



v2.5

## Introduction

Galstaf the sorcerer unleashes a fireball upon the horde of vile ogres. A can of Mountain Dew and slice of pizza later, the necessary checks and saving throws are resolved, damage is calculated and several ogres become charcoal. With just one more roll, a quickened magic missile spell is cast to finish off a surviving ogre. Initiative then progresses to Picard, the hastened elven ranger, who dedicates his full energies to attacking a very upset ogremage who is leading the onslaught. After ten or fifteen minutes for six attacks, a critical threat, four damage rolls and a bathroom break the round now progresses to the surviving ogremage's initiative, allowing the irritated creature to exact revenge. At this time Picard also realizes that he neglected to add into his results the effects of a prayer spell cast at the beginning of the encounter and slaps himself on the forehead in frustration.

If you have been playing role playing games (RPGs) for long, this type of situation is all too familiar. Perhaps not every tiny little detail, but surely the time consuming game mechanics that come with traditional paper and pencil role playing.

## What is RPG Patsy?

RPG Patsy is a significant development in Computer Assisted Role Playing (use an acronym for that term if you like, but I'm not going to. CARP isn't very flattering). RPG Patsy is not just a character generator or a reference aid, it's a completely interactive character sheet meant to replace your paper, pencil and dice (to whatever extent you like). RPG Patsy allows players to easily automate much of the technical side of the game allowing cleaner, faster play and a smoother gaming experience. There are tools in RPG Patsy that can be useful for any role playing game and you should feel free to use them however you like.

The Open Gaming License (OGL) 1.0a materials used in RPG Patsy (skills, feats, spells, and equipment; see license) include information which is also available in the 3rd edition Dungeons & Dragons™ Player's Handbook© from Wizards of the Coast, Inc. (<http://www.wizards.com>). The book contains a wealth of related information and is well worth the money. Neither Ben Hanks nor Slacker Entertainment are in any way affiliated with Wizards of the Coast, Inc.

## What's New in 2.5?

There are several new features in this version over 1.0. Instructions for, or paragraph headings of, new features will be underlined so that those who already read through the 1.0 manual can easily find the new material. Most of it is towards the end of this document, so if you're in a real hurry, just skip to the last few pages.

# Why should I read this?

This documentation is meant to give a general overview of the functionality of the application and lend tips on how to get the most out of it. Reading it will also allow you to bask in the impressive skill and subtle genius of the programmer (my employer) and the stunning wit and flowing eloquence of this manual's writer (that's me).

## Getting Started

When RPG Patsy is launched, the first thing you will see is an empty character sheet as shown in fig. 1 (all screen shots are taken from the Mac OS X version because it looks the coolest).

Way up top, you'll notice menu options that will allow you to create, save, load and print characters as well as access the tools that we will play around with later.

Below the menu bar there are several tabs, which if selected will show a page of information related to the title of the tab.

Below these tabs resides a wealth of information stored for easy and pleasurable viewing, not to mention a fist full of handy features.

The first thing you'll want to do is create a new character. You may do so by selecting "New Character" from the "File" Menu. Now the party can begin.

## Vitals

The first tab contains all the core information about your character. Simply enter the proper information into the designated fields, and the fun can begin. You may notice that the fields which have been shaded gray are not editable. Values in these fields are calculated automatically by the program. This will be explained in detail later in this document, so be sure to stick around.



FIGURE 1

If your spot check was successful, you may have noticed that there are several buttons in convenient places. A random number can be generated by clicking on a button titled "Roll" which value will then be added to the relevant bonuses to produce a total, shown in the box marked "Total". The sound of dice rolling will greet a click on the roll button, confirming that the task was performed as requested. Whenever a d20 is rolled anywhere in the application, a special sound will play when a 1 or 20 is rolled.

Other buttons allow for quick modification of hit points without the mental anguish of arithmetic (i.e. the "+/-" button). The "Save Changes" button allows you to save all of your hard work to a character file. Saving is only possible if you pay. Not just anyone, mind you, you have to pay us. We'll whine about our worn out shoes and nagging coughs later though.

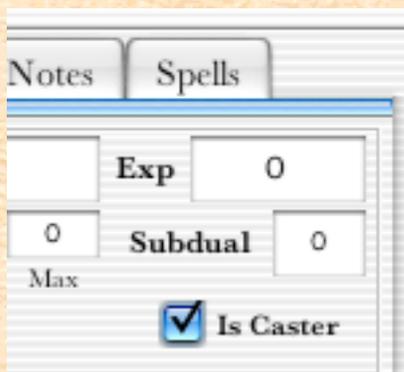


FIGURE 2

Also of note is a smug little check box near the upper right hand corner of the window labeled "Is Caster" (see fig. 2). If marked in the affirmative, a new tab is added to the lineup titled "Spells", a must have for those demanding users of magic.

Those with the gift of color distinction will notice that the "Total" boxes are painted with a friendly shade of blue. If you're not in a similarly friendly mood, this can easily be changed. Simply right-click on the offending box (cmd-clicking will also work on Mac OS). A window will appear (fig. 3) to allow you to select any color in the rainbow and various other colors most men have never heard of. When you have made this difficult decision, you will be asked if you wish to change the color for all fields of that type (fig. 4). If you elect that path, all the boxes that started out blue will shine forth their new colors with joy and pride. If you prefer to use different colors for different boxes then be sure to select "No" when this option is given.

New since 1.0 is a check box next to the money fields which, if marked, will auto-calculate the weight from all of your characters coin loot and add it to your total weight carried. Pretty cool, huh?

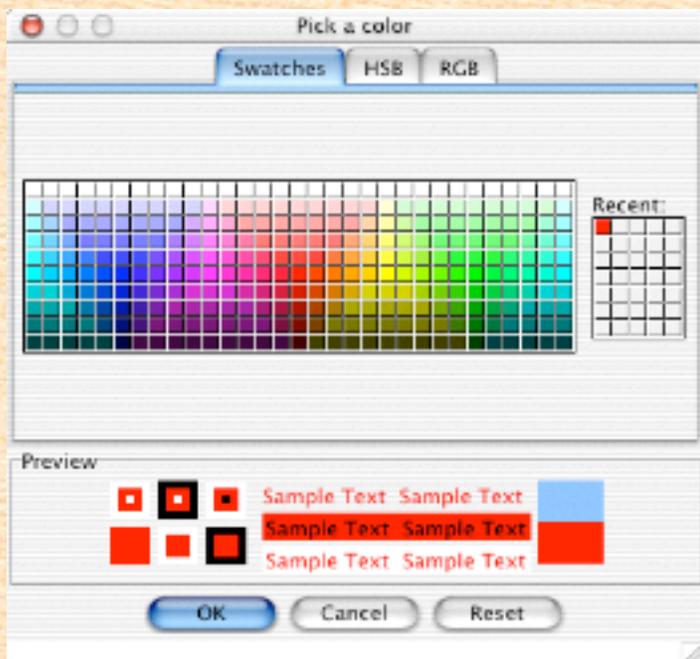


FIGURE 3



FIGURE 4

In case you've been curious about that blank bar at the bottom of the window, your patience will now be rewarded with knowledge. What appears to the untrained eye as a simple bar of solid color is actually a text field. Unlike all the other text storage areas in this program however, this one is static. It will continue displaying the same text regardless of which tab you have selected. This can be quite handy for reminders of those things so often forgotten in the heat of battle (25% chance to negate critical hits, don't forget the milk on the way home...etc). Use it wisely.

## Skills

If we click on the tab labeled "Skills" we will have our adventurous nature rewarded by a screen suspiciously similar to the one shown in fig. 5. Listed by default (and complete with description) are those skills which, ironically, require no actual skill to use. Additional skills can be added or entries removed through use of the "Add" and "Remove" buttons. If you click on the "Add" button, you will be asked if you would like to add from a file, or just do it manually (fig. 6). Choosing to add from a file presents a list of the standard skills which can be found in the Player's Handbook. Simply select which one(s) you would like to add and click the "-->" button. A click on the "Add" button will consummate your decision and the new skills will be included in your character's list. Should house rules differ from official ones (or if you need to further define a standard skill such as knowledge or craft), you may edit the provided text as you like. If you have created new skills for use in your private universe, select the "Add Manually" option. A clean slate will be provided to use in whatever way best enhances your guilty pleasure.

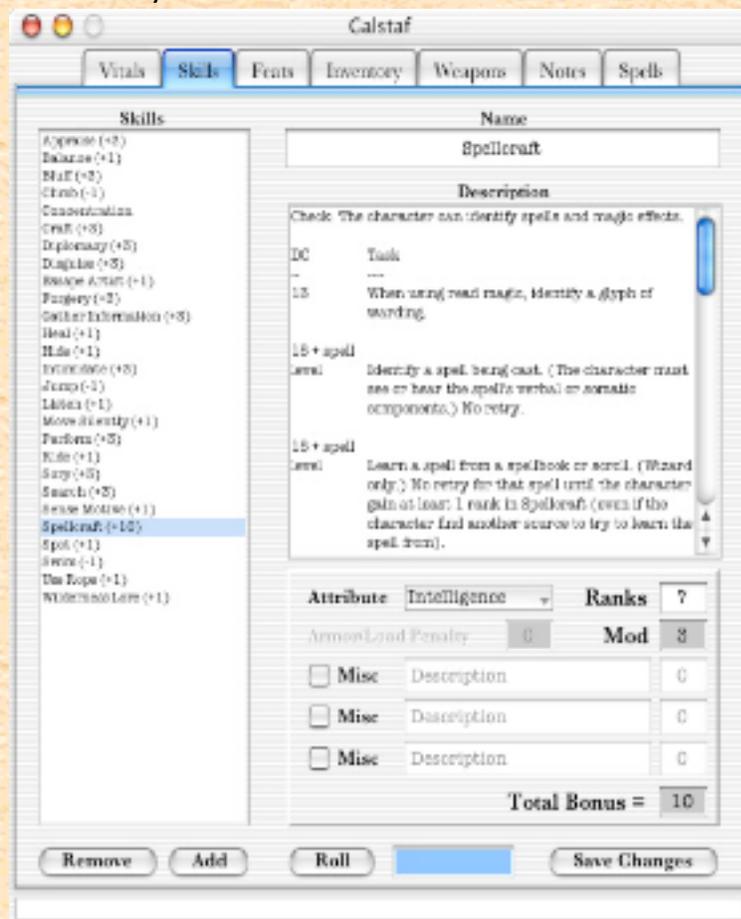


FIGURE 5

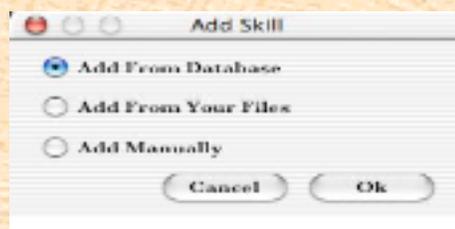


FIGURE 6

Of significantly significant significance is the ability to customize a list of skill modifiers. Besides the attribute bonus (or penalty) and check penalty (incurred from armor or load, value set on "Vitals" tab), you may also enter up to three additional modifiers (from equipment, synergy or what have you) which may be included or excluded by clicking the check box of the related "Misc" modifier.

And of course a random number between 1 and 20 can be produced by clicking on the “Roll” button. The sum of this number and the “Total Bonus” will be displayed in the blue field (or whatever color you may have changed it to).

## Feats

Moving to the neighboring tab, titled “Feats” (see fig. 7) we find ample space in which to catalogue information about your character’s feats, proficiencies and, if you like, special abilities. If after learning the interface for the “Skills” tab you are unable to figure out on your own how this page works, you probably shouldn’t be using this program. Or playing RPG’s for that matter. Or driving, operating heavy machinery or using grown-up scissors. See a social worker for details.

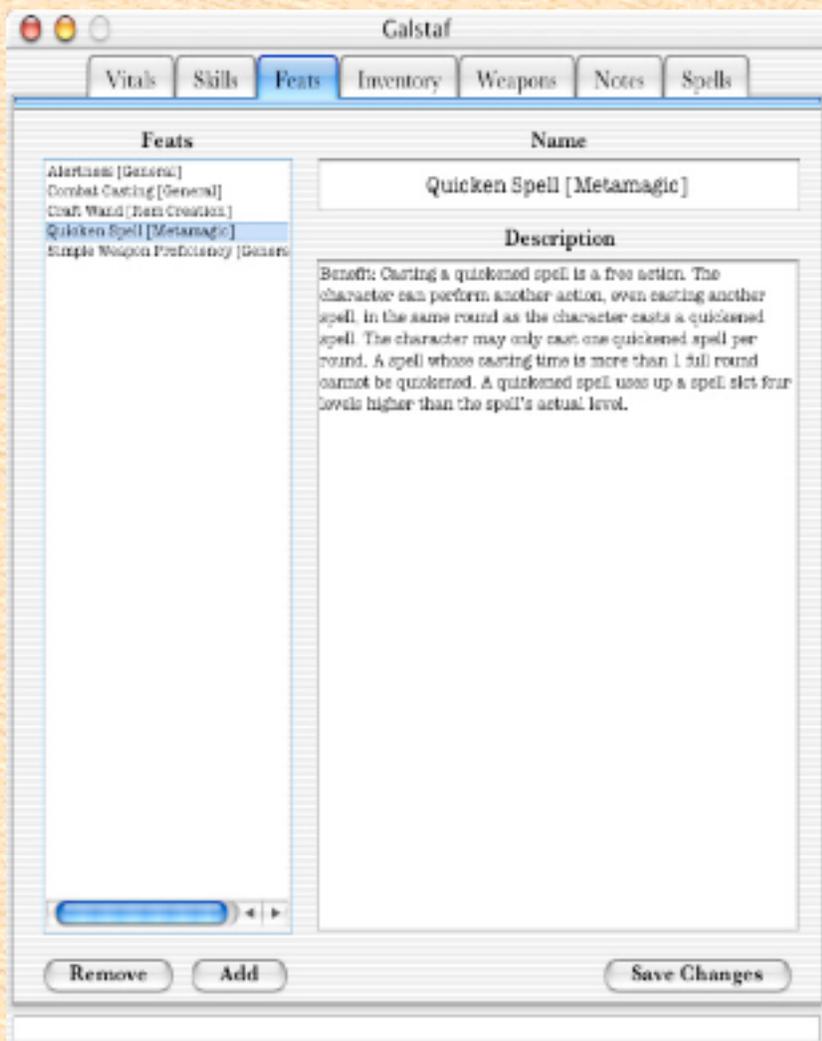


FIGURE 7

If you just need a hint to get you started, refer to the previously mentioned “Skills” tab description. It works in a very similar fashion. Still stumped? See paragraph above.

For the rest of you, it should be mentioned that this tab is for reference only. None of the statistics held in other tabs will be affected by what you type here, so you’ll need to apply any modifiers manually (possibly through the modifiers tool. Don’t worry, we’ll get to that).

## Inventory

Next on our list is the Inventory tab (fig. 8). Although this may seem like a mundane exercise in drudgery to catalogue all of one’s gear, we think you’ll find the RPG Patsy makes it as much fun as your favorite theme park (if you’re favorite theme park happens to be a natural history museum, which are actually pretty cool if you’re a geek, and we know you are).

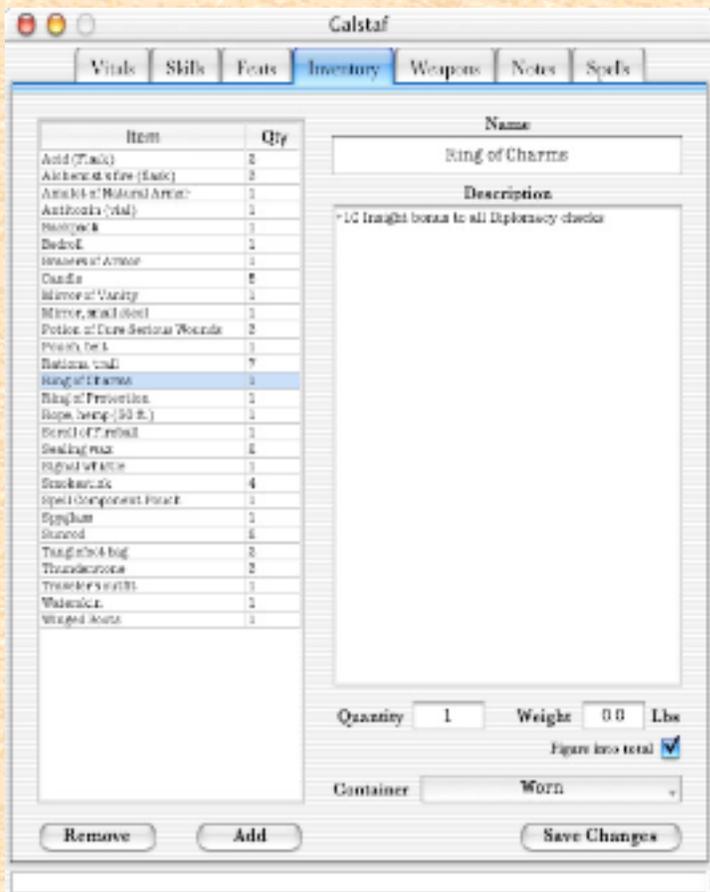


FIGURE 8

You should find this system well worth the effort. Weight auto-calculation (total displayed on “Vitals” tab”) makes living by load rules practical and container designation allows for proper consequences should your pack be stolen in the night (no need to thanks us). Best of all, an item’s quantity can be modified simply by clicking on its value in the “Qty” column and selecting the appropriate new amount from the pull down menu (fig. 9). A little work now, allows laziness (or even cheating) later. Isn’t that what computers are all about?

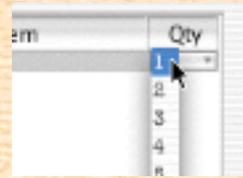


FIGURE 9

## Weapons

Me, oh my. Who doesn’t enjoy listing their various offensive options? Well, pacifists I suppose, but let’s not get bogged down in politics. In the “Weapons” tab (fig. 10) you get to go wild and detail some of the destructive potential of your character. The “Add” and “Remove” buttons should be familiar by now. Also various text fields exist for critical weapon info. For those weapons which use ammunition, or magic items that expend charges, the “+” and “-” buttons allow for quick and easy accounting.

If you didn’t include a weapon in your inventory tab, you can simply have its weight added to the total from this page. Of course, the container field isn’t to be found on this page so

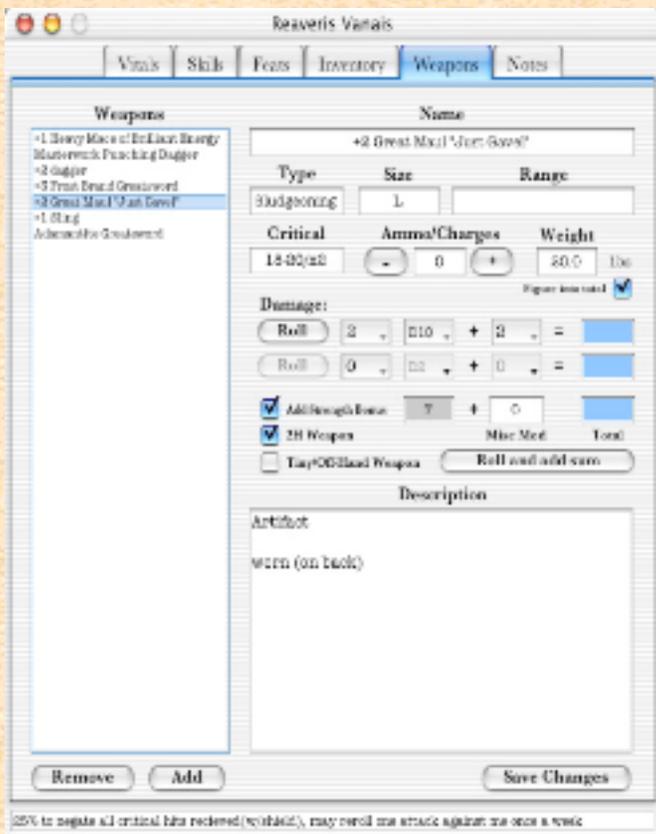


FIGURE 10

you should include such info in the “Description” field or simply let it be known that you keep the weapon in an obvious place (there’s only so many ways to carry a heavy crossbow).

The most delightful part of this page has to be the damage roller. Simply select how many dice, what kind of dice, and what modifier to add. There’s even check boxes for easy application of common modifiers. The “Misc Mod” value is taken from any damage influencing modifiers from the “Modifiers” window (discussed later). Clicking on a button simply titled “Roll” will calculate a total using only the values which share a horizontal plane with the selected button. “Roll and add sum” will generate a grand total from all Damage options (see fig. 10 & 11).

## Notes

On the notes tab we find a blank canvas just waiting to be filled with trivia (no screen shot; it’s not that complicated). What color is your character’s hair? How about his eyes? In the unlikely event that anyone cares, you can make a permanent record of these, and other factoids in the space provided. Of course there is also the ability to include important info such as statistics for a mount or familiar, or even something as innovative as notes about your current campaign. The possibilities are limited only by your vocabulary and spare time.

# Spells

If you have defined your character as a caster (see Vitals), the spells tab is available for your viewing pleasure (fig. 11). Similar in function to the skills tab, this page empowers the user to catalogue his or her spells for quick and easy reference. Fields exist for all the various aspects of the spell, and will be bursting with information from the moment you load the spells from file. Take note that the default spell level loaded may not be the correct spell level for your class. You may, as before, add spells manually for those custom spells you creative types may have come up with.

The button “Show Reference Sheet” may seem strange and frightening, but all fears can be quickly alleviated by building up enough courage to click on it and never looking back.

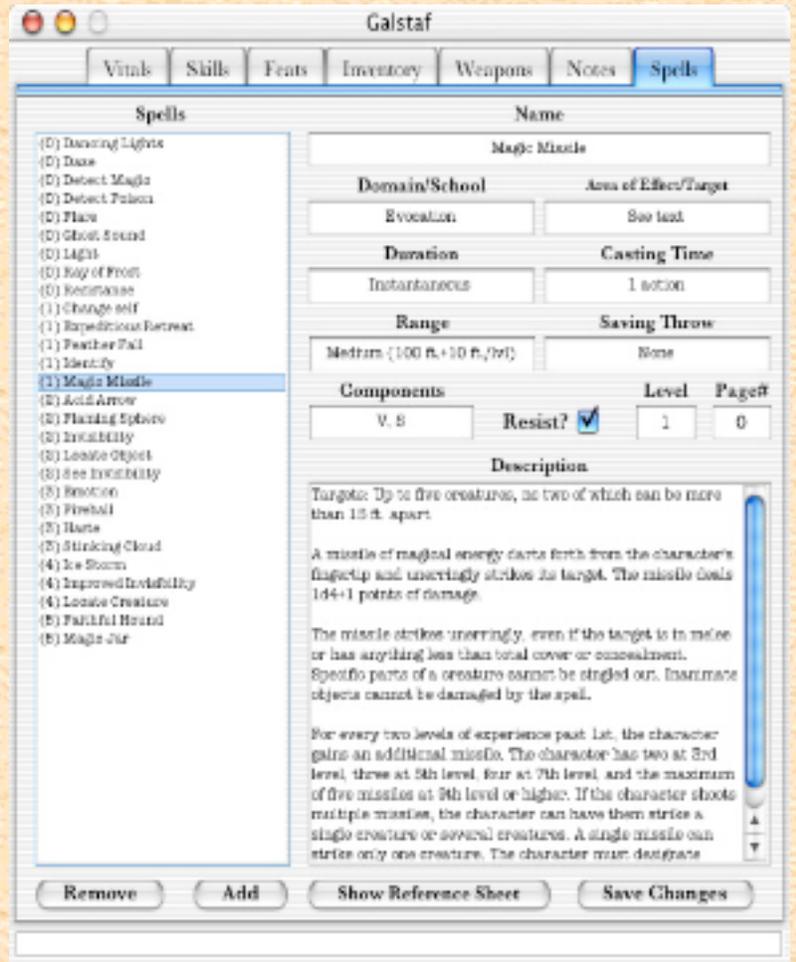


FIGURE 11

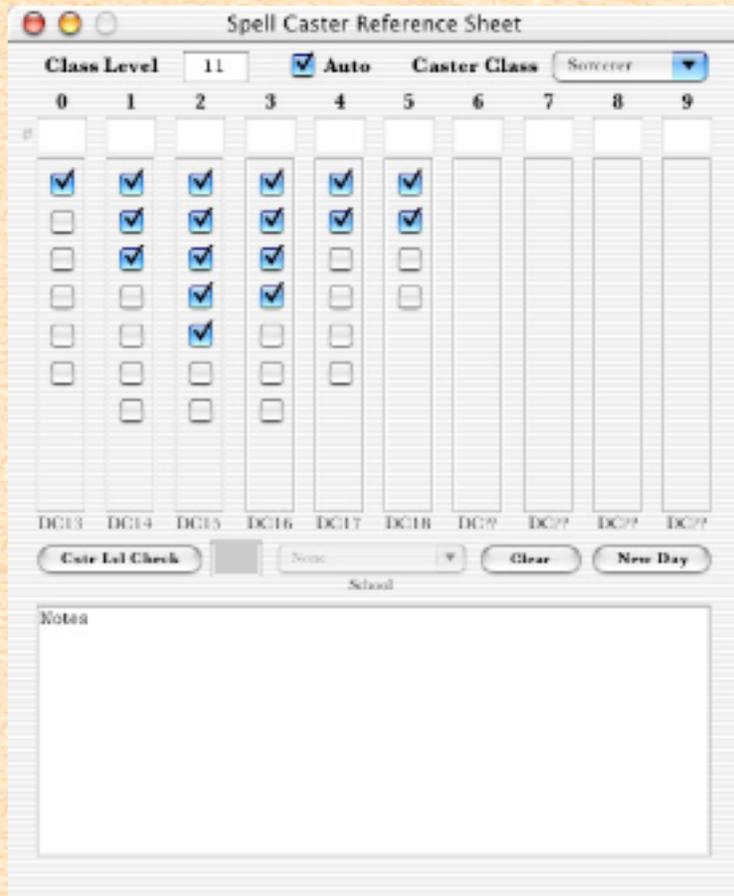


FIGURE 12

## Spell Caster Reference Sheet

If you are reading this then your bravery in the face of uncertainty is commendable. You have been duly rewarded with an entirely new window entitled “Spell Caster Reference Sheet” (fig. 12). Do not be daunted by its complex appearance. The functionality is actually quite simple. First, enter in the number of levels that your character has attained in his or her spell casting class in the field labeled “Class Level”. Next, select which spell casting class the character has levels in from the options listed in the pull-down menu next to the words “Caster Class”. In the blink of an eye the number of spells which can be cast per day is displayed in the form of check boxes, aligned vertically in the numbered columns (which designate the spell level). Also calculated for your convenience is the save DC of each spell level you can cast.

Should you choose the cleric class you will notice a check box separated by the letter "D" at the bottom of the column. This "D" separates the domain spell of the respective level from the other spells that may be cast that day. A similar effect can be achieved for a wizard who has specialized in a school of magic. Simply select a school from the pull-down menu which sits atop the word "School" and an extra check box will appear for each useable spell level separated by the letter "S".

Also for your convenience there is a button that allows for 1-click caster level checks (titled "Cstr Lvl Check"). Those classes whose caster level is only half their class level (Paladin & Ranger) are represented properly, so you don't need to worry about it.

To the right of the "Cstr Lvl Check" button and the "School" menu, there are the buttons "Clear" and "New Day". The "Clear" button will completely reset all information on the Spell Caster Reference Sheet window, making you start from scratch. But fear not, it will ask for confirmation before doing so. "New Day" when pressed will uncheck all checked spell boxes. Use this after your character has had a chance to rest and get his mojo back. This function also asks for confirmation, so you can put away the paper bag and breath easy.

What page would be complete without a big empty area for notes? Well, I guess the Vitals page doesn't have one, though you could probably use the Languages area if you were really desperate...well, never mind. It's there if you need it, and there's no way to get rid of it so you might as well make use of it. Keep track of your memorized spells if you like, or list your domain powers. We really don't care what you fill it up with, just try to keep it tasteful, all right?

## File

Now there's real excitement to be found in the menu bar (even more than in other applications with menu bars). In 2.5 you can have multiple characters opened (but not visible) simultaneously, so the options for "New Character" and "Open" (in the "File menu of course) can be used without restraint. "Save Active Character" and "Save Character As..." refer to only to the character currently in use (their name is in the title bar of the app's main window). "Save All" will save all characters that are open (listed under the "Character" option in the menu bar).

"Print" will bring up a pop-up window asking you to choose which pages you would like to print for your character sheet (fig. 13).

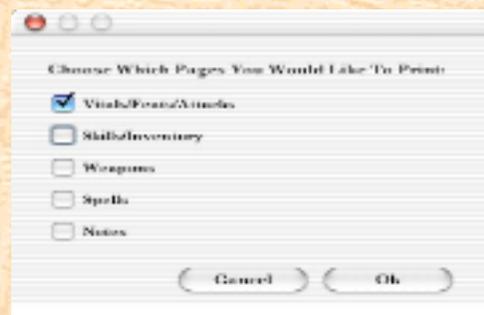


FIGURE 13

You can use the check boxes to mix and match which pages will be printed. Be aware that your characters information will be reorganized to be more printer friendly and efficient.

"Close Character" will close the active character (after politely asking if you wish to save first).

## Modifiers

With "Modifiers" things just keep getting better and better. This tool allows for easy cataloging and tracking of all those modifying factors, or "buffs" as MMORPGers call them (*get your own damned SOW!*).

If you select the “Show Modifiers List” option from the “Modifiers” menu (it’s the only option), a funny thing happens: a window appears titled “Modifiers” (fig. 14). Well, at least I thought it was funny.

Rather than gawking at it too long, why don’t we jump right in and click the “Add” button. You may have noticed an entry appear in the previously barren field separated by various columns which I will describe...now.

The “Use” column contains a check box which is not checked by default. This is because you have to have something to *use* before you can *use* it, so try again later.

In the “Name” column we assign a name to our modifier. Weird.

Following that is “Affects”. When this cell is clicked, you will be shown a list of options such as “All Saves” and “Dexterity”. This item lets you specify which aspect of your character will be affected by this modifier.

“Mod” is where you have the opportunity to choose the numerical value which will be applied to your selection from “Affects”. If none of the numbers in the selection list meets your needs, don’t despair. At the very bottom of the list is the word “Add”. If you select this option, you can enter in whatever value your heart desires.

“Rds” is short for “Rounds”. Here you can select the length of time that your character will be affected by this particular modifier. If it is a persistent effect, or simply one which is too long to be practically counted in game rounds, select “Inf” (which stands for “Infinite”).

Finally, “Type” contains options such as “Luck” and “Enhancement”. This is a reference option to allow you to more readily keep track of overlapping bonuses. The key word though is “reference”. Overlapping bonuses are not automatically resolved, it’s up to you to be honest about it (I can’t



FIGURE 14

believe I was able to stop laughing long enough to type that).

With all that info documented, we’re now ready to throw the switch and see what happens. If you check the “Use” box, a miracle will transpire. The modifier you specified will be applied to the relevant area on your RPG Patsy character sheet. For example, if Nightblade dons a pair of gauntlets of Dexterity +2, his Dexterity will be increased by 2 on the vitals page, which will then apply the new bonus automatically to armor class, dexterity-based skills, etc. Beauty, eh?

A click of the “Next Turn” button will decrement the value in the “Rds” column by 1 (assuming it’s not “Inf”). It will be affected whether the “Use” box is checked or not. When it reaches 0 however, it’s up to you to uncheck the “Use” box to remove the modifiers affects.

## Dice

The first entry under the “Dice” menu is “New Dice Roller”. Selecting this option will bring up a simple dice-rolling widow (fig. 15). Simply enter how many of a certain kind of die you would like to roll, click the button with the die type on it and...shazaam!...the results are shown in the field on the right.

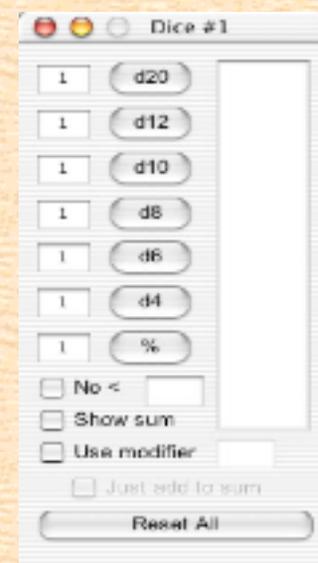


FIGURE 15

For those rare rolls and house rules that have an unusual minimum result, simply check the box next to “No <” and enter what minimum result (per die) is acceptable to you. When results are shown, your precious time will not be wasted with any single roll that is less than the number you specified.

If you wish to have a total calculated for you, simply check the box for “Show sum”. Handy for fireballs and other spells of mass destruction.

If you wish to modify the results, simply check the box “Use modifier” and enter in the amount you wish to add to (or subtract from, if you enter a negative number) each die. If you also check the “Just add to sum” box, the value you specified will only be applied to the grand total.

Should you decide that your dice roller has become cluttered and you want to start fresh, the “Reset All” button will clear out all the filth, leaving the window just like new.

If one dice roller just isn't enough, you can create more by selecting “New Dice Roller” again from the menu.

## Custom Dice

Trigger your salivary glands and start panting, then select “Show Custom Dice List” from the “Dice” menu. A small new window will appear with a blank pull-down menu sitting atop four mysterious buttons (fig. 16).



FIGURE 16

If you kindly press the “New” button, a window will appear with a wide assortment of options (fig. 17). Similar to the standard dice roller, on the left is a list of the various die types. Simply choose how many of which dice you'd like to be included, and what dice should create subtotals. When satisfied, click the “Add->” button. The dice you chose will move to the area on the right, where you may specify which modifiers should be applied to the results by clicking on the number displayed in the “Mod” column that corresponds to the desired die (or dice). If you require a grand total of all dice rolled, simply check the box so cleverly titled “Show sum of all”. If you haven't yet named your arrangement, just enter it in the “Caption for Button:” field (unless of course you were going to call it “Custom Die” anyway). If after all that effort you've decided against all this hoo-ha, click the “Cancel” button and your time will be officially wasted. Clicking “Ok” on the other hand will place your new custom die on the Custom Dice list.

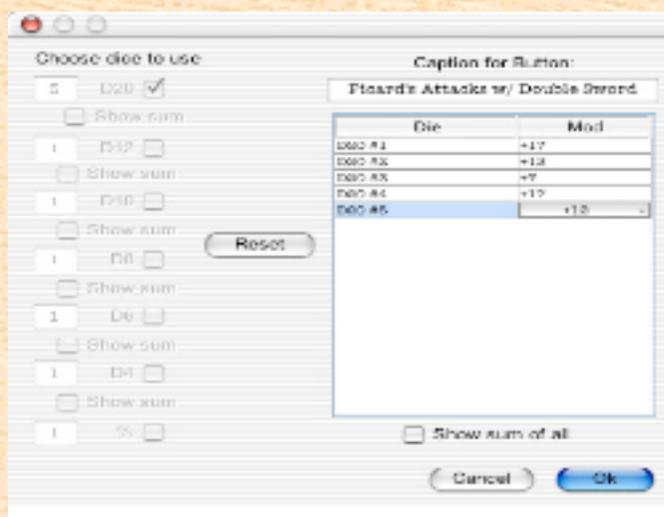


FIGURE 17

With all that taken care of you will now get a return on the time you invested. If you click the “Roll” button on the “Custom Dice” window, the selection shown in the pull-down menu will be executed to your specifications in a new window with the same title as the selection (fig. 18). Buttons are strategically placed on that window to “Close” the window or “Roll Again”.

If you decide you need to change the name of or modifiers influencing one of your custom sets, simply click on the “Edit” button on the “Custom Dice” window. A window will appear allowing you to easily do so (fig. 19). Unfortunately, at this time there is no way to edit the number of dice included in the roll, so a new custom die will need to be created. Perhaps a little funding will refresh our memories on how to implement such a feature (wink, wink, nudge, nudge).

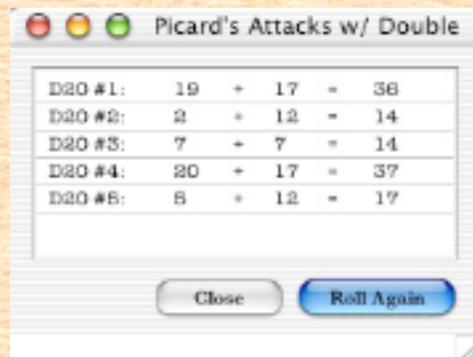


FIGURE 18

Finally, if a custom die becomes obsolete, it can easily be pruned by clicking on the “Remove” button.

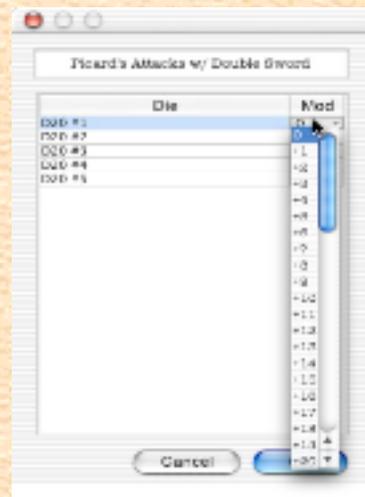


FIGURE 19

## Play Dice Sounds

Should the reassuring sound of *actual* dice rolling when you make use of the digital dice rollers become tiresome to you, you can easily remedy the situation by selecting the “Play Dice Sounds” menu item from the “Dice” menu. Doing so will remove that smug little check mark, and more importantly, silence the offending sounds which have become as the sound of mocking laughter.

If you would rather just replace the sounds with ones more to your liking, simply replace the the .wav files in the dicesounds folder with the .wav files of your choice (For Mac OS, you must select “Show Package Contents” from the contextual menu (control-click) of the RPG Patsy application to access the dicesounds folder). The file name must be identical to the sound file you are replacing so that the application will know which file to play for different dice rolls.

## Tools

Helping RPG Patsy fulfill it’s destiny are the Attack Calculator, the Jump Calculator and the Data Archive Tool. Learn their ways and they will serve you well.

## Attack Calculator

With all the variables that combat can bring to bear it’s nice to have RPG Patsy keeping track of it all so you can focus on killing monsters and breaking things. Just take a look at fig. 20.

The first step comes from clicking the “Add” button. That being completed, you are now free to give a name to this newborn offensive method. Next should be selected whether it is a Melee or Ranged attack form which will decide which options are available to you. A list will be maintained of all your entries for quick browsing.

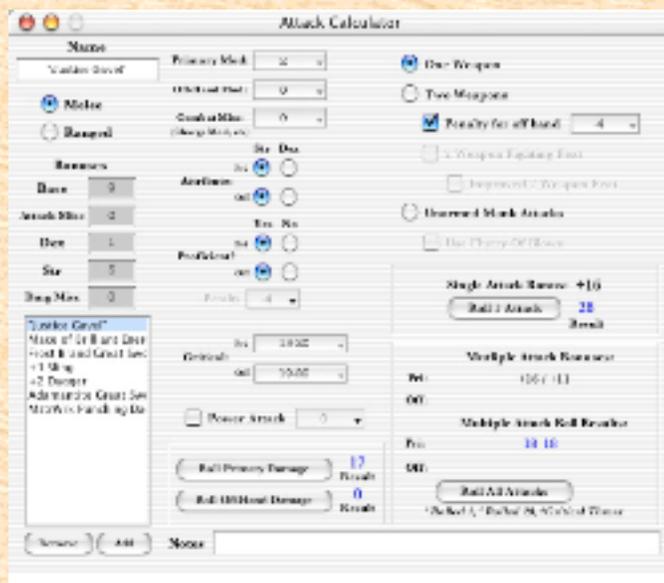


FIGURE 20

The “Bonuses” displayed are those factors from other areas of RPG Patsy that will be factored into the attack roll(s). “Base” is your characters base attack bonus. “Attack Misc” and “Dmg Misc” are any attack bonuses or damage bonuses active in the “Modifiers” window. “Dex” and “Str” are obviously attribute bonuses. Ranged attacks automatically use the “Dex” bonus while Melee allows for you to specify which bonus should be used.

We’ll take a look at the Melee options first. “Primary Mod” and “Off-Hand Mod” refer to whatever attack bonuses your primary and/or off-hand weapon may be endowed with. “Combat Misc.” allows for quick adjustments should your character charge an opponent or do something else that influences your attack rolls for such a short time that using the Modifiers window would be cumbersome.

You may specify whether strength or dexterity is to be factored in for each hand, whether your character is proficient with the weapon(s) being used and what penalty is to be applied for non-proficiency (adjustable for house rules). Defining the critical threat range for each weapon is also quick and painless.

If you are making use of Power Attack, you may check the box in the affirmative and specify what modifier will be taken from your attack bonus and added to damage. To get a damage result, simply click on one of the buttons that claim to perform this function. The first time you click a damage button, it will bring up a pop-up window asking you to choose

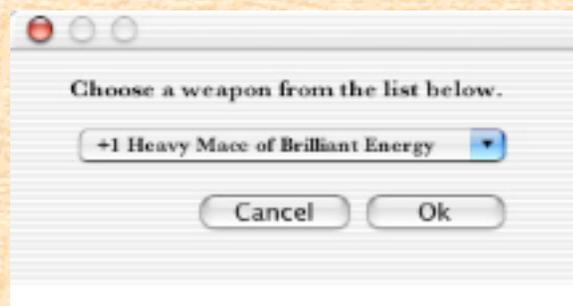


FIGURE 21

a weapon from a pull-down menu (fig. 21). The weapons listed will be the same that have been entered into your character’s Weapons tab. The damage that you have defined in the weapons tab will be used (from using the “Roll and add sum” button) modified. If for any reason you need to link a different weapon to the damage button, simply alt-click on the button and the pop-up will reappear to assist you.

All that remains are to specify if this attack entry will be for one weapon, two weapons (wielded simultaneously, with check boxes for feat calculations), or for an unarmed monk (with the option to unleash a flurry of blows). Once you’ve locked in those selections everything is prepared to make full use of the attack rolling buttons. “Roll 1 Attack” does just that: one attack at your highest bonus with your primary weapon. The result is shown just off to the right. Should a “1” appear next to the result, it is the despairing news that the die roll was a natural 1. On the positive side, if a “2” should accompany the result, it bodes well as a natural 20 on the die roll. An asterisk (\*) denotes a critical threat, assuming your attack result was enough to strike your target of course.

Finally, there is a small area reserved for notes you may wish to keep track of concerning each attack entry.

Ranged attack options are similar to the melee option (fig. 22). Of significant difference are the ability define the range increment for the weapon, and what penalty should be applied to each range increment (definable for house rules). You may also enter the distance to your current target, which will result in the appropriate subtraction to your attack bonus (and/or addition if the target is close enough to make use of the point blank shot feat [which will also affect damage]).

Let the use of this attack calculator be a blessing to you and your party for generations to come.

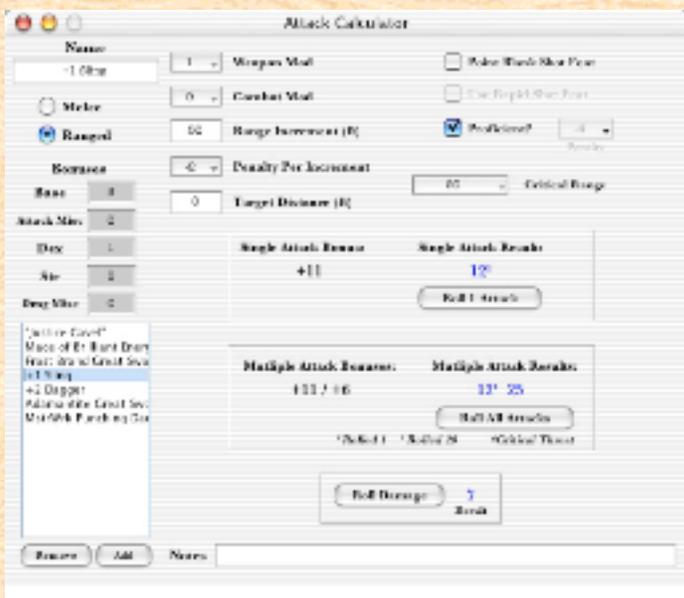


FIGURE 21



FIGURE 22

## Jump Calculator

Although not used with nearly the same frequency as the attack calculator, the jump calculator (fig. 22) is every bit as handy in it's own right. When circumstances require a leap, simply specify what style of jump your character is attempting, your character's height and base speed, whether or not his jump will be limited by height, total skill bonus (this will be defaulted to the skill bonus you have listed for the jump skill on your character's skills tab), and finally, any applicable multiplier (i.e. if you are making a running jump and have the run feat).

With those statistics entered, the only thing left to do is sit back and let the Roll button do all the work for you. Both the skill roll result and the translation into feet and inches will be displayed (in case you want to check our work).

## Data Archive Tool

Not satisfied with the base list of skills, feats, inventory and spells provided with RPG Patsy? Willing to do data entry work so others won't have to? If the answer is yes, then the data archive tool is for you.

Using the data archive tool is almost identical to adding feats, items, skills and spells manually to your character. With the data archive tool however, you can save your creations to a file which can then be accessed by selecting "Add From Your Files" when you add a like item to your character. You must maintain separate files for feats, items, skills and spells, so be careful not to forfeit your labors by quitting before you save each tab you've been working on.

## Register

By this time your will should be thoroughly crushed and ours to mold. The first thing to do in that case is register this fine product and thereby gain the ability to save your character and insure a continued flow of updates and similar product releases. When you select the "Register" option you will be prompted for your name and the registration code. You can obtain your name from a parent or guardian. The registration code you must obtain from us. To do so you can visit [www.slackerentertainment.com/rpgpatsy](http://www.slackerentertainment.com/rpgpatsy) and follow the "register" link. It costs \$15 for a single license and \$35 for a group license (see details on the web page).

If you're not convinced it's worth your money, listen to me whine for a bit. We are a burgeoning company (i.e. a few guys in a basement...not a basement office...it's a real unfinished basement). Ben Hanks fathered this program as his senior project. After his geek friends liked it he decided to polish it up and publish it.

Many, many, many hours have been spent to make this a solid product. Since he won't be doing too many more senior projects, money is pretty much the prime motivator to updating this product and creating more of its ilk.

Of course, there is the fact that you can't save anything in RPG Patsy without registering. So if you want to use it for much more than the dice roller, you'll probably want to register, and for that, we love you.

And we would like to give sincere thanks to those who have registered and given positive and/or useful feedback. We're still well short of a real office or that ivory back scratcher I want, but it's been encouraging none the less.

If you feel that you would be inclined to register if there were just one or two things different, let us know. You might be surprised at the results.

## Conclusion

Now that the registration guilt trip is over, I suppose we can wrap this up.

You may have noticed some familiar names in our examples. We stole some character concepts with much reverence from the Dead Ale Wives' Dungeons And Dragons skit (which can be found at <http://www.deadalewives.com/funny.ccc>). There are also some other items there and the site would carry a PG rating or so, (possibly worse; I don't remember anything X rated, but it *is* on the internet, so there probably is some porn hidden somewhere) so just be aware.

My final words of wisdom in using RPG Patsy is to remember that it is truly your patsy. It was meant to serve your needs, so don't be afraid to adapt it to your specific wants. If you want to store game rules in the Feats section, that's wonderful (as long as you do so in a legal manner of course). You can keep them separated from your actual feats by putting them in brackets or something of the like (since they are sorted alphabetically those in [ ]'s will always stay clumped together. I'm so clever...) That'll save you time looking up those less used rules in the heat of battle and it may even solicit awe from the easily impressed.

I think you've gotten the idea, and you know where to reach us if you haven't. Good luck and enjoy.

## Credits

**Ben Hanks:**

Intern, Junior Programmer, Senior Programmer, Project Lead, Designer

**The WereSloth:**

Technical "Writing", Graphic Design

**Mark Hanks:**

Java Guru, Quality Assurance

**Bryan Standing:**

Web Services, Quality Assurance

**David Hanks:**

Quality Assurance  
(The first to beg for printer support).

**Mike Vatsend:**

Special Thanks (For Showing Up)