Character Sheet

View: Latest version (v1.4.1)

Instructions

Critical to fast play is an excellent character sheet. We've created and honed our own. If you'd like to use it in your game, the following strategy is recommended:

1. Copy the sheet to your own Google account (File → Make a copy).
2. Make a copy of the sheet for each player. Store each copy in a Google Drive folder that you create for each player. Share each player's folder with the player so they can edit the sheet inside of the folder.
3. Instruct players to keep the starting tab (“ORIGINAL”) blank. Instruct them to right click and duplicate the tab every time they need a new sheet. That way, they always have a blank to make new characters with, and all their characters are found in one single file.

New in v1.4.1

Fixed psionic chance range (It was rounding fractions up when you're supposed to be dropping them, and the range was wider than it should have been once you had a chance higher than 1%.). To update existing sheets, change cell AC5's value to `=iferror(if(and(C5<16,C6<16,C9<16),0,(1+ROUNDDOWN(2.5*max(0,C5-16)+1.5*max(0,C6-16)+0.5*max(0,C9-16)))))` and cell Z6:AC6's value to `=if(AC5=0,“no chance”,if(AC5=1,“00”,101-AC5 & “ - 100”))`.

New in v1.4.0

Added

- Added and modified various tables within the new Tables sheet in order to facilitate other changes.
- Added weapons from UA which were previously missing from the weapons tables.
- Expanded weapons vs AC tables to include AC types 1 and 0 from UA.
- Added the Maul from the DM screen that floats around Dragonsfoot circles. We just recently learned the maul is not part of the official AD&D DM screen, but was added by a Dragonsfoot member. Nonetheless, we have added it to our sheet.
- Added dropdowns to select character classes in order to facilitate other changes that require Class name to be entered exactly as expected.
- Added logic to automatically calculate Saving Throws in cells F30:F35 based on the classes, levels, and mods input by the user. Values default to that of a 0 level fighter when no other class and level combination are provided.
- Added field to display XP required to reach next level in cells AD25:AG27.

- Added logic to automatically input level in Thief Skills and Turn Undead tables, Cells V29 and AO29 respectively.
- Added Chance to Assassinate table at AD66:AH68. User should enter the intended victim's level in AG67 and AG68 will display their chance to succeed based on the victim's level and the character's highest class level located in F25:F27.
- Added dropdowns for spell casting classes in the spells per level section in order to facilitate automation of number of spells per level.
- Automated # of spells per level. This logic takes into account level of the class, additional spells from wisdom when applicable, as well as spell level limits due to character's INT or WIS stats as appropriate.
- Mini moneychanger expansion.

Changed

- Moved hidden tables to separate sheet titled “Tables” in order to remove unnecessary data duplication and facilitate easier modification in the future.

Fixed

- Armor MV Restriction no longer breaks movement calculation if “ is typed in the cell (cell AA46:AB46).
    - To fix this on your existing sheet without migrating to the new sheet, change the formula in cell `D122:F122` to `=IF(ISNUMBER(AA46), AA46, VALUE(SUBSTITUTE(AA46, ”“”“, ”“)))`.

Known bugs

Currently no known bugs. If you find any, please share them with us at david@sungem.co. If you fix them, please share that too!

Minor annoyance: Reference cells for WvAC are in the reversed order. This doesn't cause a bug in the sheet, but can throw someone off if they go to add a new weapon to the reference tables.

Note about Google Drive

The current sheet is available on Google Docs. I typically prefer to keep my records in non-proprietary software, but the sheet was born in Google Docs as a collaborative effort, and it allows players to easily update it in a way that I can look at the sheet at any time. In the future, we may move to an alternate solution. That being said, I assume Google Docs is most convenient for other people in the community.

Credits

This sheet has been a collaborative effort within our group, but special credit must be given to Sax.

Sax created virtually all of the formulas and hidden tables used on the sheet, undoubtedly the vast bulk of the contribution.

Additionally, nubby was the champion of the v1.4.0 version and the additions in that version are attributed to that valued player.

Alternative sheet

Erik (who journals our sessions!) created an alternative character sheet. It's based on the official one, but modified to suit his taste. This shows how you can take our sheet and make it your own if you'd like. The downside is that you'd have to manually adopt any improvements we make.

View: Erik's Sheet v1.0.0

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