RPG Patsy v. 4.5.5
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Introduction

RPG Patsy v.4 is a digital character sheet and character generator for use with the 3.5 Edition rules. RPG Patsy was created with the goal of saving players and dungeon masters time during a game session. Version 4 is more powerful than ever and includes many improvements and new tools that users will love. Especially helpful is the new character generator tool. It allows users to create fleshed-out characters or NPCs in just a few minutes.

System Requirements

Windows:
Windows 98 and above.

Macintosh:
Mac OS X v.10.2 or above

800x600 or greater screen resolution required for full functionality. 1024x768 recommended.

Linux:
I am not currently supporting Linux. If you are interested in seeing a Linux version of RPG Patsy, email me at ben@rpgpatsy.com.

Version History

4.5.5
-Fixed a problem that was preventing RPG Patsy from launching for Mac OS X 10.5 (Leopard) users.
-Fixed a problem where the attack bonus for magical weapons was being added twice in the melee panel.
-Fixed a problem where the + and - buttons in the initiative tracker weren't showing up correctly for Windows users
-Fixed a problem where Patsy fails to open under some circumstances after items have been deleted.

4.5.4
-Fixed a file opening problem caused if a user deletes a worn item without un-equipping it first.

-Fixed a problem where skill descriptions for Craft, Knowledge, etc. weren't being loaded.
-Fixed a problem where the Add to DB button wasn't being enabled for custom weapons.
-Fixed an issue where items and armor were not remembering the slot assigned to them in some cases.

4.5.3
-Fixed a problem where the Character Generator wouldn't complete under some circumstances

4.5.2
-Fixed a problem that was preventing many users from saving character files
-Fixed a problem where the Spell Planner was extremely slow for non-generated characters

4.5.1
-Fixed a problem where Windows users couldn't save custom data
-Fixed problem where custom classes weren't getting their spells when leveling up in some circumstances
-Fixed problem where leveling up wasn't giving the right number of spells per day for spell casters (sometimes too many, sometimes not enough)
-Addressed several issues where modifiers/armor bonuses associated with worn items weren't behaving as expected
-Fixed a problem where temp hp weren't being maintained when closing and re-opening character files
-Fixed a problem where temp hp would go negative when adding/removing certain related modifiers
-Fixed a problem where Con bonuses weren't being saved for custom races
-Fixed a cosmetic issue where the Dex+10 field in the Vitals tab was showing the wrong value under some circumstances
-Several cosmetic UI/database improvements/fixes

4.5
Adds the following features:
-Support for custom data (abilities, armor, classes, creatures, domains, feats, items, powers, races, skills, spells, and weapons): adding to database, importing, exporting, and use in character generator and level up tool.
-Support for a mix of custom and supported classes
-Sneak attack damage added to battle tool
-Summoned Creatures window redesigned to better support stats as found in the monster manual.

-Support for sonic resistance
-Button to make adding XP easier

Fixes the following bugs:
-Files won't open when conditional save bonuses have been set up
-Remove psi power button not working
-Non-custom Psi power descriptions not being loaded
-Incorrect/missing values on printed character sheets
-Some skills with a subtype (eg Knowledge (arcana) always cost 2 skill points
-Custom spell + power desciptions not being when switching between spells
-If more than one worn item from a given category (e.g. ring) was associated with a modifier and equipped, it deactivated any others from that category
-Dex modifiers not being added in to total AC bonus on Vitals tab
-Weapon bonus not being added to damage
-Skill max and cost being incorrectly calculated during character creation under some circumstances
-War domain not loading any spells
-Fixed a cosmetic bug relating to max load fields
-Printing problems -- slow and sometimes doesn't work

4.0.2
Addressed the following issues:
-Some weapons missing damage for larger sizes (great sword, Guisarme).
-Key command for custom dice window changed to Cmd-Shift-M to avoid Mac OS conflict.
-Description field was not editable for custom skills, spells, etc.
-Notes from old version character files are now added to log tool.
-Class levels not being printed on character sheet
-Multiple attack bonus field wasn't being updated when switching between 1 weapon/2weapons/monk attacks.
-Skill notes are not being saved
-Changed how specialty skills are handled. User is now prompted to enter a specialty when adding Craft, Knowledge, Perform, or Profession skills. This allows for custom specialties.

4.0.1
Added support for conditional saving throw bonuses. This covers things like the Dwarven saving throw bonus that is only applied vs spells or spell effects. These are not yet automatically set for you.
Fixed the following bugs:
-Wizard spell count in spell planner incorrectly using str to determine bonus

spells
-Racial abilities for Dwarf were showing the Human abilities
-Adding domain for character created by edit tool causes exception + doesn't complete
-Weapons not being printed
-Init misc not being printed + total calculated when calc fields enabled
-Notes in spell planner not being recorded or printed
-Weight field in Armor tab not allowing decimals
-When typing first letter to jump to item in list, the list isn't scrolled to that point.
-Spell/Psi List remaining when switching to non-caster/psi character
-Increased font size in print sheets
-Fixed problem where psi skills are not being saved as such
-Psi skills now labeled as such in printed character sheet
-Character files with custom dice failed to open
-Double weapon damage set up incorrectly

4.0
Version 4 is almost a complete rewrite of previous versions. The engine and user interface have been greatly improved and many tools have been added. Here's a detailed list of new features and improvements:

-Character generator including epic, prestige, epic prestige, psionic, and epic psionic classes available in the OGL materials.
-Level-up tool which drastically simplifies the process of taking your character up a level
-Improved attack calculator which now shows battle-related stats so you don't have to switch back and forth to see what your AC/HP are at. Also includes checkboxes to keep track of circumstances like "Prone" or "Stunned". They add the modifiers associated with those circumstances for you when checked.
-Updated and improved GUI
-Spell tab supports filtering to make working with really longs spell lists easier
-Separate lists for Cleric domain spells since they really aren't lumped in with the rest of a cleric's spells.
-XML file format
-Basic weapons list now included
-Basic armor list now included
-Grapple tool
-Summoned creature/monster/npc, etc. organizer
-Improved modifiers tool
-Ability to associate modifiers with items in inventory (ie I can set up a modifier for a ring of protection such that it automatically increases my AC when worn). See

next item.
-"Equipped" tool to keep track of what your character is wearing, carrying, etc. If you equip an item which is associated with a modifier, the modifier is automatically activated and then deactivated if you un-equip the item. You also have the option to automatically figure you AC/max dex bonus when you equip and remove armor.
-Heirarchical log/notes tool.
-Support for different spell lists for up to 4 classes
-Full support for Psionic characters
-Full support for Epic Characters
-Class abilities panel (for things like Barbarian rage, Ranger favored enemies, etc.)
-Spell planner which allows a caster to plan out their spells for the day and keep track of what they have already cast. Much, much better than the tool in the previous version of Patsy. Supports up to 4 caster classes and keeps track of Domain spells for clerics and School spells for Wizards as well. It has buttons to roll concentration and caster-level checks.
-New print pages that actually look like real character sheets
-Initiative tracker tool (mainly for DMs)
-Addition of stats like Resistances, size, and Damage Reduction.
-Improved weight/load capacity/encumbrance/armor check penalty system
-Size bonuses/penalties are automatically added to AC, attack bonus and load capacity
-Character size now dynamically affects AC and load capacity.
-Added better support for temporary hit points. When hit points are added via a modifier (directly to hp or by adding a constitution bonus) they are added to temporary hit points.
-Chat tool for covert communications with the DM or other players (Mac only for now, requires OS X 10.3+)

Notes Regarding RPG Patsy's Limitations
It should be noted that the character generator and RPG Patsy in general do not do absolutely all of the work for you. There are some things that are very hard to handle with software. Others can probably be done but I haven't had time to do them yet. Specifically, feats, class abilities/features, and some racial features are not automatically handled yet. Know the rules and know your class and race. RPG Patsy is a great organizer and time-saving tool but it doesn't make the Player's Handbook obsolete.
RPG Patsy is also very lax with certain rules to allow for variation in game play styles and house rules. The Character generator does not force you to use all of your skill points or choose all of the feats to which you are entitled, for example.

This was a conscious decision. It also doesn't enforce prerequisites for feats or prestige classes. Again, this was intentional and was intended to allow as much flexibility as possible.

Known Issues
-The Skills purchase step during character generation has a flaw. If you purchase skill ranks with a class for which the cost of the rank is only 1 point and then switch to another class for whom the skill is not a class skill and so costs 2 ranks, then sell the rank back, you get two points back.
-The Chat tool isn't set up to work on Windows yet.

Support
Contact us at support@rpgpatsy.com for technical or sales support or questions. We always love to hear good ideas for new features. Many of the features in this version of Patsy came about because of user suggestions. Thanks to all who have given feedback in the past.