



Features (v. 2.5)

RPG Patsy can be used as a replacement for your pencil and paper character sheet or as a character generator. Many of the included tools are useful for Dungeon Masters as well.

It was written in Java and will work with MacOSX and Windows.

It has several major features:

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Vital Statistics



This page has many features:

- Vital information (thus the name) like name, hit points, attributes, saving throws, total inventory weight, load/weight penalty, languages, AC, initiative, and attack bonuses.
- Dice rollers for initiative, attribute checks, and saving throws.

Here's What the Windows version looks like:



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Modifiers



This feature is powerful. After taking a moment to set up a modifier you can turn it on or off with the click of a check box. You can set up modifiers that affect:

- Any or all saving throws
- Hit points
- Any attribute (Dex, Str, Int, Wis, Con, Cha)
- Armor Class
- All skill checks

A good example from the list above is the Car's Grace spell. When activated the program will instantly reflect the change to Dexterity, the Dexterity bonus, Reflex save bonus, ranged attack bonus, initiative roll bonus, and all skill checks that use a dexterity bonus. This feature helps prevent delays in game-play and greatly simplifies the process of keeping track of all your active modifiers. You can also set a time limit for your modifiers. After you set a value in the "Rds" column you can click the "Next Turn" button to decrement the counter on any active skills by 1.

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Dice Rollers

In addition to the special purpose dice rollers (skill checks, initiative, etc.) the program includes a general purpose dice roller and a custom dice roller.

General purpose dice roller:



The custom dice roller feature allows you to create, save, and edit very complex dice rolls. In the following screen shots you will see the process of creating a custom roller to roll 5 D20 with different bonuses for each roll (attack rolls for a character with multiple attacks). You can use it for almost any combination of die types and bonuses and it provides the results (including sum totals if asked for) in an easy to read window. Custom dice rollers are stored in a list for later use.

The custom roller setup window:



The custom roller list:



After pressing the "Roll" button the result window appears:



The "Roll Again" button allows you to re-roll the same combination without closing the results window. If you need to change the modifiers you have assigned to your custom rollers just choose it in the list and click "Edit". The following window appears and allows you to edit any of the modifiers (or the name of the roller)

The custom roller list:



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Skills Page



When you create a new character all untrained skills are automatically added for you complete with descriptions. Clicking the "Add" button will allow you to retrieve from file any other skills your character has. You can also add skills manually if the need arises.

Also of note on this page are the skill modifiers and the "Roll" button. You can add up to three miscellaneous modifiers like a racial bonus to Jump checks or a bonus to Hide checks due to a Cloak of Elvenkind. The roll button tallies all bonuses, modifiers, and the check penalty (if applicable) and adds them to the random result.

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Feats Page



The Feats page is pretty self-explanatory. The "Add" Button will allow you to add feats from the database or you can add them manually.

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Inventory Page



The Inventory page allows you to easily keep track of everything your character owns, where he/she keeps it, how much it weighs, and how many they have. When you set the weight it will automatically figure in to the total weight displayed on the Vitals page. If it's in a bag of holding (for example) and shouldn't figure in you can just uncheck the "Figure into total" check box. You can easily change the quantity of anything in your list by clicking on its value in the "Qty" column. The resulting drop-down menu will allow for quick changes to any item in the list.

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Weapons Page



This is where you catalogue your arsenal. All the important statistics can be organized here for any weapon. You can also use the dice rollers here to roll very complex damage rolls. Checking the "Add Strength Bonus" check box will add your strength bonus to the total and the "Misc" field allows for anything else that didn't get added elsewhere.

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Notes Page



This page is for...uh...notes. Whatever you feel like writing. A travel journal, character description, dirty limericks, whatever. This is your space.

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Spells Page



The Spells page helps you keep track of the many details a caster needs to know. You can add Spells from the database or add them manually. A very useful tool is also accessible only from this page:

Spell Caster Reference Sheet



This window can calculate how many spells your character can cast each day (including School or Domain spells) as well as keep track of how many spells they have already cast.

It also calculates the Spell DC for you, gives you a button for Caster Level Checks, and provides a space for notes.

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Attack Calculator



I became totally addicted to this tool while developing it. It will calculate all your multiple attacks in moments and it's dynamically updated whenever anything changes. For example, if something affects your Strength bonus the attack calculator automatically figures in the change.

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Jump Calculator



This tool will handle just about any Jump skill calculation.

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Database Tool



This is for those who don't stick to the Dungeons and Dragons 3rd Edition core skills, spells, feats, or items. With this tool anyone can create alternative lists to use and share with other users.

Also see [Tips and Tricks](#)

[Home](#)

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