RPG Patsy 4.5 User's Guide

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Introduction

RPG Patsy is a cross-platform character generator and digital character sheet for the 3.5 Edition rules that will save you hours of time during character creation and game play. It includes many tools that do all the tedious calculations for you and keep track of dynamic modifiers and bonuses. It also includes customizable dice rollers and various other dice rollers for common rolls (attribute checks, attack and damage rolls, skill checks, etc.) as well as databases of classes, races, feats, skills, class features, psionic powers, spells, weapons, armor, and equipment which allow you to generate and start playing your character in minutes. You can also define your own custom classes, races, etc. This user's guide will teach you how to take advantage of all of the tools available to you.

The screenshots in this guide are of the Macintosh version of RPG Patsy which differs only in color scheme and fonts from the Windows version. The instructions in this user's guide are platform independent.

System Requirements

RPG Patsy is compatible with the following operating systems:
Windows 98, ME, 2000, XP
Mac OS X 10.2 or higher

800x600 display resolution or better is required for full functionality.

Support/Contact

To report bugs, request features, or ask questions about RPG Patsy, please send an e-mail message to:
support@rpgpatsy.com .

For more information, please visit http://www.rpgpatsy.com .

To register RPG Patsy, please visit http://www.rpgpatsy.com/register .

To subscribe to the RPG Patsy Newsletter, please visit http://www.rpgpatsy.com/newsletter .

Chapter 1: Main Window

This chapter explains the features found in the various tabs contained in the main RPG Patsy window. The main window is essentially a software version of a character sheet. Unlike a paper character sheet, it does most of the work of keeping track of your character for you.

Section 1: Vitals

Figure 1: VIT Tab

1. **Identifying information** for your character.

2. **Size**. Your character's size affects his attack bonus, AC, grapple bonus, and load capacity. These calculations are done for you according to the size selected here.

3. **Edit class button**. This button allows you to adjust or edit your character's class(es). It allows you to switch from manually defined classes to classes in the library class or vice-versa. A 'manually defined' class in this context is one that you define completely on your own in the character sheet and have not entered into RPG Patsy as a custom class. Manually defined classes are not able to take advantage of the Level-up Tool unless they have been added to the database via the Custom Classes tool (see chapter 4). A 'library' class is one of the classes in RPG Patsy's database or custom

library. This means that you can use the Level-up Tool to advance your character in a current class or add levels in other supported classes.

Typically, you should not need to use this tool. It will mainly come in handy for players who want to convert an existing 'custom' character from a previous RPG Patsy version for use with the new tools. For example, if I had a multi-class character from RPG Patsy version 3, the class definition might look something like "Fighter(6)/Druid(3)". Upon opening the edit tool, I would see that information in the 'Other Class' fields. To switch to supported classes, I would select the corresponding classes and levels from the custom lists (see Fig. 2) and click OK. This will set the hit dice, spells per day, class skills, class abilities, and other information that will enable this character to use the level-up tool to add levels in the future. This tool may also be used to add a manually defined class if you used the Character Generator or Level-up Tool to add classes but later want to add a class that RPG Patsy doesn't support.
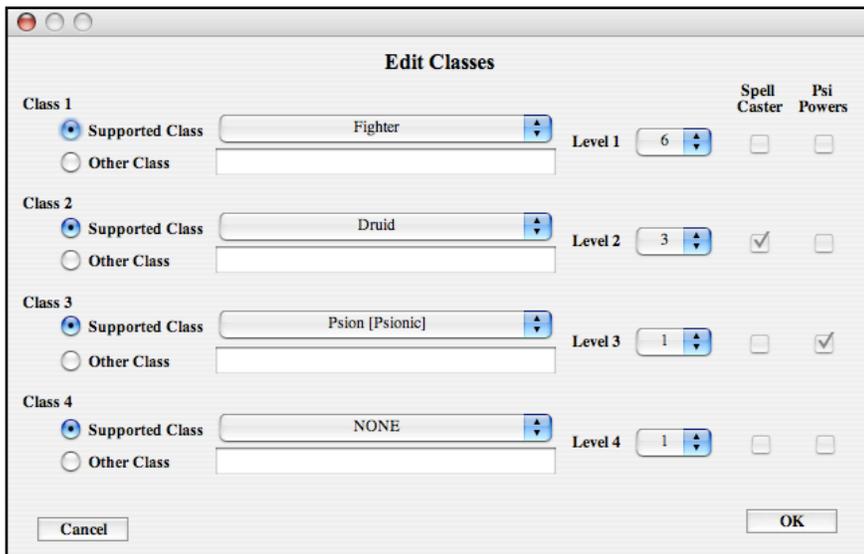
Fig. 2: Edit Classes Dialog

4. **Level Up button**. Use this button to launch the Level-up Tool. This tool only works with supported classes (see #3). You will be asked which class you would like to level up or if you would like to add a new class (see Fig. 3). You will then be walked through the necessary steps to add a level to your character.
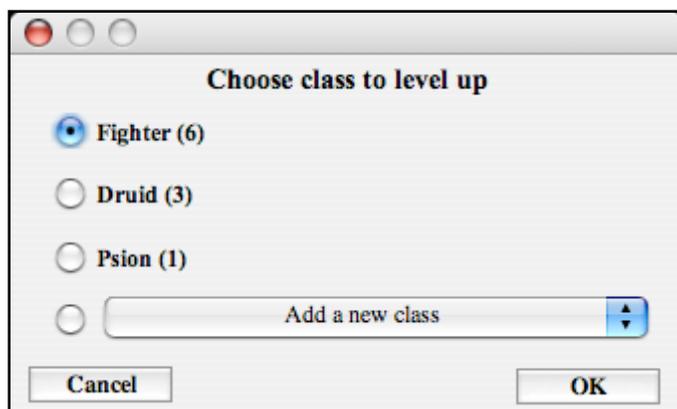
Fig. 3: Start of the level up process

5. **Hit Points**. This area is used to track your character's maximum, current, and temporary hit points as well as non-lethal (subdual) damage. If you have a temporary modifier which adds constitution bonus or hit points, the bonus points will show up in the Temp field
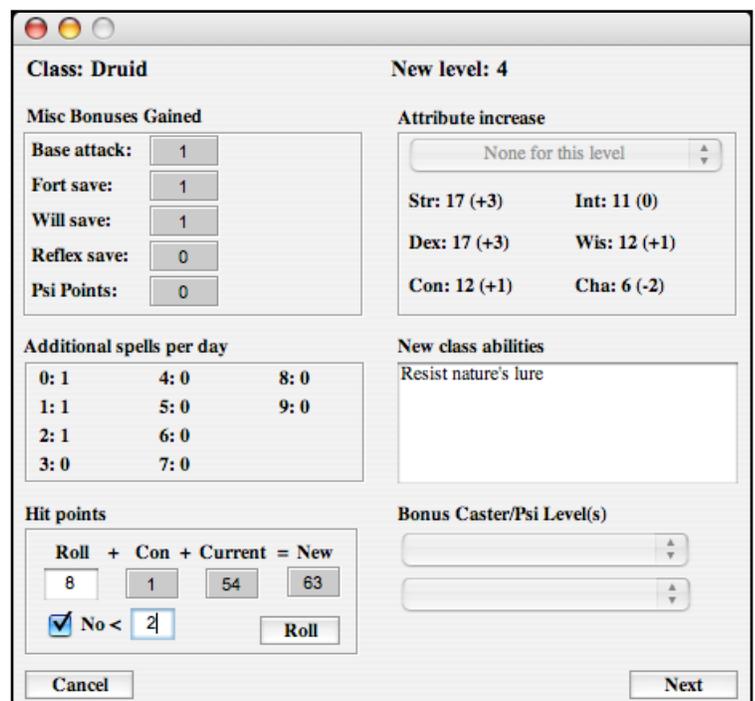
Fig. 4: Step one of level-up process for a chosen class

as long as the modifier is active. See the section on the Modifier Tool for more details.

6. **Languages**. This area lists the languages that your character knows. If you use the Character Generator to create your character most of the work will be done for you. The generator will determine which languages your character automatically speaks due to race or class, which languages are in the bonus list, and how many your character can choose from this list (based on the intelligence bonus).

7. **Notes**. Use this field to record information that you want close at hand.

8. **Resistances**. Record your character's resistances (if any) here. These values are informational only and are not used in any calculations.

9. **Damage Reduction**. Record your character's damage reduction (if any) here. These values are informational only and are not used in any calculations.

10. **Attributes**. Your character's attributes are recorded here. Click on the button with the attribute name to roll an attribute check.

11. **Initiative**. Keep track of your character's initiative bonus and roll initiative checks here. The dexterity bonus is figured for you.

12. **Melee attack bonus**. This area shows the melee attack base bonus, the epic attack bonus (if any), and any active modifiers. It calculates the total and displays the total attack bonus. If the base attack is high enough that the character gets multiple attacks, the bonuses for the multiple attacks will be shown here. The attack totals from this area are also used in the Battle Tool and Grapple Tool.

13. **Ranged attack bonus**. This area works the same way as the Melee attack bonus area.

14. **Armor class**. This area helps you keep track of your character's current AC by calculating the dexterity bonus, active modifiers, size bonus/penalty, and, optionally, what armor/shield is equipped. See the section about the Armor tab for more information about automatically figuring the bonus for equipped armor/shield.

15. **Saving throws**. This area keeps track of your character's current saving throws. It tracks the appropriate attribute bonuses, modifiers, epic bonus, and any conditional modifiers (see #16). To roll a saving throw, click the appropriate button.

16. **Conditional saving throw bonus** pop-up menu. Some characters have bonuses which only apply to certain saving throws. For example, Dwarven characters get a bonus to any saving throw vs spells or spell-like effects. The modifiers tool doesn't handle these bonuses very well because you have to switch to it, enable the modifier, go back to the Vitals tab, roll the check, then switch back and disable the modifier. This pop-up is a more convenient place to set up conditional saving throw bonuses. To add a bonus, simply select Edit from the Condition pop-up list. You will then be presented with a dialog (See Fig. 5) where you can add, edit, or delete conditional bonuses. When you want to use one of the bonuses you have set up, simply select it in the pop-up menu and roll the saving throw, then return the pop-up to "None".
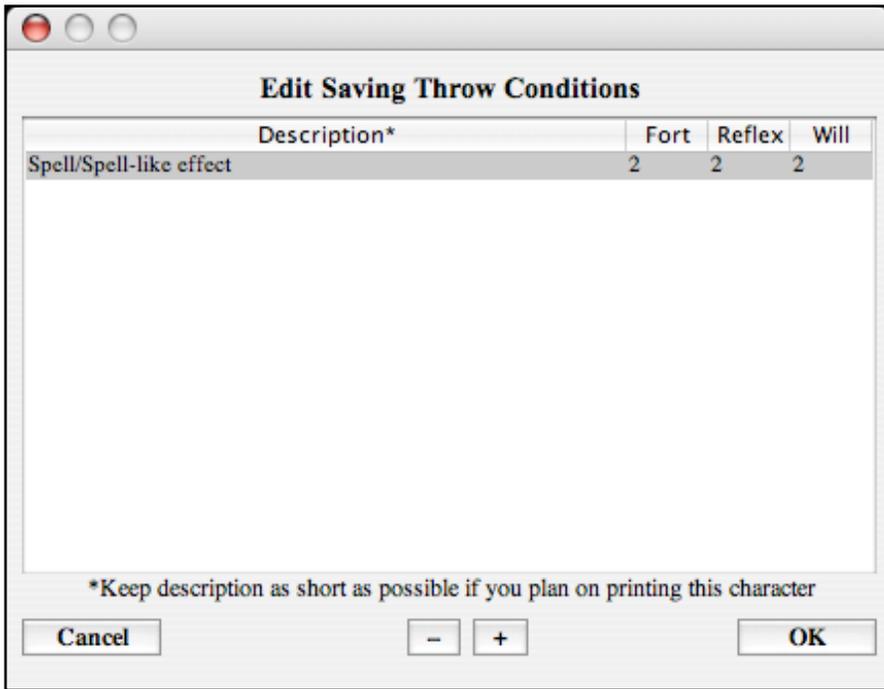
Fig. 5: Conditional Saving Throw Dialog

17. **Global note**. This field is for notes that you would like to have visible no matter which tab is selected.

18. **Armor Penalty**. This field reflects the armor penalty for the currently equipped armor/shield. It will only be populated if you have chosen to have RPG Patsy automatically figure your armor bonus for you (see the section on the Armor tab for more info).

19. **Total Weight**. This field reflects the total weight of all items or weapons in your inventory which are marked "Figure into total", as well as any armor which is currently equipped. This figure, along with your strength bonus, is used to calculate your check penalty.

20. **Check Penalty**. This field shows the check penalty your character is currently experiencing based on total weight carried, the current strength bonus, and the armor which is currently worn. Note that a character's total check penalty is either the load penalty OR the armor penalty (whichever is higher). The two do not stack. If your character has a -4 armor penalty but is carrying a heavy load (and thus incurs a -6 load penalty), the total penalty will be -6, not -10.

21. **Penalty controls**. The penalties calculated in #20 may be set manually. If you uncheck the "Auto-figure" checkbox, you can simply type in the total check penalty for your character. The "Apply penalty effects" checkbox tells RPG Patsy to automatically apply the check penalties when a skill is rolled that is affected by check penalties (e.g. swim).

Section 2: Abilities

The ABILITIES tab allows you to keep track of your character's special abilities including class and racial abilities. Class and racial abilities will be added for you if you use the Character Generator. You can add them manually at any time.

To add a new ability to your list, click the "+" button. You will be asked if you would like to add an ability from RPG Patsy's database (which includes core abilities as well as any custom abilities you have added to the custom database) or add the ability manually. To add a custom ability to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the ability's attributes then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to select abilities.

Section 3: Skills

The SKILL tab allows you to keep track of all of your character's skills and skill bonuses. This tab allows you to add conditional modifiers for particular skills. If you use the character generator, RPG Patsy will automatically add any racial or class-based skill bonuses for you. Check penalties and attribute bonuses are automatically calculated. Click the Roll button to perform a skill check for the currently highlighted skill.

To add a new skill to your list, click the "+" button. You will be asked if you would like to add a skill from RPG Patsy's database (which includes core skills as well as any custom skills you have added to the custom database) or add the skill manually. To add a custom skill to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the skill's attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to add skills including during character generation and leveling up.

Section 4: Feats
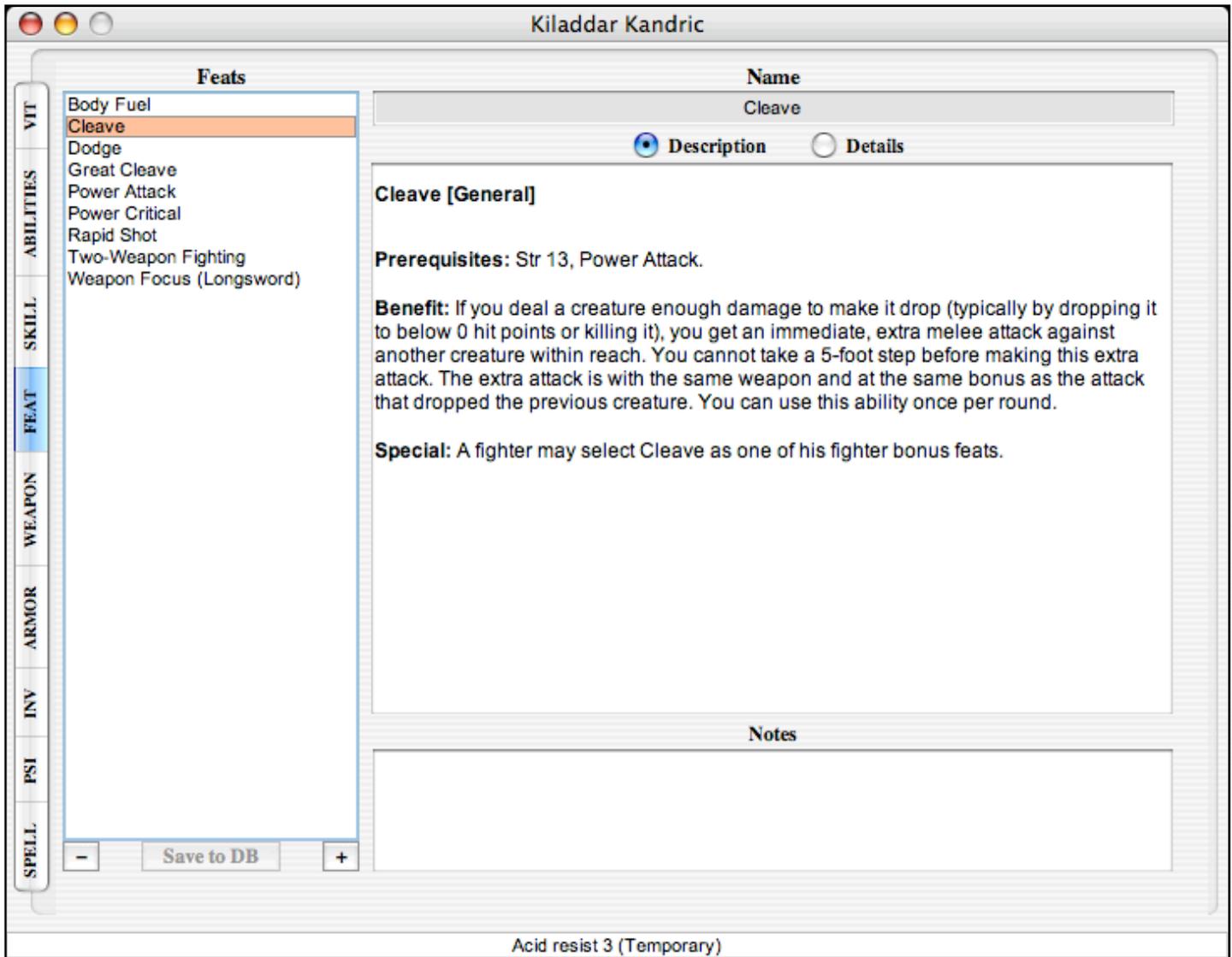
The FEAT tab allows you to keep track of your character's feats. These may be selected during character generation, when leveling up, or may be added at any time by using the "+" button. Please note that the effects described in your character's feats are NOT automatically applied to your character as of this release. We hope to add this feature in a future release.

Selecting the "Details" radio button will allow you to view (and edit, in the case of manually defined or custom feats) additional attributes of the selected feat such as whether or not this feat can be added multiple times and, if so, if it stacks or can apply to a new thing each time it's chosen.

To add a new feat to your list, click the "+" button. You will be asked if you would like to add a feat from RPG Patsy's database (which includes core feats as well as any custom feats you have added to the custom database) or add the feat manually. To add a custom feat to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the feat's attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to add feats including during character generation and leveling up.

Section 5: Weapons

The Weapons tab allows you to define the properties of the weapons your character is carrying. The Attack Bonus value selected here will be included in any attack rolls made with this weapon in the Battle Tool. If you have a +2 Longsword, for example, this is where you set the +2 bonus.

The Range field applies only to ranged weapons and defines the range increment for that weapon.

The Damage section allows you to figure the damage bonus for the current weapon and perform damage rolls, if desired. The "Add Strength Bonus" checkbox relates to weapons that use your strength bonus when rolling damage. Most melee weapons should have this box checked. If you are using a mighty composite bow or other ranged weapon which uses your strength bonus to add damage, check this checkbox and set the Max Str Bonus (if applicable) for that weapon. The 2H Weapon doubles the strength bonus damage. The Off-Hand Weapon checkbox cuts the strength bonus damage in half. The damage bonus calculated here will be used when rolling damage for this weapon in the Battle Tool.

To add a custom weapon to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to select weapons including during character generation.

Section 6: Armor

Despite the name, this tab does more for you than just keeping track of your character's armor. It also keeps track of everything your character currently has equipped.

The Armor section keeps a list of armor and shields available to your character and their stats. The "Apply stats when worn" checkbox will allow RPG Patsy to automatically apply the armor bonus, maximum dexterity bonus, check penalty, and any non-proficiency penalties associated with the selected armor/shield when it is equipped. To equip armor or a shield, select it from the pop-up menus in the bottom section. Items show up in the pop-up menu corresponding to the selected value in the "Slot" pop-up menu selected in the section above for that item. The weight of equipped armor/shields is always added to the total weight listed in the Vitals tab, whether or not the "Apply stats" checkbox is checked here.

Items from your inventory may also be assigned a slot and equipped using the pop-ups here. If a modifier has been associated with an item from your inventory, equipping it here will activate that modifier. Un-equipping it will deactivate the modifier. See the section on the Inventory tab for more information.

To add a custom piece of armor to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to select armor including during character generation.

Section 7: Inventory

The Inventory tab contains the treasure and other equipment owned by your character. You can assign items to a particular container for the sake of remembering where certain items are kept. You can also choose whether or not to apply the weight of any given item to your character's load. If you have a horse, for example, you may want to list it here but you wouldn't want the weight to be added to your total.

Magical items can also be represented here. You may assign to any item in your list a slot and a modifier. The slot determines where this item can be equipped. A ring of protection would be assigned to the Ring slot. A cloak would be assigned to the Shoulders slot, and so on. You can choose a modifier for the item out of any of those listed in the Modifiers Tool which has not already been assigned to another item. After setting these values, any time you equip this item in the Armor tab, the corresponding modifier will be activated. See the section on the Armor tab for instructions on equipping items. See the section on Modifiers for instructions on setting up a modifier.

To add a custom item to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to select inventory items including during character generation.

Section 8: Psionic Powers

This tab keeps track of all of Psionic-related information for your character. Psionic points will be set for you if you use the Character Generator.

If you have more than one class which has Psionic powers, you can switch between the lists for those classes using the Class pop-up menu. If you are using a custom class and want to be able to add Psionic powers, you can use the Edit class tool (see the section on the Vitals tab) to add this ability.

Clicking on the "Details" radio button allows you to view (or edit, if this is a custom power) additional attributes such as range, manifesting time, power level, points, and area of effect.

The "Filter by" section allows you to filter the current list based on the first name of the powers, the level of the powers, or both.

To add a custom power to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the power's attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to add powers including during character generation and leveling up.

Section 9: Spells
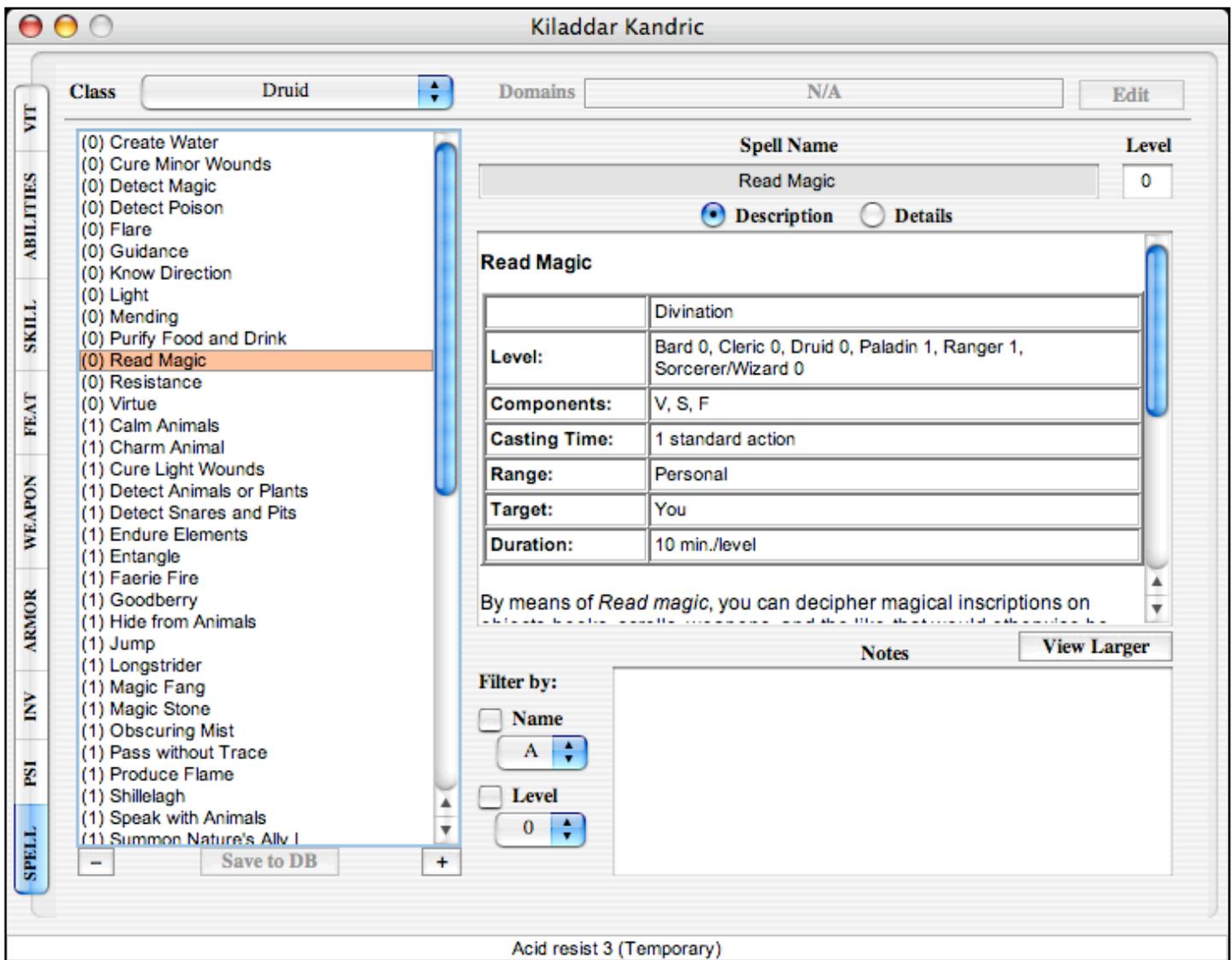
This tab keeps track of your character's spell lists and, if applicable, their Wizard school or Cleric domains. Schools and Domains are chosen during the character generation process. This feature is currently not supported for custom characters.

If you have more than one class which can cast spells, you can switch between the lists for those classes using the Class pop-up menu. If you are using a custom class and want to be able to add spells, you can use the Edit class tool (see the section on the Vitals tab) to add this ability.

Clicking on the "Details" radio button allows you to view (or edit, if this is a custom power) additional attributes such as range, casting time, spell components, target, and area of effect.

The "Filter by" section allows you to filter the current list based on the first name of the spells, the level of the spells, or both.

To add a custom spell to the database for easier access in the future or to be able to export it for sharing with other players, choose the "Add manually" option after clicking the "+" button. Define the spell's attributes and enter a description, then click the "Save to DB" button to save it to the library. From that point on it will be available any time you need to add spells including during character generation and leveling up.

Chapter 2: Tools

RPG Patsy includes many tools to help you keep track of all the variables that affect game play. These tools will save you lots of time and effort when used correctly.

Section 1: Battle Tool

The Battle Tool (called the Attack Calculator in previous RPG Patsy versions) can save you huge amounts of time during every game session. It has two main views, one for melee attacks and one for ranged attacks.

Melee Attack View:

1. **Attack Name**. A unique name you set for this attack. This is only used to identify the attack in the Attack List..

2. **Attack Type**. This radio button determines whether ranged or melee attack stats are displayed. You can apply both types of stats to a single attack if you wish. A dagger, for example, can be used as a melee or ranged weapon so I could set the melee and ranged information for dagger attacks.

3. **Melee Attack Type**. Use these radio buttons to specify whether the current attack is a single-weapon attack, a two-weapon attack, or a monk flurry of blows attack. This affects your attack bonuses and how they are rolled. Use the "Choose Pri" button to select your primary weapon from your weapons list and the "Choose Sec" to choose your

secondary (or off-hand) weapon. This is not required except for rolling damage. See #12 for more information about rolling damage. When weapons are chosen using these buttons, the critical range and multiplier and any attack bonus from those weapons will be automatically set for you.

4. **Weapons Associated With This Attack**. This field shows the name and attack bonus of any weapons associated with this attack.

5. **Multiple Attack Modifers**. Checking the appropriate boxes here will enable RPG Patsy to correctly calculate your attack bonuses when your character is wielding two weapons.

6. **Monk Level**. When setting up a Flurry of Blows attack, set your Monk's class level here. This affects how the flurry attacks are calculated.

7. **Attack List**. All attacks you have set up will show up in this list.

8. **Weapon Stats**. The controls in this area are directly related to the weapon(s) you are using for this attack. The Attribute stat determines whether your character's strength or dexterity bonus will be used when calculating the attack bonus. This can be useful for weapons like a rapier, which uses the dex bonus or for weapons affected by the Weapon Finesse feat. The proficiency buttons control whether or not a non-proficiency penalty is applied to the attack. The critical range and multiplier fields will be set automatically if you associate a weapon with this attack (see #3). The critical range setting will be used by the tool to determine when an attack roll is a critical threat. Critical threat rolls show up with an asterisk (*) in the roll results fields. The Misc Bonus menu shows temporary attack bonuses specific to the weapon in question. For example, if a player casts Magic Weapon on a sword to give it an additional +1 bonus, the +1 would be set here. Permanent weapon bonuses are automatically calculated by the Battle Tool and shouldn't be set here. For example, if I have a +2 Longsword, the bonus (which is set in the WEAPON tab) will be included automatically by the Battle Tool if you have associated that weapon with this attack (see #3).

9. **Combat Modifiers**. Use this area to specify short-term combat modifiers. The value you set for Power Attack will be automatically deducted from your attack roll and added to any damage rolls while the Power Attack checkbox is checked. The Charge checkbox will cause your AC to drop by 2 and your attack bonus to be raised by 2 while it is checked. The Other value will be added to all attack rolls when not set to zero. Typically, this control is used to show temporary conditions such as an attack bonus gained via a spell. You can also keep track of temporary conditions using the Modifiers tool (see the section on Modifiers for more info).

10. **Single Attack**. Shows the current attack bonus for rolling a single attack. Click the Roll button to roll a single attack. Never use this button if you are rolling more than one attack in a round as your results will be inaccurate. Roll results with a superscript 1 (^{1}) next to them indicate that a natural 1 was rolled. Roll results with a superscript 2 (^{2}) next to them indicate that a natural 20 was rolled. Roll results with an asterisk (*) next to them indicate that the roll is a critical threat.

11. **Multiple Attack**. This space shows your current attack bonuses for rolling multiple attacks. This space is used when you are making multiple attacks with a single weapon in one round, when you are attacking with more than one weapon in a single round, or when you are making a monk Flurry of Blows attack roll. Roll results with a superscript 1 (^{1}) next to them indicate that a natural 1 was rolled. Roll results with a superscript 2 (^{2}) next to them indicate that a natural 20 was rolled. Roll results with an asterisk (*) next to them indicate that the roll is a critical threat.

12. **Damage**. This space contains buttons to roll damage (including sneak attack damage, if specified) and fields to show the damage results. These buttons only work if a corresponding weapon has been set (see #3). They simply get the damage information for the weapon in question and use it to roll the damage. You can also roll damage for a weapon in the Weapons tab.

13. **Circumstances**. These controls allow you to quickly apply different circumstance bonuses to your character. The effects for each is automatically applied to your AC or attack roll where applicable. These effects will only show up in the Battle Tool.

14. **Battle Vitals**. These fields reflect current stats related to combat. They may not match what you see outside the battle tool as they may be affected by battle-specific circumstances (see #13).

15. **Battle AC**. These fields reflect the current ranged and melee AC for your character. These values may be affected by battle-specific circumstances (see #13).

16. **Hit Points**. Your current hit points and non-lethal damage are shown here. The HP value is a total of your character's current and temporary hit points. When damage is taken using the "-" button, hit points are removed from the temporary hit points first. The non-lethal field simply reflects and is tied to the non-lethal field in the vitals panel.

17. **Notes**. Add any notes here related to this attack.

Ranged Attack View:

1. **Attack Name**. This is an arbitrary identifier for the current attack.

2. **Attack Type**. Specifies whether this attack relates to melee or ranged weapons.

3. **Weapons Associated With This Attack**. This field shows the name and attack bonus of any weapons associated with this attack. You can associate a weapon with this attack by clicking the Choose Weapon button. When you do this, the range increment and critical info for that weapon are set automatically for this attack and any permanent weapon bonus associated with that weapon will be used when rolling attacks.

4. **Modifiers**. Use these pop-ups to apply temporary modifiers to this particular attack. Do not use this field for a permanent weapon modifier. Permanent weapon modifiers are figured in automatically when you associate a weapon with this attack (see #3).

5. **Range Info**. The range information you set here, when combined with the Target Distance (see #8) will affect your attack bonus. The penalty specified will be applied once for each distance increment between your character and the target.

6. **Feat Info**. Use these checkboxes to specify if your character has the feats that affect their attack roll or number of attacks.

7. **Critical Info**. Set the critical range and multiplier for the weapon being used by this attack. If you have associated a weapon with this attack (see #3), this will be set for you. The critical range is used to determine whether or not an attack roll is a critical threat. See #10 or #11 for details.

8. **Target Distance**. The current distance from your character to his/her target. This information affects the attack roll. See #5 for details.

9. **Attack List**. All attacks you have set up will show up in this list.

10. **Single Attack**. Shows the current attack bonus for rolling a single attack. Click the Roll button to roll a single attack. Never use this button if you are rolling more than one attack in a round as your results will be inaccurate. Roll results with a superscript 1 (^{1}) next to them indicate that a natural 1 was rolled. Roll results with a superscript 2 (^{2}) next to them indicate that a natural 20 was rolled. Roll results with an asterisk (*) next to them indicate that the roll is a critical threat.

11. **Multiple Attack**. This space shows your current attack bonuses for rolling multiple attacks. Roll results with a superscript 1 (^{1}) next to them indicate that a natural 1 was rolled. Roll results with a superscript 2 (^{2}) next to them indicate that a natural 20 was rolled. Roll results with an asterisk (*) next to them indicate that the roll is a critical threat.

12. **Damage**. This space contains buttons to roll damage and fields to show the damage results. These buttons only work if a corresponding weapon has been set (see #3). They simply get the damage information for the weapon in question and use it to roll the damage. You can also roll damage for a weapon in the Weapons tab.

13. **Circumstances**. These controls allow you to quickly apply different circumstance bonuses to your character. The effects for each is automatically applied to your AC or attack roll where applicable. These effects will only show up in the Battle Tool.

14. **Battle Vitals**. These fields reflect current stats related to combat. They may not match what you see outside the battle tool as they may be affected by battle-specific circumstances (see #13).

15. **Battle AC**. These fields reflect the current ranged and melee AC for your character. These values may be affected by battle-specific circumstances (see #13).

16. **Hit Points**. Your current hit points and non-lethal damage are shown here. The HP value is a total of your character's current and temporary hit points. When damage is taken using the "-" button, hit points are removed from the temporary hit points first. The non-lethal field simply reflects and is tied to the non-lethal field in the vitals panel.

17. **Notes**. Add any notes here related to this attack.

Section 2: Modifier Tool

The Modifier Tool allows you to keep track of a huge variety of variables that affect your character during game play.
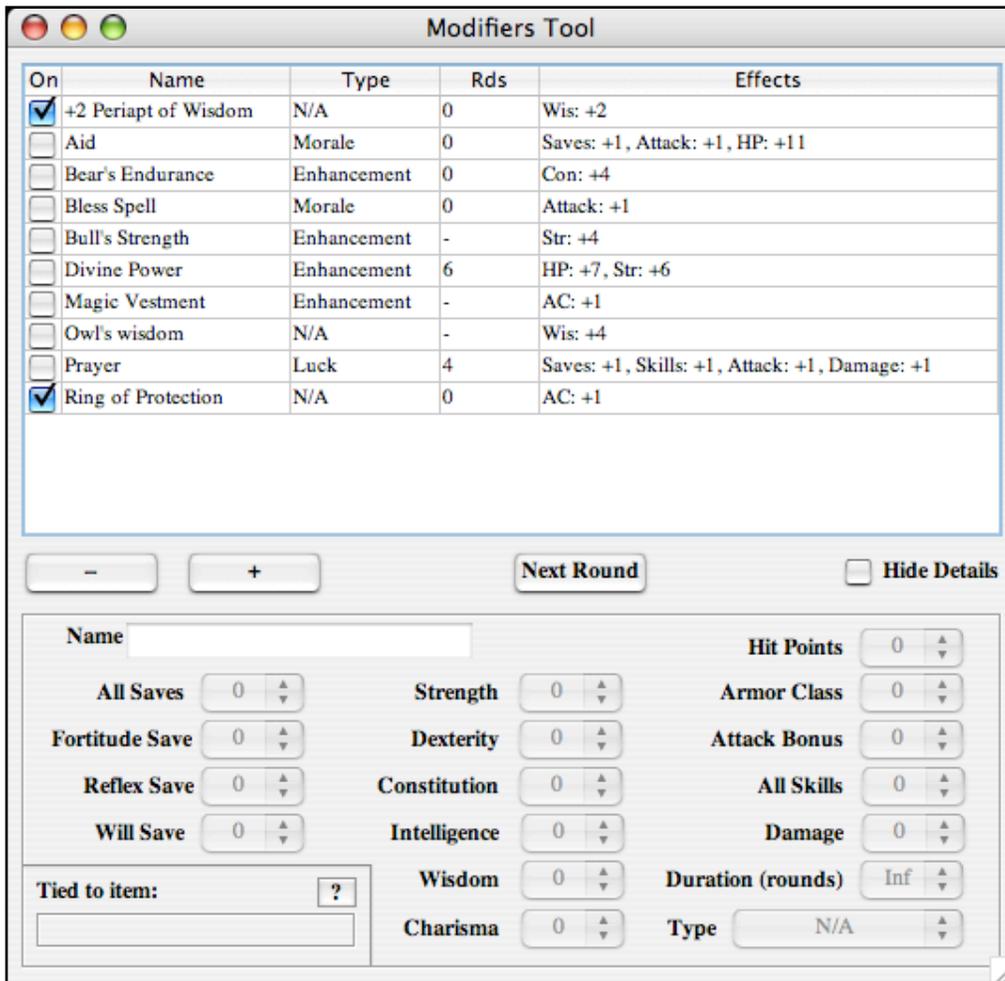
You can add any number of modifiers and each modifier can be set up with any combination of supported effects. This is extremely useful for quickly enabling or disabling the effects for a particular spell. For example, in the screenshot above you can see a modifier labeled "Prayer" which represents the effects of a Prayer spell. When the checkbox is clicked for that modifier, the listed effects (+1 to saving throws, +1 to skill checks, +1 to attack rolls, +1 to damage rolls) are all enabled and automatically applied everywhere they can be used in RPG Patsy. Modifiers can affect the following:

- **All Saves**. This modifier affects any saving throw (fortitude, reflex, or will) rolled while it is enabled.
- **Fortitude Saves**. This modifier affects any fortitude saving throw rolled while it is enabled.
- **Reflex Saves**. This modifier affects any reflex saving throw rolled while it is enabled.
- **Will Saves**. This modifier affects any will saving throw rolled while it is enabled.
- **Attributes**. Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma may be affected by a modifier. Any checks which depend on the attribute in question will also be affected. A Strength Modifier, for example, may affect grapple checks, attack and damage rolls, and strength-based skills. A Constitution bonus may affect fortitude saving throws and may provide temporary hit points.
- **Hit Points**. Hit Points added via a modifier are added as temporary hit points in the Vitals tab and displayed in the Battle Tool in the total HP.
- **Armor Class**. This modifier affects your character's AC anywhere it is displayed.
- **Attack Bonus**. This modifier is applied to your character's attacks anywhere they are calculated. Please note that this is a global modifier. If you have a temporary bonus that just affects a particular weapon, you should apply it in the Battle Tool.
- **All Skills**. This modifier is applied to any skill roll your character makes while this modifier is enabled.
- **Damage**. This modifier affects any damage rolls made while it is enabled.

The **Duration** pop-up can be used to keep track of the expiration of short-term modifiers. For example, the Divine Power spell only lasts a few rounds. When the Next Round button is clicked, any active modifiers with a Duration value set will be decreased by 1. When the duration reaches zero, these mods will deactivate themselves. Every round during a battle you can simply click the Next Round button and the work of keeping track of how long each modifier has left is done for you.

The **Type** pop-up allows you to specify the type of a modifier. This is mainly useful in keeping track of what bonuses stack and which ones don't. Two modifiers which both affect AC and are of type enhancement usually won't stack with each other. Currently this value is informational only and won't prevent your modifiers from stacking.

The "**Tied to Item**" field relates to the ability to attach a modifier to an item in your inventory (see the section on the Inventory tab for details). For example, I can assign a +2 AC bonus to a Ring of Protection. When that item is equipped (see the section on the Armor tab), the modifier will be enabled and when it is removed, the modifier will be disabled. Modifiers that are associated with items cannot be activated manually by checking their checkbox. They are only activated when equipping the associated item.

The **Hide Details** checkbox allows you to hide the lower section of the window after you are done creating or adjusting modifiers to make the window smaller.

Section 3: Jump Calculator
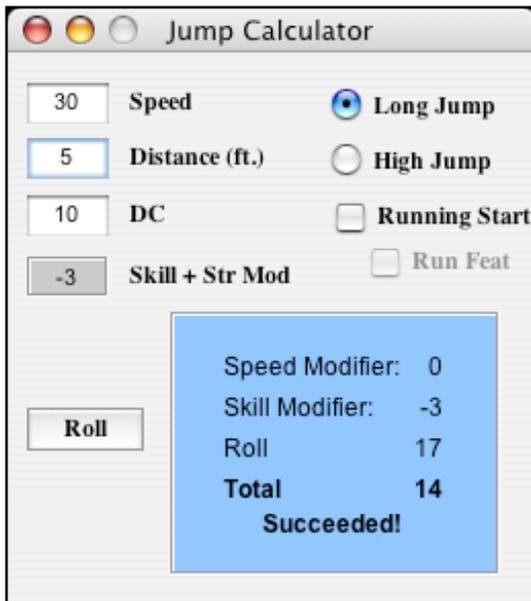
This simple tool allows you to quickly make a Jump skill check and determine if it was successful or not. Your character's jump skill bonus is automatically figured for you. The DC is calculated for you when you input the jump distance and the type of jump. When you click the Roll button you are shown the results of the skill check in detail.

Section 4: Grapple Tool

This tool takes the frustration out of grappling. The Grapple Tool shows you what rolls to make and the order in which they should be made. It calculates your grapple bonuses and rolls your grapple checks. It also contains a handy reference tool at the bottom to describe the rules for what actions your character can take during a grapple.

Optionally, you can uncheck the "Automatically figure bonuses" checkbox and enter the values manually. This is useful if you are making the check for a familiar, animal companion, NPC, etc.

Section 5: NPC/Summoned/Familiar Tool

Summoned Creatures/Familiars/Mounts/NPCs/Wild Shapes

Derro
Large Earth Elemental
Roper

Stats | Battle | Notes

Type | Large Earth Elemental | **Name/ID**

Str	25	7	**Int**	6	-2
Dex	8	-1	**Wis**	11	0
Con	19	4	**Cha**	11	0
		Bonus			**Bonus**

Attribute Check: ☐

Size Medium

Speed 20 ft.

Grapple +17

Space/Reach 10/10

	Base	Misc	Roll	Tot
Fort	10	0		10
Ref	1	0		1
Will	2	0		2

Base + Misc + Roll = Tot

Skill	Bonus
Listen	6
Spot	5

Check ☐ – +

Feats/Qualities/Special Attacks

Cleave
Great Cleave
Power Attack
Earth Glide
Push
Earth Mastery

Description

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength

– | Dup | Save to DB | + ☐ – +

This tool can be used for many different purposes but essentially it allows you to keep track of a list of creatures or NPCs. The features in this tool fit most monsters in the monster manual. Dungeon masters can use it to keep track of NPCs or monsters that the group will face. Other players can use it to keep track of summoned creatures, familiars, animal companions, etc.

This tool provides the ability to track basic stats and roll attacks, damage, saving throws, attribute checks, and skill checks. The Notes tab provides space for any information that doesn't fit in the other tabs.

Basic stats including skills, feats, and special qualities are included in the Stats tab.

Summoned Creatures/Familiars/Mounts/NPCs/Wild Shapes

Derro
Large Earth Elemental
Roper

Stats | Battle | Notes

AC	Touch AC	Flat-footed AC	Base Attack
18	8	18	6

HP: − 80 + Max HP: 80

Initiative Bonus: -1

Roll [ ] Result

Spell Resistance [ ]
Acid Resistance [ ]
Cold Resistance [ ]
Electicity Resistance [ ]
Fire Resistance [ ]
Sonic Resistance [ ]

Dmg Reduction: 5/-

Battle Notes

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Attack 1	Slam	13	0	
Attack 2	Slam	13	0	
Attack 3		0	0	
Attack 4		0	0	
Attack 5		0	0	

Bon + Mod + Roll = Total

Dmg 1	2	D8	8
Dmg 2	2	D8	8
Dmg 3	0	D2	0
Dmg 4	0	D2	0
Dmg 5	0	D2	0

Bon + Roll = Total

− | Dup | Save to DB | +

Battle-related information goes in the Battle tab. The Battle tab also provides buttons for rolling initiative, attacks, and damage.

Section 6: Spell Planner/Tracker

The Spell Planner/Tracker makes it simple to keep track of how many spells your character can cast, which spells he/she memorized for the day and which ones have been used. It takes into effect Domain spells for Clerics and Wizard school spells if a school has been defined. The domain or school spell slot is always the bottom one.

If your character has multiple spell-casting classes, you can switch between them using the pop-up menu in the top-left corner.

The "Auto-calculate" button tells RPG Patsy to figure out the number of spells per day based on the base number your character can cast plus the appropriate attribute bonus plus any domain or school spells. You can edit the base number of spells using the Edit Spells Per Day button. If this checkbox is unchecked, each level will show nine spell slots for each spell level. This allows for flexibility with custom characters.

The "List lower level spells" checkbox adds the spells from all lower levels to the lists of available spells in each section. For example, with this box checked, my level 1 spell lists would include my level 0 spells.

The Concentration Check button performs a Concentration skill check for you based on your character's current skill bonus for that skill.

The Caster Level Check button rolls a caster level check for you.

The Reset Used button resets all the chosen spells and sets all slots to unused.

Section 7: Log Tool
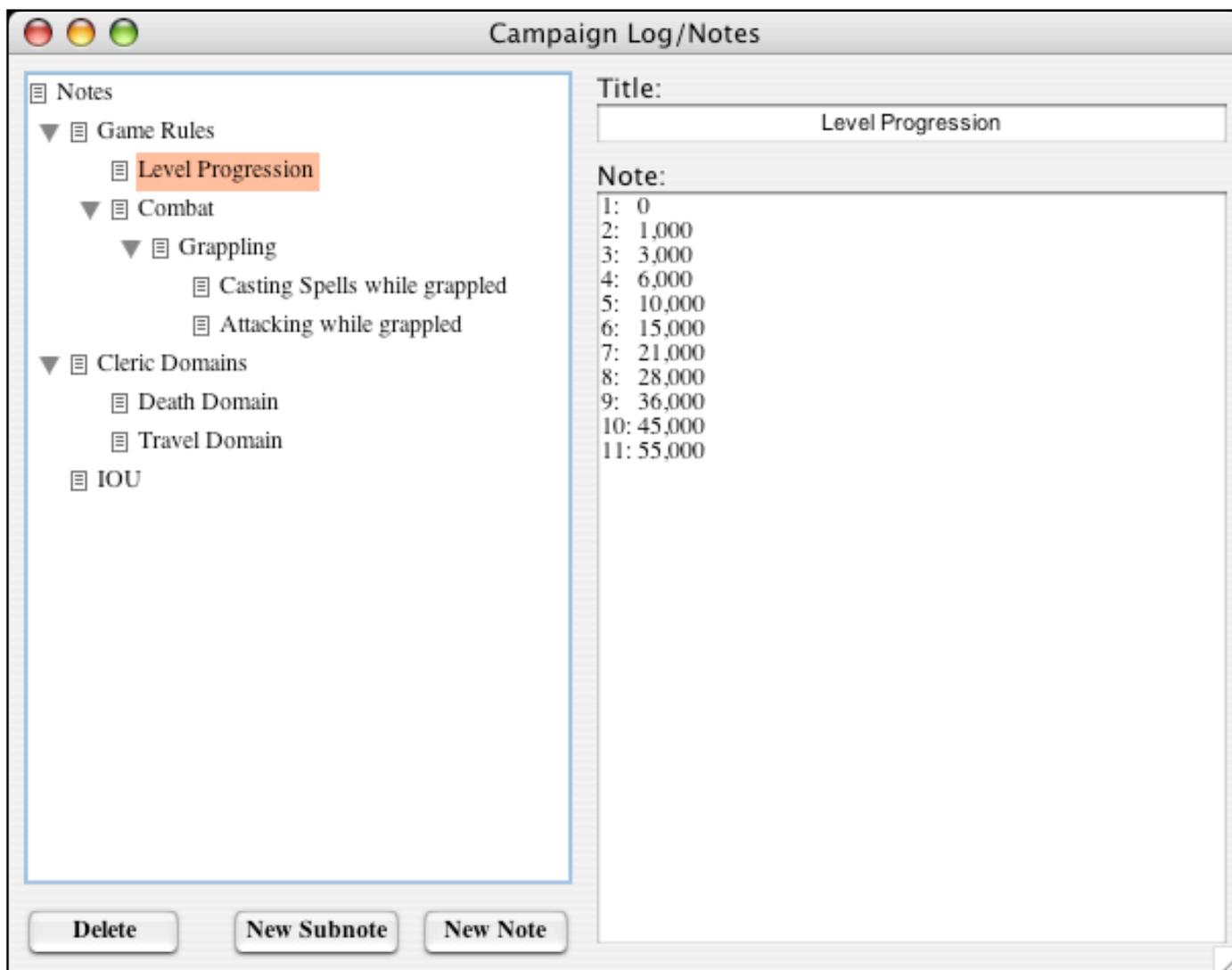
The Log Tool is a hierarchical note system. It provides a very organized way of storing huge amounts of information like game rules, campaign journals, treasure lists, or any other text.

Section 8: Initiative Tracker
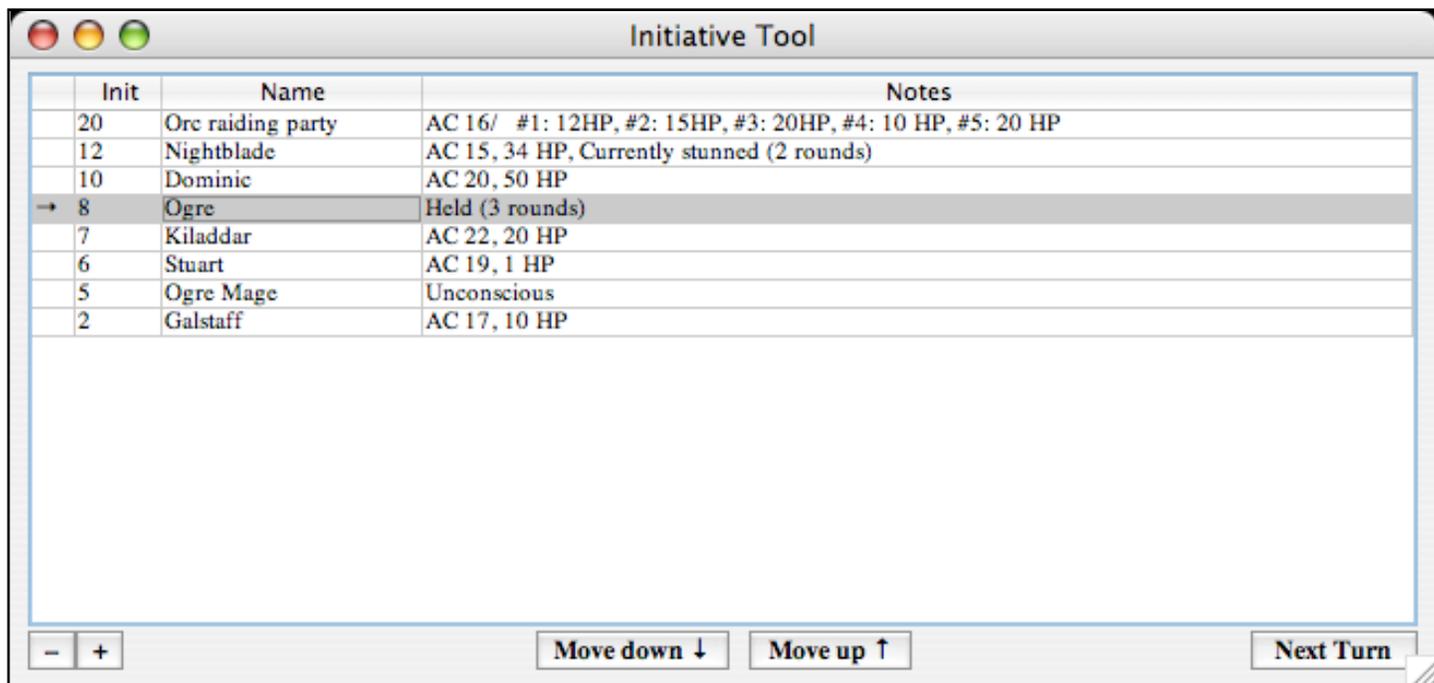
Init	Name	Notes
20	Orc raiding party	AC 16/ #1: 12HP, #2: 15HP, #3: 20HP, #4: 10 HP, #5: 20 HP
12	Nightblade	AC 15, 34 HP, Currently stunned (2 rounds)
10	Dominic	AC 20, 50 HP
→ 8	Ogre	Held (3 rounds)
7	Kiladdar	AC 22, 20 HP
6	Stuart	AC 19, 1 HP
5	Ogre Mage	Unconscious
2	Galstaff	AC 17, 10 HP

Initiative Tool

[−] [+]   Move down ↓   Move up ↑   Next Turn

The Initiative Tracker tool provides a simple way to keep track of battle order during a fight.

To move a character to a different spot in the order you can drag and drop them or just use the Move Up/Move Down buttons. The Next Turn button moves the turn arrow down one spot.

Section 9: Chat Tool
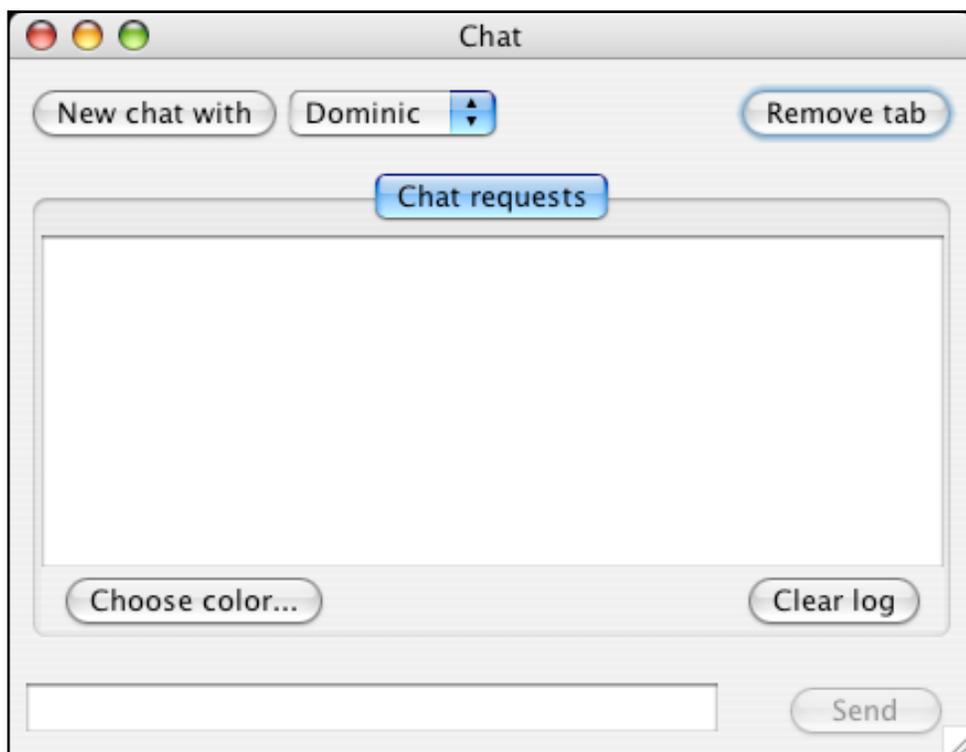
The Chat Tool is a very simple chat client. It relies on Apple's Bonjour technology to allow local area network chatting without worrying about IP addresses, etc. The intent of this tool was to allow players and dungeon masters to send covert messages during game play. Look for some cool features related to this tool in future versions of RPG Patsy.

Currently, this tool is Macintosh only. We plan to add cross-platform chat support soon.

Chapter 3: Printing

RPG Patsy allows you to print most of the information in your character sheet onto pre-designed templates. To print a character, go to the File menu and choose Print or type Command-p (Mac) or Ctrl-p (Windows). You will see the following dialog:
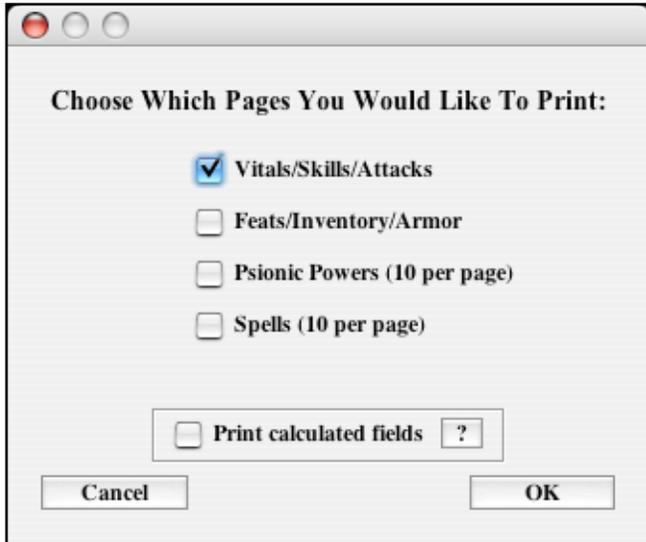
Select the checkboxes corresponding to the sections of your character file that you would like to print. Check the "**Print calculated fields**" option to print calculated values like attack bonus totals and skill check bonus totals. This can be useful for static characters like NPCs whose calculated bonuses don't change very often.

Note that printing spell or psi power lists can take a lot of paper and time. They only fit ten to a page so a cleric with 100 spells would take 10 pages just to print the spells.

Chapter 4: Custom Data

As of version 4.5, RPG Patsy allows you to add custom data to its database for later use. All custom data can then be used in the character generator and the level-up tool and can be exported and imported for sharing with other users.

Section 1: Custom Class Tool

To get to the Custom Class tool, go to the Custom menu and choose "Edit Custom Classes". The first tab, labeled "Vitals", allows you to specify the basic attributes of your custom class:

- Hit Dice
- Number of levels defined for this class
- Skill points per level for this class
- Class type (i.e. Prestige, Epic, Psionic, Spell Caster)
- Class skills
- Automatic languages (languages that are automatically given to characters of this class)
- Bonus languages (languages that may optionally be chosen if character can choose more languages due to an intelligence bonus)
- Starting gold

To start defining a custom class, click the "+" button below the "Custom Classes" list. When you are done defining your new class(es), click the "Save and Close" button.

Custom Classes

Mystic Guide

Name Mystic Guide

Please define the base attacks and saving throws for this class

Base Attack:

Medium

Fortitude Save:

Good

Reflex Save:

Poor

Will Save:

Good

Lvl	Attack	Fortitude	Reflex	Will
1	0	2	0	2
2	1	3	0	3
3	2	3	1	3
4	3	4	1	4
5	3	4	1	4
6	4	5	2	5
7	5	5	2	5
8	6	6	2	6
9	6	6	3	6
10	7	7	3	7
11	8	7	3	7
12	9	8	4	8
13	9	8	4	8
14	10	9	4	9
15	11	9	5	9
16	12	10	5	10
17	12	10	5	10
18	13	11	6	11
19	14	11	6	11
20	15	12	6	12

Cancel

Save and Close

The Saves/Attacks panel allows you to specify the base attack and saving throw progression for this class. You can manually set these values or you can use the pop-up menus on the left to choose one of the standard progressions.

The Abilities tab lets you specify feats and abilities for the class being defined. In the Automatic Feats/Bonus Feats are, you can define particular feats or bonus feats that the characters of this class will get at given levels.

If you click the "+ Bonus Feat" button, you will be asked to specify at which level this class will provide a bonus level. Bonus feats will be chosen from the list you specify in the Bonus Feat Pool.

If you click the "+ Feat" button you will be asked to specify a particular feat (e.g. Cleave) and at what level a character of this class will automatically gain this feat.

Clicking the "+" button below the Class Abilities area will add a new line to the abilities table. Just as with feats, you will need to specify a particular ability and at what level a character of this class will automatically be given that ability.

Custom Classes

Mystic Guide

Name Mystic Guide

Vitals | Saves/Attacks | Abilities | **Spells**

Level 9

Animal Messenger
Animate Plants
Blade Barrier
Fire Storm

Spells Known

Lvl	0	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	3	1	1	-	-	-	-	-	-	-
4	3	2	1	1	-	-	-	-	-	-
5	4	2	1	1	1	-	-	-	-	-
6	4	3	2	1	1	1	-	-	-	-
7	4	3	2	2	1	1	1	-	-	-
8	4	3	2	2	2	1	1	1	-	-
9	4	3	3	2	2	2	1	1	1	-
10	4	3	3	2	2	2	2	1	1	1
11	4	3	3	2	3	2	2	2	1	1
12	4	3	3	2	3	3	3	2	2	1
13	4	3	3	2	3	3	3	3	2	2
14	4	3	3	2	3	3	3	3	2	2

[−] [+]

☐ **Knows all spells (like Clerics)**

Spells Per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	3	2	1	-	-	-	-	-	-	-
4	3	2	1	1	-	-	-	-	-	-
5	3	3	2	1	1	-	-	-	-	-
6	3	3	2	1	1	1	-	-	-	-
7	3	3	3	2	1	1	1	-	-	-
8	3	3	3	2	1	1	1	1	-	-
9	3	3	3	3	2	1	1	1	1	-
10	3	3	3	3	2	2	1	1	1	1
11	3	3	3	3	2	2	2	1	1	1
12	3	3	3	3	2	2	2	2	1	1

[−] [+]

Cancel

Save and Close

The Spells tab contains all spell-related information for this class. This tab will only be visible if you checked the "Spell caster" checkbox in the Vitals tab.

This tab contains lists to define the spells available to characters of this class at each spell level. It also contains tables for defining the rate at which new spells are learned and at which more spells per day are gained.

Note that if the "Knows all spells (like Clerics)" checkbox is checked, the values in the "Spells Known" table are ignored and all spells for any spell level the character reaches will be added to their spell list automatically.

Section 2: Custom Domain Tool
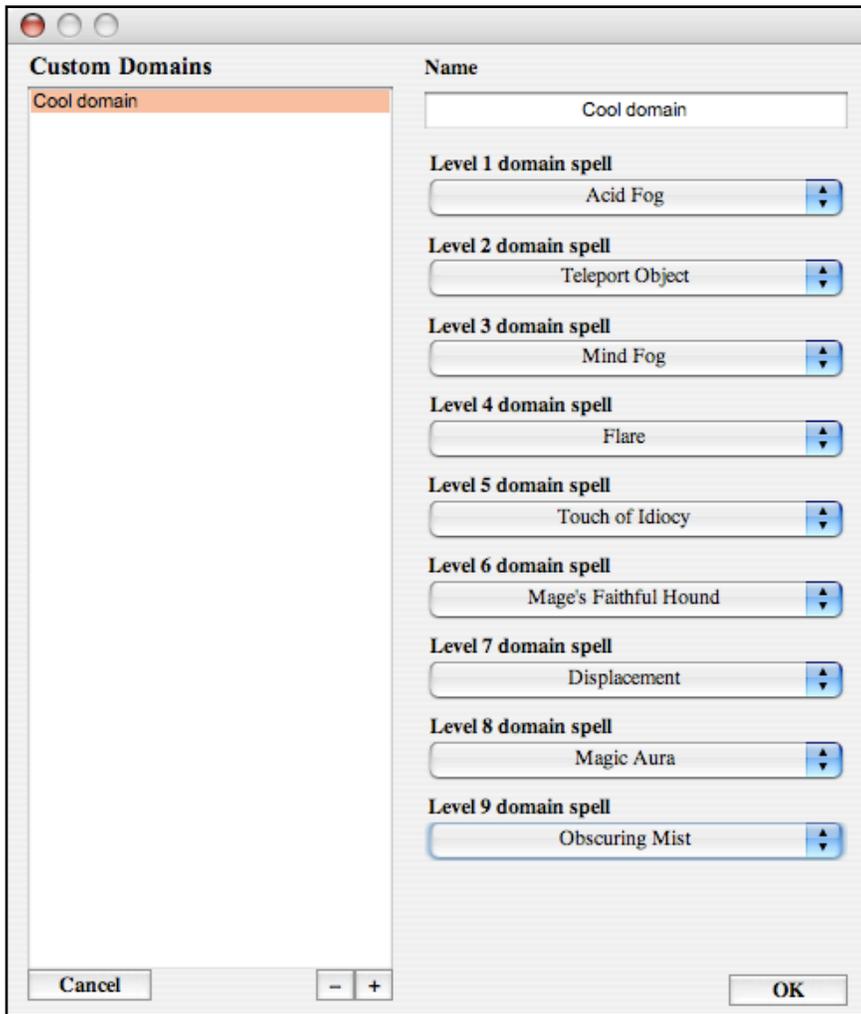
The Custom Domain tool allows you to create a custom domain and define the domain spell for each spell level. To create a domain, simply click the "+" button, give the new domain a name, and choose a spell for each level using the pop-up menus on the right. To save, click the OK button.

Section 3: Custom Races Tool

The Custom Races tool lets you define many different possible attributes. Beyond the standard racial bonuses you can also assign automatically known languages, bonus languages for the character to choose from when more languages can be chosen due to an intelligence bonus, feats and abilities that characters of this race get automatically, conditional saving throw bonuses, and racial skill bonuses.

Click the "+" button to add a new custom race. Click the Save and Close button when you are done defining your custom race(s).

Section 4: Other Custom Data Types

Custom abilities, skills, feats, weapons, armor, inventory, psionic powers, and spells are defined and saved via the corresponding tabs in the RPG Patsy interface. There is no separate interface for adding data of these types. To add a custom feat, for example, create a new RPG Patsy character (File->New Character) and go to the FEAT tab. Click the "+" button and choose "Add manually". After defining the feat's attributes, click the "Save to DB" button. These same steps apply to any of these custom data types.

Section 5: Export Custom Data Tool
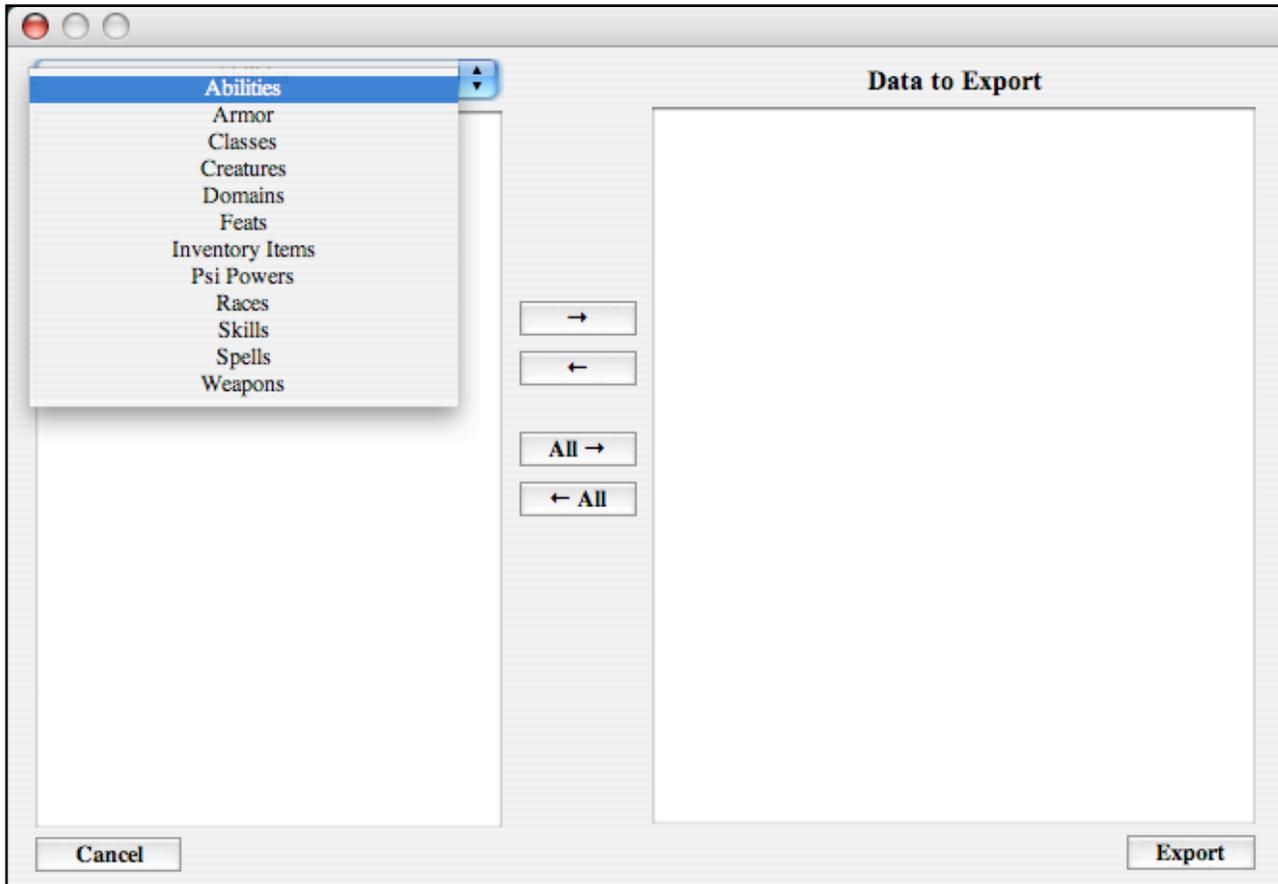
The Export Custom Data tool (File->Export Custom Data) lets you save your custom data to file so that you can share data with other users. This tool allows you to export multiple types of custom data to a single file to make the sharing process simpler. For example, a DM may wish to give a character or group of characters a particular list of weapons, inventory items, and armor. A user may also wish to share their entire custom library with other users. In either case the goal can be accomplished with a single exported file.

To export data items, choose the type of data you wish to export from the pop-up menu at the top left. Select the specific items you wish to export from the list and click the right arrow button. To choose the whole list, select the "All" button. Follow the same steps for each additional type of data you wish to export. When you are finished, click the Export button to save all the selected data to a file.

Section 6: Import Custom Data Tool
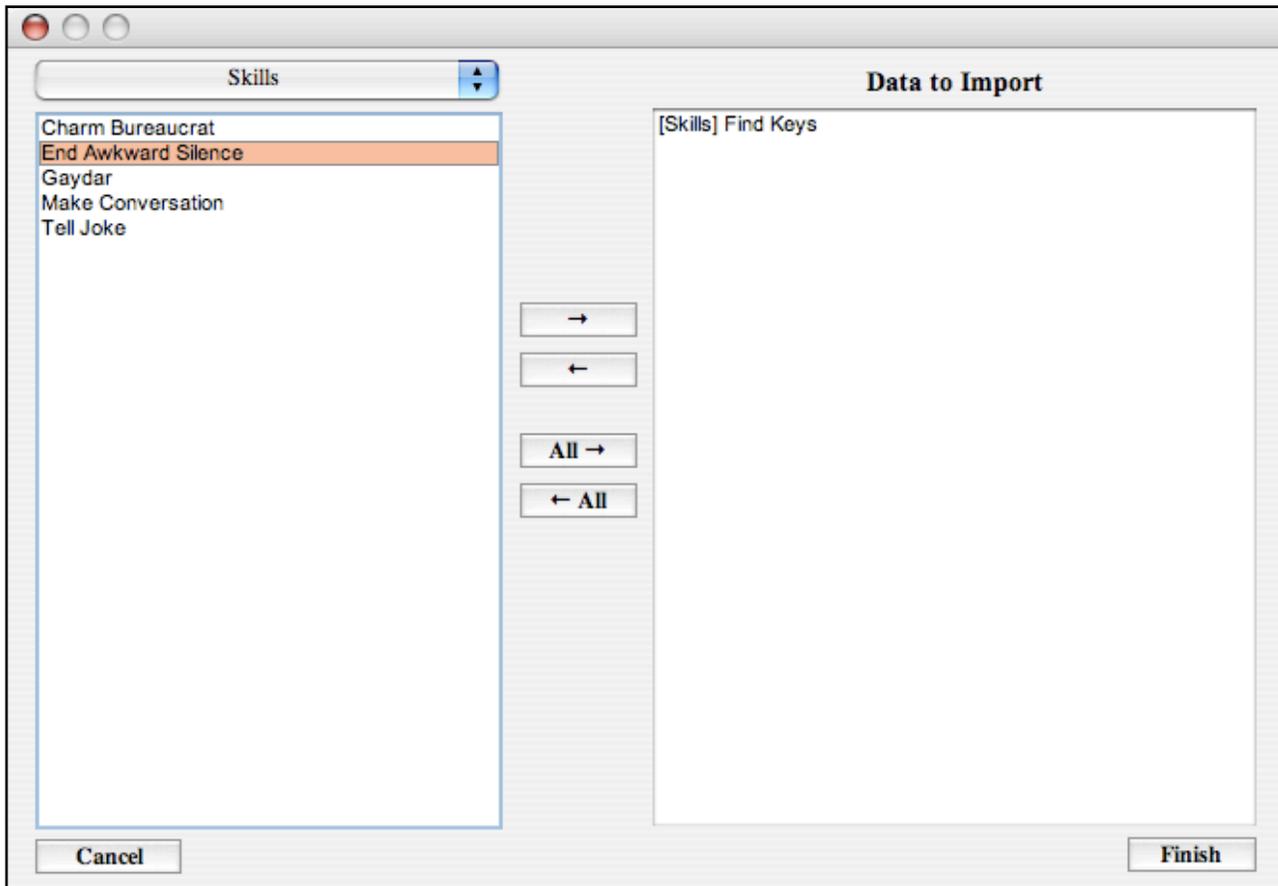
The Import Custom Data tool (File->Import Custom Data) allows you to import data selectively from RPG Patsy custom data files. When you choose "Import Custom Data", you will be asked to select a data file. The custom data items from this file will show up in the list on the left. To switch between data types, use the pop-up menu at the top left. Choose the specific items you would like to import and click the right arrow button or click the "All" button to import all items of the current data type. Click Finish when you are done and the custom data will be added to your RPG Patsy custom data library.

Section 6: Edit Custom Data Tool
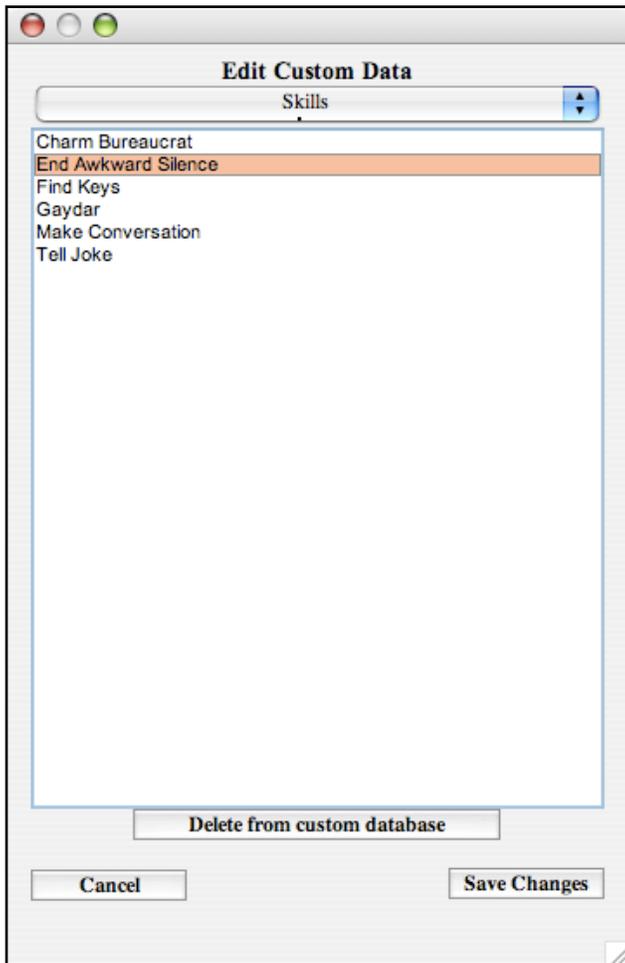
The Edit Custom Data tool exists to allow users to delete unwanted data that they have previously added to their custom libraries. Note that there is no interface to allow you to edit the content of individual data. To edit a custom item, a user would need to load it into its corresponding screen in RPG Patsy, make the change, and re-save the item to the custom library and overwrite the previous entry. For example, to change a custom skill I would open or create an RPG Patsy character, go to the Skills tab, load the skill in question from the database, make changes, then click the "Save to DB" button and answer in the affirmative when asked if I would like to overwrite the existing custom skill with that same name.