the Movement box. This is used if your character has a magically adjusted speed.

PC / Creature sizing is used for entering a creature's base size and/or adjusting a character's size. Non-standard races need to input their base size. Size adjustments can be made if a creature gains hit dice or a character is magically enlarged.

In the creation of your character you rolled the ability scores. These are inputted beneath the Race / Class preview box. Racial, Size, and Template modifiers are automatically added if necessary. If your character has enough levels to have earned ability score bonuses, these are added in the 5th column. These are automatically calculated and show (if you have not used them yet) right above the Creatures & Familiars section.

If you are going to input a template character you need to expand the Template sub-section and make the appropriate entries. The first thing in inputting a template is selecting "True" from the Include Template selection. The next is to input the templates ability modifiers. If the template increases the HD of the character by one type, select "True" in the HD Size Increase box (This will be automatically calculated in the classes section.). If the template is of an undead creature, select "True". The appropriate CON and HD size modifications will be calculated. You can override the base creature's vision type and range in the template section. The other template overrides can be made elsewhere, Natural Armor is in the Armor section and if the creature has an effective level it is adjusted in the Classes section in the CR Override box.

If you are inputting a standard race, you can skip the next section. The following section is:

Creatures & Familiars

This section is where you input most of the creature information. The first box is the Creature Name override box; this is used so you can enter the name of the monster instead of using the monster type (i.e. Giant Eagle that is a !Magical Beast and Centaur that is a !Monstrous Humanoid.) The character sheet will show the override name and not the ! name, but the calculations are not affected.

Next to the Creature Name box is the Racial Statistics override box. In this section you enter the creatures original ability statistics from the Monster Manual, and it will automatically calculate the racial modifiers for using it as a player character. Remember to input your rolled ability stats in the Race / Ability section.

Following that is a box for selecting whether or not your creature is a quadruped or not. Right below that is the racial skills box. Enter your creatures racial skills here and they will properly calculate class or cross-class ranks in the Skills section.

Below the Name override box is the Challenge Rating calculator. All you need to do here is input the creature's Original CR and HD and the rest is automatically calculated.

If you are entering a familiar, you must enter the worksheet name of the familiar's master's worksheet. For example, Martin is a Sorcerer and you have already finished entering his information. You named the worksheet Martin_Dan (character_player), so in the familiar box you enter "Martin_Dan", and the necessary stats will automatically calculate.

The final box in this section is only needed if you are entering a creature with no class levels. If you are, you need to select "creature" from the drop-down menu. This is so the attack modifiers are correctly calculated.

On to the next section:

Classes

This section is for inputting your Hit Dice rolls. There are two areas, one for creature HD and the other for class hit dice. Above the first are is the Race CR, if you are using a templated character you might have to input an adjusted CR. For example, the half-dragon template has an effective level of +3, so you would enter 3 in the box. This adjusts your total level, so you need the XP of 3 levels higher to gain a level.

In the Racial HD section and the Class HD section there is an Intelligence override, this is used if you apply an ability score bonus to your Intelligence score. You input the old modifier on all levels before

you gained the bonus. This is to properly calculate skill points. Remember, if you are playing a core race or a creature that only uses class levels, do NOT add HD in the Racial HD area or you will have too many HPs. Likewise, if you are entering a creature with HD only, do not enter any roll in the Class HD area.

In both areas, you input the HD roll for the appropriate level. Your total HPs are automatically calculated including all CON bonuses.

The Class HD area has five columns; each column is for a different class if you have chosen to multiclass. You cannot enter any Class HD rolls until you have entered your selected class(es).

In the upper right corner there is a box to input Negative levels. You enter the number of levels you have lost to XP drain or other penalty.

After finishing entering your HD, you can head to the next section on:

Feats

The Feats section is very straightforward. It has two main areas, the feat listing area and the feat synergy bonus area. The first area is actually subdivided into two parts; both have space for 30 feat entries. The second can be hidden and not printed on the character sheet if it is not needed.

Entering a feat is as easy as one, two, three. One, select the list the feat comes from. For example, General, Class, or Racial. The Feats section is also used for entering your class and racial abilities that are not skills. The entry works as follows: enter the class or race you want in the first column, then type or select the feat or ability from the drop-down menu, and then enter more description if necessary in the third. The last three columns show the output and where the feat or ability is from.

The second area is where you enter information for certain feats to give synergy bonuses. For example, Skill Focus gives a +2 to the selected skill, here you enter the selected skill in the box and if you have selected the feat in the first area it adds a synergy bonus to that skill.

For some skills and feats the modifiers or synergy bonuses are automatically calculated, such as Alertness or Ambidexterity. For others, such as weapon finesse, you make the adjustments in the correct section.

After you have entered your chosen feats and class abilities, you can proceed to:

Armor & Saving Throws

This section is pretty small, but gets the job done. The first box is where you enter your Armor or Shield type and any modifiers it might have. Use the drop-down menus to make the selection. The next box is where you would enter a creature's Natural armor bonus or a bonus granted from *wish* or another permanent magic, this is usually for templated characters or creatures entered by type, not a standard entry race. The following box is for any special notes; regarding your AC.

Beneath the Armor /Shield type box are two permanent modifier boxes. The first one is for any mods to your AC and the second is for permanent modifiers to your saves (which is entered for Template creatures; standard races already have these entered). All temporary modifiers are inputted in the Temporary Modifier section.

The armor class and saving throws are calculated automatically, and they are shown on the right side.

Now on to the offensive section in:

Weapons

This section is divided into five subsections. These sections are to make inputting your weapons and necessary modifiers easier.

In the header section, there's one box for a Base Attack Bonus Adjustment. This is strictly for the two classes mentioned- the Red Avenger and the Gnome Trickster. Follow the instructions as posted. You also can select whether or not your attacks show the + or not (i.e. - 11:6:1 or +11:+6:+1). You can also change the separator characters between attacks and between primary and secondary, as well as change the "--" cells. These can be anything you choose.

The first subsection (Weapon, Feat, Material, Size Selection) is where you input the weapons that you use. You also specify the feats affecting the weapons and the material of the weapon. Some will be grayed out (such as, Weapon Finesse with a weapon that is too large); although you could say you have these, the spreadsheet will not give you the benefits of these. If your character or creature has both claws and a bite attack, you can choose "Claw/Bite" under the 'Number carried' column and the attacks will automatically calculate.

The next section (Weapon Size, Preferred Usage, Manual Bonuses), contains the override for usage and any permanent bonuses to hit you may have that are not covered by a feat or a class ability.

Following this is the section (Damage, Weapon Notes, Combat Notes) for any changes to the amount of damage a weapon may do. If your character or creature has only claws and no bite you can override the weapon name in the first column. Under the damage override section, you can indicate what size die your weapon does if it is different from the standard (*****NOTE: If you have enlarged your weapon, it will still show the 'base' damage for a normal size weapon.*****). Also if you have both claws and bite and the bite is a different die type, you can indicate that in the second damage override column. It also has a place for any notes you may want to refer to about the weapon, as well as a place for any general combat notes.

The second to last section (Criticals) has a place to input any overrides to the critical hit of the weapon. To the right of that is a place to override the type of damage your natural weapons (fists) do, like if you had claws you would enter 'slashing' as it is not a bludgeoning weapon any more.

The final section is what the information will look like on the character sheet.

The ranks of the next section are:

Skills

The first area is the Skills that can be used untrained. You will notice that your classes already are showing across the top, along with all of the "untrained" skills, and whether it's considered a class, cross class, or a skill that is not available to you.

You enter the number of ranks in the skills you have selected under the class that has those skills. (Note that, if it's a cross-class skill, then it will only give you one-half rank for each skill point you've entered; if it's not available to you, it will not allow you to enter any ranks in that skill.)

If you want a skill that is can only be used if you have ranks in it (known as a trained skill), you need to select it from the drop-down menu and enter the number of ranks in the appropriate column.

If your race or class has any bonuses to a skill that are not calculated automatically you can indicate it in the override column. Also you can add miscellaneous modifiers in the Misc column. (The synergy bonuses that are a result of a number of ranks in a skill have already been calculated for you).

The following area (Select a class from the list below to see which trained skills are considered class or cross-class) is a preview list of what skills are class or cross-class for the class you select from the drop-down box.

The next section (Cross Class Override) is an area for overriding the sheet. The skills you select will all be considered "class" skills. (This should only be done in special circumstances; a Cleric gaining a Domain that allows him certain skills, or classes that have a special "Knowledge" skill as a class skill.)

There is also an area to enter any notes for skills, such as conditional bonuses. For example, Hawks get a +2 to Spot in the daylight.

Now let's turn to the next section:

Turn or Rebuke Undead & Languages

This section is very simple it contains 2 boxes. If you are a cleric you enter whether you turn or rebuke undead and if you have additional turning levels from a magic item or something. The second box is where you enter all the languages your character knows.

Now that you have done that, you can skip the next section if your class does not have spell or Psionic abilities; otherwise cast a glance at:

Spellcasting & Psionics

This section is for showing how many spell or psionic points your character has. Here is what you do to have them calculated.

You first enter the appropriate class by typing it in or selecting it by the pull-down menu. In the next column you enter your choice of to show the number you are able to cast per day or the number you know. For classes like the wizard you only need to show castable, but for sorcerers you need to use both.

The character sheet will only show three classes, but in this section there is room to enter six for reference purposes.

If a prestige class or magic item gives you additional level benefits to your class, enter this in the 4th column. If you are a psionist, you can add additional PSPs, if you get them in the last column of the box.

For clerics there is a column to enter your domains. Also, if you are a Wizard Specialist you can enter your specialty and the banned schools.

There is a box in which you can add any bonus spells or powers known or spells castable and a DC modifier. Below that is the area where it displays what you see on the character sheet.

Now for the fun or tedious section, depending on your point of view. Entering your:

Equipment & Location

The first thing in this section is a display of your carrying capacity, loads, and your speeds. Below that is where you can enter a descriptor on your armor and/or shield name and the standard location. Next is where you enter the location of where you carry your weapons when not in use.

Below the armor area is the equipment listing. In the first column you enter the quantity of the item, if you do not enter an amount it is assumed to be one. In the next column you enter the item name by typing it or using the pull-down list. If the item is not on the list, enter it in the Miscellaneous Gear area (or see "ENTERING NEW EQUIPMENT"). Enter a description in the third column. The fourth column is the standard location of the item (if the location is not in the drop-down list, see "ENTERING A NEW LOCATION").

The Miscellaneous Gear area is similar to the Equipment area, but you must type in the item and the weight per unit.

In the ammunition section, you enter the quantity, type (by pull-down list), and location. When you enter a quantity it displays that number for markings in a box on the character sheet.

Now for a little bit of background in:

Character Background / Notes

Hmmm. I think this is by far the easiest section to use. There is only one place to enter information. You can enter whatever you like, notes, background, spells, etc. Need I say more?

On to the final subsection in the Input Section, the:

Temporary Modifiers

This section is where you enter all temporary modifiers to you stats. There is an area for Ability scores, Armor, Hit Points, Attacks and Damage, Saves, and Initiative. For bonuses to spell or psionic abilities, skills and to speed, go to the appropriate section.

As per the Dungeon Master's Guide there are different types of modifiers, these are listed in the first column, and the stats that it cannot modify are grayed out.

In the last nine rows you can enter an Item name and what it modifies. For example, a Ring of Protection +1 gives you an +1 Deflection bonus to your Armor Class. The last column is for selecting whether or not the modifier is active or not (so, if your character takes an item off, you can easily mark it, instead of having to delete everything.).

At the bottom, there is a box to choose if your Barbarian is raging or not. This automatically shows the adjustment on the character sheet.

This section is even more useful if you are a DM and have your players sheets, on a computer with you when you play. Then you can just enter the modifiers when necessary and have them handy.

Now for the actual:

CHARACTER SHEET

Most of what is on the character sheet is automatically entered from the input section. If there is something to enter n the character sheet I will cover it on the page of the sheet it is on.

Page 1

This shows the most pertinent information to your character. You will probably use this sheet more than the others. It contains the basic information like your name, race, class level, etc. It also shows your ability scores, saving throw bonuses, hit points, weapons, armor, attack bonuses, damage, and skills.

Page 2

On this page you can hide or show different information. There are two things that always show, 30 feats and languages. What can be shown or hidden are 30 additional feats, Portrait (which you import a graphic in this section) and character background, your turning/rebuke undead ability check (for clerics), and three sections of spell or psionic abilities.

Page 3

The final page shows the Equipment & location section. So that ends the character sheet (for now).

I am working on a spell/psionics sheet that would be a companion to this spreadsheet.

USING THE ALTPRINT SHEETS

The AltPrint sheets are an alternate two-page character sheet based on Christopher Mathieu's HeroForge sheet that you can use instead of the character sheet. Christopher Mathieu has given his permission to copy the layout of his character sheet, with the understanding that I made enough changes to differentiate between our sheets. You can view his original work (HeroForge) by going to: www.lorekeeper.com.

The use of the AltPrint sheets is pretty straightforward. First, open the AltPrint Calculations sheet and type in the character sheet name you wish to use in cell C4. Then you can goto the AltPrint Sheet1 and Sheet2 and print them.

There you have it.

USING THE QUICKSHEET

The QuickSheet is a sheet that the DM can use as a quick reference during a gaming session. It gives the DM the basic information about the character as well as certain skills that are usually rolled by the DM, if he wants.

The best way to use the QuickSheet is to keep the blank as a master and make copies for each campaign. That way you can have multiple campaigns in one file and not get confused as to which characters are in each campaign. To make a copy of the QuickSheet hold the Ctrl key as you select the QuickSheet tab with your mouse and drag it to the end. You can also right-click and select "Move or Copy..." and then check the copy box and select the location and hit "OK". Then rename the copies with the campaign name (i.e. - "QS (Blood and Guts)").

The QuickSheet is split into three regions: the print region, the non-print, and the hidden region. The hidden region contains the cell references to pull from the character sheets. The print region is where all the information is shown. The non-print region is where you enter the necessary information to get what you want.

In the non-print region there are three areas that you need to enter information. The first is cell G2, here you select whether or not you want to see the ability or its modifier. The next is cell O3, which is where you select if you want to show the character name or class in the lower half of the QuickSheet. The final area is cells A9:A21, where you enter the character sheet names of the characters in your campaign.

All that is left is printing it out.

USING THE LEVELUP WORKSHEET

The LevelUp worksheet is another DM sheet. This is where a DM can keep track of certain changes that the player is going to make the next time that he or she increases their character level.

There are two sections of the sheet: the upper and lower halves, where the information is split between the two. The name is inputted in column A twice, one time for each half the sheet. After the name is a column for a change in Initiative. The next column is for a class change, followed by a column for HPs and a column for the next ability point increase. There are then 12 columns for skill increases, these are split between the upper and lower portions.

Following that there are four cells for animal companions and their HP increases.

This again is pretty straightforward. You can print it before or after you fill in the information. Also, as with the QuickSheet and the character sheets you can make copies for different campaigns.

ENTERING A NEW CLASS OR PRESTIGE CLASS

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. You can quickly jump to the ClassList section by doing a search [Ctrl-F] for ClassList).

A good place to start is to go to column B (which is right underneath the Base Attack header), then, from the menu, choose Window -> Freeze Panes. This will allow you to "scroll" through the ClassList without losing either the headers, or the class name.

Step 1: Go down to one of the 'zzz' entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your class values.

Step 2: Enter the class name in column A. Enter in, from right to left, your class's BAB progression (0.5, 0.75, or 1), HD Type, what Saving Throws are considered "Good" for your class.

Step 3: This should bring you to column G. If your new class has an attribute that gives a bonus to all saving throws (such as a Paladin getting a Charisma Bonus to all saves), enter the three-letter abbreviation (Str, Dex, Con, Int, Wis, Chr) in the saves he gets that bonus, as well as what level it starts at.

Step 4: Now, you're at column K. If your character gets the Monk Open Hand ability (i.e.: as he goes up in levels, the unarmed strike gains damage), enter a "1" (if it follows the same as the Monk), or a fraction which simulates the damage. (So, if your class gets a better unarmed strike damage at 5th level, while the Monk gets it at third, you'd enter 3/5, or .6). If your value "stacks" with the Monk (most do), enter "True".

Step 5: We should now be at column M. This is where you possibly get an AC bonus. The first column is the ability score; enter it as needed (Str, Dex, Con, Int, Wis, Chr). Enter the fraction that your character gets it (a Monk, for example, is 1/5, or .2). Now, if your character only gets this bonus if they're wearing a certain class of armor, or carrying a certain type of load, enter numbers here to show that. (You'll notice the comments at the top of the field to indicate what sort of data it's expecting.)

Step 6: At column Q, it's Movement. Column Q is a "flat" Movement Bonus - where this number is added straight to the movement base. (Barbarians, for example, get a +10 movement). Equipment is just like it is in AC Bonus; it's expecting a 0, 1, 2, or 3 there, also. And, the final column is the Monk bonus move- enter a '1' if so, or a fraction thereof.

Columns T and U are currently blank. (This may change in the future).

Step 7: Columns V and W are Turning. Enter your (base) number of turning attempts per day in the first column, and effective level in the second. (Note that, the number of turning attempts per day do NOT stack; if you had a Cleric 3 / Paladin 3, you'd still only get 3 (base) turning attempts per day). The Effective Level is added to your Character Level to see at what power you turn undead. (Example: Clerics are 3/0; Paladins are 3/-2, as at 3rd level, they turn undead with the same effectiveness as a 1st level Cleric.)

Step 8: Columns X and Y are Sneak Attacks. Column X is a value where Sneak Attacks are first available (Rogues get them at 1st level; Blackguards at 4th). Column Y is how often they advance in the Sneak Attack... So, if your class gets a +1d6 Sneak attack at 1st level, and +2d6 Sneak Attack at 3rd level, you advance every two levels; enter a 2 in column Y.

Step 9: Column Z keeps track of whether your class gets a familiar. This is simply a '1' or a '0'. ;)

Step 10: Bonus Feats (Columns AA, AB, and AC) are tough to work out. Column AA is, at what level does your character get a Bonus Feat. Column AB is, through what level (some classes, when they gain bonus feats, get them for the first two levels). The third column is how many additional levels do they need to have to gain another bonus feat. (See [Bonus Feat Calculation Spreadsheet](#) on the [web page](#) for help.)

**** Fighters:** Gain bonus feats at 1st, 2nd, 4th, 6th, 8th, etc. :: Starting Level: 1, Through: 2, Per Level After: 2

**** Mages:** Gain bonus feats at 5th, 10th, 15th, 20th :: Starting Level 1, Through: 0, Per Level After: 5.

Steve has been kind enough to put a "Bonus Feat Calculator" on his [web page](#) (under "[User Contributions](#)"); you can use this to check out the formula for your particular class.

Columns AD through AG are reserved for future expansion.

Column AH, even though it says NPC Class, hasn't been fully implemented as of yet.

Step 11: Column AI is the number of skill points you gain per level.

Step 12: Columns AJ through CH are the skills. Enter either "class", "cc", or "na" for each. (Note: these are all lowercase values!)

Columns CI through CK are for extra skills (as yet unimplemented).

Step 13: Column CL is the description you get when you select the class in the Class Preview box. You can enter a 'new line' with [Alt-Enter]. Once you finish with this entry, turn off Word Wrap by right clicking, choosing 'Format Cells', switching to the Alignment tab, and turning off Word Wrap.

Step 14: Once you finish entering a new class, go to column A, then click the "Sort Ascending" button on the Standard toolbar (that's the one that looks like a down arrow with the A above the Z). Your class will now automatically sort itself in with all the others.

(If you have already created a custom class column, for additional custom classes just replace a "zzz" entry and sort ascending.)

Step 15: Switch to the "Classes" tab. Rename one of the 'zzz' entries from column A to 'Custom' (or any name you wish) then, Sort Ascending.

Step 16: At O3 (or if column O is used goto column Q, etc), enter "Custom" (or chosen name).

Step 17: At O4, enter your new class.

Step 18: At O5 through O21, enter 'zzz'.

Step 19: Select O4 - O21. Now, from the menu, select Insert, Name, Define. You'll see "Names in workbook". (the Refers To: box should say "=Classes!\$O\$4:\$O\$21"; correct this if it's wrong). Enter "ClassesCustom", then click "Add". Press OK.

You'll now be able to select a "custom" class type, and have your class show up in there whenever you do.

ENTERING A NEW RACE

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. The first table is the RaceList, but I do not always leave the cursor at the top, so you can quickly jump to the RaceList section by doing a search [Ctrl-F] for RaceList.

A good place to start is to go to column B (which is right underneath the Type header), then, from the menu, choose Window -> Freeze Panes. This will allow you to "scroll" through the RaceList without losing either the headers, or the race name. The Standard races are those from the Player's Handbook® and pages 59 and 60 of the Dungeon Master's Guide® (the NPC Adjustments by Kind). Where as the ! races are the basis of all Monster Manual® entries.

Step 1: Go down to one of the 'zRace####' entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your race values, or you can overwrite one of the 'zRace####' entries.

Enter the race name in column A.

Step 2: Column B is for the creature/race type which is chosen from a drop-down menu that lists race type (as per RaceType list). The race type should be in the list unless you have created a different race type or sub-type not in the list, these are described in the Monster Manual® on pages 5 and 6. If this is the case, you need to first create a new ! race for your race type and add this to the RaceType list and then repeat for the new race (or just use the creature overrides on the Master sheet when you enter a character). To create a new ! race, you first go to the RaceType list (jump by a search [Ctrl-F] for RaceList). You then go to "!Vermin". Right click on that row, and then click "Insert...". This will give you a blank cell to type in the new ! race type, then select all the whole list and Sort Ascending (be sure to only select the list in column A and not the complete rows, as that would mess up other tables). With type added you can then enter the basic race based on this type. You then follow steps 1 and 2 using the new type name and continue.

Step 3: Columns C to H are for entering ability score bonuses; Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. If you're are entering a ! race, these should be 0 or "--" if no ability (i.e. an !Construct has no Con or Int).

Step 4: Enter the racial size in column I. If you're are entering a ! race, this should be "".

Step 5: Columns J and K are for entering movement scores; Base and Reduced. If you're are entering a ! race, these should be 0.

Step 6: Bonuses to saves; Fortitude, Reflex, and Will; are entered columns L to N. If you're are entering a ! race, these should be 0.

Step 7: If the race has natural armor, enter it in column O. If you're are entering a ! race, this should be 0.

Step 8: The base attack bonus is entered in column P. If you're are entering a ! race, this should be 0.

Step 9: Enter the "bonus levels" in column Q, this is adding the CR of a creature would have if it did not have any class levels. If you're are entering a ! race, this should be 0.

Step 10: The Hit Die type is entered in column R, this is "None" or the number and type of bonus HD (i.e. 2d6) if the "Levels" column has a bonus. If you're are entering a ! race, these should be the size HD in the following manner: "type: d#".

Step 11: Columns S and T are used for skill point for first level/HD bonuses and multiplier (i.e. a Human gets 1 bonus and has a multiplier of 4). Also, if a race has "Levels" and Hit Die bonuses the columns should be 0 and 1 respectively (i.e. a Bugbear). If you're are entering a ! race, these should be 0 and 1, because the Skill points are determined in later columns.

Step 12: Racial vision type is entered in column U.

Step 13: Bonuses to skills are entered in column V to column BP. Enter the appropriate bonus in the appropriate column, if a skill is not listed you can manually add in the bonus on the character sheet. If you're are entering a ! race, these should be 0.

Column BQ to column BU are unused at this time.

Step 14: The number of bonus feats is entered in column BV. If you're are entering a ! race, this should be 0.

If you are entering a standard race skip to Step 21. For ! races, please continue.

Step 15: Columns BW to CA are used to determine racial skill points. This is based on the rules on page 11 in the Monster Manual®. If a races skill points are determined by multiplying the base by the Int mod enter the base number of points in the first column. The second column is used if the Int bonus is added to the base number of points. If the number of skill points is multiplied by the number of HD, then enter "Yes" in the third column; otherwise, enter "No". The last two columns are for the minimum number of skill point and the maximum number of skill points.

Step 16: In column CB, enter the number of bonus skill points per HD.

Step 17: The Hit Die type is entered in column CC.

Step 18: The number of feats is determined by column CD to column CF. The first column is the base number of feats, the second column determines if Int bonus is added on the first HD, and the third column determines when the bonus feat is received (i.e. If a race gets a bonus feat every four HD it is 0.25 else It is 0).

Step 19: Column CG is where the BAB progression (0.5, 0.75, or 1) is entered.

Step 20: In columns CH to CJ you enter the Save Bonus progression, "Good" or "Poor", for each type of Save.

Columns CK to CQ are unused at this time.

Step 21: Column CR is the last column used. In this column you enter any racial notes.

Thus have you entered a new race.

ENTERING A NEW SKILL

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. You can quickly jump to the SkillList section by doing a search [Ctrl-F] for SkillList).

Once you are at the SkillList you notice that although there are few columns there is a lot to understand. There are eight tables that deal with skills. I will try to explain the relationships and how entering new skills affects the tables.

There are different types of skills that can be added. Here is a list of subsections:

- Adding a New Craft Skill
- Adding a New Profession Skill
- Adding a New Knowledge Skill
- Adding a New General Skill
- Adding a New Class Skill
- Adding a New Exclusive Skill

ADDING A NEW CRAFT SKILL

Step 1: Scroll down to one of the 'Craft(whatever)' entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your skill values. Enter the skill name in column A.

Step 2: In column B, make sure that the three letter ability designator is correct. It should be "Int".

Step 3: Column C is to select if the armor check penalty applies (5) or not (4).

Step 4: In the RaceList table the Skill Bonus columns are numbered. Craft skills are not usually racial skills, so this column is blank.

Step 5: In the ClassList table the Skill Bonus columns are numbered. The Class column lookup for craft skills is 44, unless you have entered a new class that gets this craft skill as a class skill (see [Adding a New Class Skill](#)).

Step 6: The last column of the list, states the column name of the Race and Class Lookup. This should be "Craft(General)".

Step 7: After entering all the information, select all craft skills and Sort Ascending.

Step 8: After sorting the craft skills, select the new craft name and copy it. Now scroll down to the CosmopolitanFeat list and look for the craft skill that was right after the new skill in the SkillList. Right click on the row (the #'s to the left), and then click "Insert Copied Cells".

Step 9: Repeat Step 8 for the ArtistFeat and MercantileFeat lists.

ADDING A NEW PROFESSION SKILL

Step 1: Scroll down to one of the 'Profession(whatever)' entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your skill values. Enter the skill name in column A.

Step 2: In column B, make sure that the three letter ability designator is correct. It should be "Wis".

Step 3: Column C is to select if the armor check penalty applies (5) or not (4).

Step 4: In the RaceList table the Skill Bonus columns are numbered. Profession skills are not usually racial skills, so this column is blank.

Step 5: In the ClassList table the Skill Bonus columns are numbered. The Class column lookup for profession skills is 69, unless you have entered a new class that gets this profession skill as a class skill (see [Adding a New Class Skill](#)).

Step 6: The last column of the list, states the column name of the Race and Class Lookup. This should be "Profession(Any)".

Step 7: After entering all the information, select all profession skills and Sort Ascending.

Step 8: After sorting the profession skills, select the new profession name and copy it. Now scroll down to the CosmopolitanFeat list and look for the profession skill that was right after the new skill in the SkillList. Right click on the row (the #'s to the left), and then click "Insert Copied Cells".

Step 9: Repeat Step 8 for the MercantileFeat list.

ADDING A NEW KNOWLEDGE SKILL

Step 1: Scroll down to one of the 'Knowledge(whatever)' entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your skill values. Enter the skill name in column A.

Step 2: In column B, make sure that the three letter ability designator is correct. It should be "Int".

Step 3: Column C is to select if the armor check penalty applies (5) or not (4).

Step 4: In the RaceList table the Skill Bonus columns are numbered. Knowledge skills are not usually racial skills, so this column is blank.

Step 5: In the ClassList table the Skill Bonus columns are numbered. The Class column lookup for knowledge skills is 44, unless you have entered a new class that gets this knowledge skill as a class skill (see [Adding a New Class Skill](#)).

Step 6: The last column of the list, states the column name of the Race and Class Lookup. This should be "Know(General)".

Step 7: After entering all the information, select all Knowledge skills and Sort Ascending.

Step 8: After sorting the knowledge skills, select the new knowledge name and copy it. Now scroll down to the CosmopolitanFeat list and look for the knowledge skill that was right after the new skill in the SkillList. Right click on the row (the #'s to the left), and then click "Insert Copied Cells".

Step 9: Repeat Step 8 for the EducationFeat list.

ADDING A NEW GENERAL SKILL

Step 1: Scroll down to any skill entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your skill values. Enter the skill name in column A.

Step 2: In column B, make sure that the three letter ability designator is correct.

Step 3: Column C is to select if the armor check penalty applies (5) or not (4).

Step 4: In the RaceList table the Skill Bonus columns are numbered. Leave it blank. You can select this as a racial skill on the character sheets.

Step 5: In the ClassList table the Skill Bonus columns are numbered. Enter the Class column lookup for the skill that uses the same skill type (class, cc, na), unless you have entered a new class that gets this skill as a class skill (see [Adding a New Class Skill](#)).

Step 6: The last column of the list, states the column name of the Race and Class Lookup.

Step 7: After entering all the information, select all skills and Sort Ascending.

Step 8: After sorting the skills, select the new skill name and copy it. Now scroll down to the CosmopolitanFeat list and look for the skill that was right after the new skill in the SkillList. Right click on the row (the #'s to the left), and then click "Insert Copied Cells".

ADDING A NEW CLASS SKILL

The easiest way is to add it on the character sheet in the skills section under the Cross Class Override.

Step 1: After creating a new skill go to the ClassList, scroll over to the last three Skills columns (87 top 89).

Step 2: Use the first empty header and enter the New Skill name.

Step 3: For every class enter either "class", "cc", or "na". (Note: these are all lowercase values!)

Step 4: Return to the SkillList and the new skill and enter the correct column number in column D and the column name in column F.

ADDING A NEW EXCLUSIVE SKILL

This is only necessary if a new class skill is an exclusive skill.

Step 1: After creating a new skill go to the ExclusiveSkillList, Scroll down to any skill entries. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". Enter the skill name in column A.

Step 2: After entering all the information, select all skills and Sort Ascending.

ENTERING A NEW FEAT

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. You can quickly jump to the FeatList section by doing a search [Ctrl-F] for FeatList).

Entering a new feat requires you to enter information on two worksheets: the References worksheet and the Feat worksheet.

The FeatList has three columns. The first column is the feat name, the second column is the reference, and the last column is feat type.

Step 1: To add an feat, go to the second item on the list. Right click and click "Insert...". This will give you a blank line for inputting a new feat. Now you can enter the feat name.

Step 2: In the second column enter the reference of where the feat originated.

Step 3: The last column is the feat type, enter the correct type, such as Class, General, Item Creation, MetaMagic, etc.

(If you have already created a custom feat column, for additional custom feats just replace a "zzz" entry and sort ascending.)

Step 4: Now switch to the Feat worksheet. Rename one of the 'zzz' entries from column A to 'Custom' (or any name you wish) then, Sort Ascending.

Step 5: At AK3 (or if column AK is used goto column AM, etc), enter "Custom" (or choosen name).

Step 6: At AK4, enter your new feat.

Step 7: At AK5 through AK21, enter 'zzz'.

Step 8: Select AK4 - AK21. Now, from the menu, select Insert, Name, Define. You'll see "Names in workbook". (the Refers To: box should say "=Feat!\$AK\$4:\$AK\$21"; correct this if it's wrong). Enter "FeatsCustom", then click "Add". Press OK.

The feat of creation is complete, a new feat has been entered.

ENTERING A NEW WEAPON

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. You can quickly jump to the WeaponList section by doing a search [Ctrl-F] for WeaponList).

A good place to start is to go to column B (which is right underneath the Damage header), then, from the menu, choose Window -> Freeze Panes. This will allow you to "scroll" through the WeaponList without losing either the headers, or the weapon name.

Step 1: Go down to one of the weapon entries that is similar to the weapon you are adding. Right click on the row (the #'s to the left), and then click "Copy". Right click on another row, and then click "Insert Copied Cells". You now have a row to overwrite with your weapon values.

Enter the weapon name in column A.

Step 2: Columns B to D are for the weapons damage. If the weapon is a double weapon enter the damage of both ends in columns B and C. If the weapon has special damage, such as subdual or other, enter it in column C.

Step 3: The critical modifiers are entered in columns D and E. The crit range is in column C, enter the start of the range (i.e. if range is 19-20, enter 19). In column D enter the multiplier, x2 or x3. Remember that double weapons might have 2 different multipliers, and special weapons might not have critical ranges and multipliers.

Step 4: If the weapon has a range, it is entered in column F.

Step 5: The weight of the weapon is entered in column G.

Step 6: Column H is where the weapon damage type is entered, such as Slash, Pierce, Sl/Prc, etc.

Step 7: In columns I and J, enter melee and/or missile bonuses. ("--" if weapon is not used for that purpose)

Step 8: If the character's Str mod is added to damage, enter the maximum in column K.

Step 9: In column L, enter "Monk" if it is a weapon that a monk's favorable attack bonuses apply to the weapon you're entering.

Step 10: Enter the base size of the weapon in column M.

Step 11: If the weapon can be used with the Weapon Finesse feat, enter "TRUE" in column N; otherwise, enter "FALSE".

Step 12: Column O is where the weapon type is entered, such as Exotic, Martial, Grenade, etc.

Step 13: Enter the reference of where the weapon is from in column P (if you want).

'Tis how weapons are entered.

ENTERING NEW EQUIPMENT

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. You can quickly jump to the EquipmentList section by doing a search [Ctrl-F] for EquipmentList.

The EquipmentList has three columns. The first column is the item name, the second column is the item weight per unit, and the last column is for size factor.

Step 1: To add an item, go to the second item on the list. Right click and click "Insert...". This will give you a blank line for inputting a new item. Now you can enter the item.

Step 2: In the second column input the items weight per unit.

Step 3: Now enter "Yes" if the item's weight is size dependent, or "." if it is not.

Step 4: After entering the necessary information select the whole list (all three columns) and Sort Ascending.

With such ease are items added.

ENTERING A NEW LOCATION

On the References worksheet, you'll find the various tables that make up the values that the various character sheets pull from. You can quickly jump to the LocationList section by doing a search [Ctrl-F] for LocationList.

The LocationList has two columns. The first column is the location name, and the second column is used to determine encumbrance.

Step 1: To add a Location, go to the second item on the list. Right click and click "insert...". This will give you a blank line for inputting a new location. Now you can enter the location name.

Step 2: In the second column input a 0 or 1. If items at this location add weight to the character, enter a 1. Whereas, if the items are considered weightless if at this location (i.e. in a glove of holding which can hold up to 20 lbs.), enter a 0.

Step 3: After entering the necessary information select the whole list (both columns) and Sort Ascending.

With that, you have added a new location.

CHARACTER SPREADSHEET VERSION HISTORY

STEVE'S 3E CHARACTER SPREADSHEET V2.21 OFFICIAL RELEASE

Started work on 7/May/2001; Finished work on 16/May/2001.

First patch correction (v2.21a) given to my "Mailing List" on 8/May/2001.

Second patch correction (v2.21b) given to my "Mailing List" on 9/May/2001.

Third patch correction (v2.21c) given to my "Mailing List" on 10/May/2001.

Fourth patch correction (v2.21d) given to my "Mailing List" on 16/May/2001.

Uploaded to the web on 16/May/2001.

CORRECTIONS:

Patch A

- ** Levels were not taking into account the "I" (template) races.
- ** Familiars weren't calculating properly.
- ** Primary/Secondary/Two-Bladed weapons are now calculating properly.
- ** Racial skill points were all considered "class", regardless of whether or not they were.
- ** Max Skill ranks were not calculating properly.
- ** CR Formula updated.
- ** Skill Notes weren't bringing data from the user entry in the Skills section.

Patch B:

- ** Untrained Skills were not allowing for Class Override.
- ** Turning wasn't working.
- ** Racial Skill Points are now not calculating "na" skills as spent skill points.

Patch C:

- ** Not all classes were getting the proper levels, due to mis-markered formulas. Fixed.
- ** 'Bonus Feats' formula corrected.
- ** Some formulas were re-constructed with new pointers to data.

Patch D:

- ** Crossbows were getting a penalty to damage if you had low strength.
- ** Finally fixed that damn Ability Point Bonus bug.
- ** The Sai was considered a "missile" weapon. Fixed. (Thanks to John Christgau for pointing that out!)
- ** The Flame Steward was getting the wrong spell progression.

NEW FEATURES:

Patch A:

- ** Claw/Bite options are now added into the weaponry section.
- ** Added "Single Attack" column. (If possible, use this instead of "Single Strike / Single Shot" - both will give you a single attack, but the Single Strike will be considered a "primary" attack, and have a -2 penalty as a result.)

Patch D:

- * - Option to select whether to print "+" in the combat section (so, you could print 20:15:10:5 or +20:+15:+10:+5)
- * - Option to change the character(s) between attacks (so, you could print 20:15:10:5, or 20*15*10*5)
- * - Option to change the character(s) between Primary and Secondary attacks (so, you could print --/15 or --|15)
- * - Option to change the character(s) showing a non-attack (so, you could print --/15 or na/15)
- * - Added the ability to "Flurry" on unarmed attacks. (You used to be able to "Flurry" by selecting Preferred Use: Two-Bladed, and overriding the spreadsheet).
- * - Added two Rings of Wizardry to the Spellcasting section.
- * - Trained Skills now show modifying ability. The text will also 'shrink' in size until it fits in the cell (Thanks to Lonnie Barnett for teaching me something new in Excel. :))
- * - Per a request by Steven Quartermann, Specialist Wizards will now show what school they're a specialist in. They will also have a "+s" added to their "Spells per day" output.
- * - Expanding on that thought (and, knowing that I didn't have any option for it earlier), deities are now shown if (a) you enter a Divine spellcaster, or (b) you enter a deity. Otherwise, it's considered a moot point (and not printed on the character sheet).
- * - Entered "Region" area.
- * - Entered the ability to parse Feats from Monte Cook's site (www.MonteCook.com) - these are specifically in his "Archives" section. (Note: you will need to go to my "User Additions" page in order to download the patch which has these feats in them.)

STEVE'S 3E CHARACTER SPREADSHEET V2.20 OFFICIAL RELEASE

Started work on 14/Apr/2001; Finished work on 3/May/2001.

First given to my "Mailing List" on 22/Apr/2001.

Released on 04/May/2001.

CORRECTIONS:

** Familiar bug fixed.

** Weapon weight now properly calculates ("Mithril" bug).

** Weapon weights are now properly calculated not only for esoteric materials, but also for size increases. (A dagger 3 times its normal size weighs 8 pounds, does 2d6 damage, and is considered a "Large" weapon, instead of Tiny weapon.)

** Touch AC now does not count Armor Enhancement Bonuses (per an email to Skip Williams).

** Equipment Weight (for different sized characters) is now calculating the "Equipment" mod, instead of the "Armor" mod. This will make the gear a Halfling carries a lot lighter. (Thanks to Vincent Jayawardene for the help!)

** Oh, a whole bunch that I can't remember from the last week. :)

NEW FEATURES:

** Quick Sheet: Instead of "combat stats" for 28 characters, it now only supports 13. Below the "Combat Stat" block are the majority of DM rolled skills: Appraise, Bluff, Diplomacy, Disguise, Forgery, Gather Info, Intimidate, Hide, Listen, Move Silently, Search, Sense Motive, Spot, and Scry.

** "XP Earned", "Cross-Classes", and "New (Total) XP" added to the right. An example:

XP Earned: Character earned 100 XP. (Enter 100).

Cross-Classes: The character has one Cross-Class penalty, such as a Cleric 1 / Monk 3. (Enter a 1).

New (Total) XP: The formula will tell you he gained 80 XP (plus his old XP total), so you can enter the new XP total in the XP box.

For DMs: If your party goes and they all get 500 XP for the night, select all the sheets, enter that into that "XP Earned" box, and then select a single sheet. You'll get the total for each character that way, which should save a bunch of head scratching. :)

** Intelligence table now added: Skill Points are calculated by level. Intelligence modifier can be overridden each level. You can also override the Race Intelligence lookup, as well.

** Weapons now have a Crit block, where you can modify both the "entry" crit range, as well as the final output.

** Unarmed damage can now be "overwritten" with a DM-assigned value. (In other words, you can overwrite that with "Claw" or "Bite", or "Uncle Jack's Old-Time Moonshine".)

** Skills now fully recognize feats from the Forgotten Realms Living City document.

** You can now modify your level for Turn / Rebuke attempts (such as, if a cleric is wearing an Amulet of Undeath Turning).

** Spellcasting: You now have six possible "Spellcasting/Psionic" dropdowns. (Only the top three will actually print on the character sheet; this is due to my feeble attempts to keep the output to three sheets.) All Psionic points will add together, so be careful!

** Equipment/Location section now has a "Descriptor" section, and some new items were added to the item drop-down list. This means that you can now select a "Scroll", and in the Descriptor box, enter "Magic Missile"; or, a "Potion", along with "Cure Light Wounds".

** Added checks for Ambidexterity and Two-Weapon Fighting. (Even if you select "Ambidexterity", for example, it won't give you the benefits unless you have a 15 Dex.) A Ranger will automatically get these calculated in for free (if wearing light or no armor, and carrying a light load)- so, these won't be necessary to enter into the Feats section for all the aspiring Rangers out there.

** Added a check for Improved Two-Weapon Fighting; the sheet will automatically calculate that second off-hand attack.

** The feat "Skill Focus" is now entered in the sheet, and will properly calculate the Synergy bonus to the skill you select.

** Added checks / synergy bonuses / drop-down skill selection for Artist, Cosmopolitan, Education, and Mercantile Background. (All out of the Living City Forgotten Realms document.)

** Added skill checks for Blooded, Bullheaded, Courteous Magocracy, Discipline, Forester, Horse Nomad, Saddleback, Silver Palm, Smooth Talk, Stealthy, Street Smart, Survivor, Thug, and Treetopper. (All out of the Living City Forgotten Realms document.)

** I've been working closely with Dick van de Bunt over the ICQ network; he's been giving some suggestions as far as improvements, and he's keyed in complete racial, class, and level information (so that it will appear in the "Class Preview" box.) The Psionics Handbook has yet to be entered; any takers?

** Oh, a whole bunch that I can't remember from the last week. :)

OTHER CHANGES:

- ** Monk Movement is now based off of a formula, instead of a lookup.
- ** Monks now show "Monk Open Hand" instead of "Monk (Level x)(size)"
- ** Weapons now have a "preview" in the stat block.
- ** Weapon calculations are now separated into separate cells. This may not mean much to the average user, but now it may run on Palm Pilots without giving a "too complex!" error.
- ** Per a conversation with Tom Evans: I've added 30 additional "Feat" selector boxes. In order to have these appear, go down to the actual character sheet, "hide" the portrait / character history information, and then "show" the extra feats.
- ** With help from Dick van de Bunt, "Sword & Fist" and "Defenders of the Faith" information has been entered.
- ** All formulas have been restructured. This is to allow those with Excel 97 the ability to open up, and then copy, the "Master" sheet (without losing valuable formulas). This may allow for this to be ported to the Mac, for those of you who feel more comfortable on that platform.
- ** Oh, a whole bunch that I can't remember from the last week. :)

STEVE'S 3E CHARACTER SPREADSHEET V2.13 OFFICIAL RELEASE

Released on 13 Apr 2001, 12:15 am

CORRECTIONS:

- * Racial Saving Throw Modifiers (Halflings and Svirfneblin) were not calculating in. (Thanks to Ben Kerwin for pointing it out!)

STEVE'S 3E CHARACTER SPREADSHEET V2.12 OFFICIAL RELEASE

Released on 11 Apr 2001, 9:30 pm

UPDATES:

- * Non-Conditional Synergy Bonuses now automatically calculate!
- * Added the "Thug" feat from Forgotten Realms Guidelines. This can be gotten from the following URL:
http://www.wizards.com/rpga/downloads/FR_Guidelines.zip

CORRECTIONS:

- * Changed "Persistent Magic" to read "Persistent Spell", per the FR Guidelines (above).

STEVE'S 3E CHARACTER SPREADSHEET V2.11 OFFICIAL RELEASE

Released on 11 Apr 2001, 9:30 pm

CORRECTIONS:

- Fixed a situation where the third class was not showing up on the character sheet. (Thanks to Dick van de Bunt for pointing it out!)

STEVE'S 3E CHARACTER SPREADSHEET V2.10 OFFICIAL RELEASE

Released on 11 Apr 2001, 8:00 pm

CORRECTIONS:

- * If you chose a larger-than-normal weapon, it wasn't calculating properly. Fixed.
- * Barbarian Speed was not calculating. Fixed. (Thanks to Dick van de Bunt for pointing it out!)
- * Some areas of the spell list were greying out, even though the character could (theoretically) cast them. Fixed.
- * Rogues were not getting "Class" skills Open Lock and Pick Pocket, and Profession. Fixed.
- * Only the first weapon was checking STR score for possible zero value. Fixed.
- * Bards Spells Known bug fixed. (Thanks to Robert L. Kupcek for pointing it out!)
- * Fixed a problem where creatures, taking a Trained Skill, were getting rather serious penalties. The better hit point rolls they had, the worse off various skills were. Fixed.
- * Barbarians were not getting +2 to Will Saves when they were going into Rage. Fixed. (What is it with those Barbarians, anyway?) (Thanks to Dick van de Bunt for pointing it out!)
- * Fixed an error which popped back in- skill points were getting the x4 multiplier, if placed in the first HD slot. Fixed.

NEW FEATURES:

- * Brought the XP area "outside" of a drop-down, for quick and easy entry.
- * Maximum Skill Ranks (class and cross-class): added
- * Maximum Skill Ranks for exclusive classes: added.

- * Skills will now "color code" depending on which class you're buying skill ranks for.
 - * Added an area where you can enter +/-'s to saving throws (ala "Cloak of Resistance".) (Thanks to Cory Light for the suggestion!)
 - * Added a "random stat generator" to the bottom of the ability scores. (Thanks to Brian Vanderzanden for the suggestion!)
 - * Added a "Quick Sheet" which lists, from the various pages, the ability scores (or thier modifiers), saving throws, ACs, and Hit Points. Perfect for the DM who wants a small synopsis of his characters, and the creatures that'll be going against them.
 - * If you choose two identical classes, both classes will be flagged for your attention.
 - * If you enter a value for the first HD, all other hit dice (along that same rank) will be grayed out. (You can still enter values in there, and they will auto-calculate. This was primarily designed this way so you can see how your character advanced.)
 - * You can now only enter the maximum hit points, based on your hit die. (No more 12 HP Wizards at 1st level!)
 - * Brian Vanderzanden brought forth the idea of individual class skills; I've expanded it to all five classes. What it currently does is checks to see what the maximum number of ranks is (per skill), and also the number of skill points you have remaining, and then limits your entry based on that. You also are shown whether a particular skill is "class", "cross-class", or "not available", per skill, as well as how "full" you have a skill!
- You spend one rank per skill; it determines whether it's "Class" or "Cross Class", and add either one full rank, or one half-rank, as necessary. In addition, you also have the ability to see which "trainable" skills are available for a class.
- A Big Thank-You goes to Brian Vanderzanden and Chris Gillis for their help on this thorny new feature (and trust me, you don't want to try to follow the formulas involved...they make my head spin.

NEW DATA:

- * Added the Herald Prestige Class (Dragon Annual #5), as well as the Eldritch Master Prestige Class (Dragon Magazine #280). (Thanks goes to Matthew Lynn for keying these in.)

STEVE'S 3E CHARACTER SPREADSHEET V2.02 OFFICIAL RELEASE

Released on 06 April 2001, 11:30 am

CORRECTED ERROR:

- * Skill table was only allowing whole numbers (1, 2, 3...) for the cell indicating cross-class skills purchased. Fixed.

STEVE'S 3E CHARACTER SPREADSHEET V2.01 OFFICIAL RELEASE

Released on 06 April 2001, 9:30 am

CORRECTED ERROR:

- * Reflex Saving Throws were improperly calculating (they were calculating as Fortitude Saves). Fixed.

PRINT CORRECTION:

- * Changed the point size from 9 to 8 for the weapon notes.

STEVE'S 3E CHARACTER SPREADSHEET V2.00 OFFICIAL RELEASE

Released on 05 April 2001, 10:30 pm CST.