

CharGen

COLLABORATORS

	<i>TITLE :</i> CharGen		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

CharGen

1.1 CharGen Documentation

```
~~~~~ ↵  
CharGen - An AD&D Character Generator  
Version 1.17  
21. september 1994  
by  
Troels Poulsen
```

```
~~~~~  
  
Introducing CharGen  
  
General notes  
  
Disclaimer  
  
The CharGen package  
  
Installation of CharGen  
  
Important !!!  
  
Keyboard shortcuts  
  
The character sheet  
  
Sharing files with others  
  
Online help  
  
The Project menu  
  
The Edit menu  
  
The Equip menu  
  
The Abilities menu
```

The Design menu
The Settings menu
Tool Types
Program Limitations
History
Contacting the author
Support
Thanks to...

1.2 introducing

CharGen is a character-generation program that lightens the workload of the Dungeon Master in the roleplaying game >Advanced Dungeons & Dragons< (also known as AD&D) from TSR Inc.

If you have no prior knowlegde of AD&D, the program will not be of any great use to you. The program does NOT replace any puplished material from TSR, i.e. you cannot learn the game from this program, nor can you learn the spells contained in the different source books from this program.

CharGen is FreeWare :-)

1.3 general

Be sure the settings in the Settings menu corresponds to the rules you use in your game, as this can influence the way certain rules are applied. If you cannot recreate a character from your game, check the menu items in the Settings menu.

Do not use the '@' character, as this is used to embed printer escape sequences in your character sheet. If you do use it, there is a high propability that it will mess up your character sheet (or even crash the program if you are very unlucky!).

In CharGen you will sometimes see a recessed gadget showing a number, with a integer gadget to the right of it, such as the pair shown under

Edit/Level and Xp

. The first of these shows the total number (in this case the total number of hit points), and the second the adjustment you have applied (a kind of 'cheat' gadget).

It is important for you to know that an adjustment entered into CharGen will be shown with a '+' or a '-'.

A '+' should be taken to mean that it is a bonus, and a '-' means that the number is a penalty. Thus if you enter +2 in the THACO adjustment gadget, under

Abilities, Fighting

you will see the

THACO _decrease_ by 2.

Under some of the very long scrolling lists you will find a string gadget named 'Find'. This gadget is a search gadget that allows you to enter a piece of text to search for. If the text piece is found, it will be the new top item in the list. The search ignores case, and doesn't need the full text (e.g. When searching the priest spell list for cure spells you can enter 'cure'. You will then see the next spell with the letters 'cure' in its name at the top of the list - this could be one of the Cure xxxxxx Wounds spells, or even the Obscurement spell).

The search routine will wrap around, when it finds no matching name in the list below the present top.

Development on the present version of CharGen has stopped. If a future version of CharGen is released it will be a WB 2.x+ version.

1.4 disclaimer

D I S C L A I M E R

This program may not be sold, or otherwise distributed for financial gain. Please remember that this program is supplied 'as is': the entire risk as to the quality of the program is to the user. In no event will the author be liable for direct or indirect damage or loss resulting from the use of this program.

1.5 package

File	Contents
~~~~~	~~~~~
in the CG dir...	
CharGen	The program
CharGen.doc	This file
History.doc	Update history for the CharGen package
CharData	A directory
libs13	A directory
libs20	A directory
Install_ReqTools	An Install script for reqtools.library.
in the CharData dir...	
Race	Datafile for CharGen

Class	Datafile for CharGen
Major Class	Datafile for CharGen
Armor	Datafile for CharGen
Weapon	Datafile for CharGen
Proficiency	Datafile for CharGen
Spells	Datafile for CharGen
Wizard Schools	Datafile for CharGen
Priesthoods	Datafile for CharGen
Psionics	Datafile for CharGen
Sources.prefs	Settings file for CharGen
CharGen.prefs	Settings file for CharGen
CharIcon.info	Icon used by CharGen for character files.

in the libs13 dir...  
 reqtools.library Requester library for 1.3 by Nico François.

in the libs20 dir  
 reqtools.library Requester library for 2.x by Nico François.

## 1.6 installation

The following file structure must be kept so that CharGen can find  
 it's data (or you can use the SETTINGS  
 ,  
 CHARDATA  
 and  
 CHARACTERS  
 tool types).

```

CharGen
Characters (Dir) *
CharData (Dir) **
  Armor
  Class
  Major Class
  Priesthoods
  Proficiency
  Psionics
  Race
  Spells
  Weapon
  Wizard Schools
  CharIcon.info
  Sources.prefs
  CharGen.prefs ***

```

*) Must be named Characters, and must be in the same directory as CharGen, unless the CHARACTERS tooltype says otherwise. This is the initial directory. You can of course load characters from any source.

**) Must be named CharData, and must be in the same directory as

---

CharGen, unless the  
     CHARDATA  
 tooltype says otherwise.

***) Must be in the CharData directory, and must be named  
 CharGen.prefs, unless the  
     SETTINGS  
 tooltype says otherwise.

You can still load characters created with earlier versions of CharGen, but you might see minor changes in you character. You should read the History.doc to see what you can expect, when you load an old character into CharGen.

In addition CharGen needs the following libraries, which must be the LIBS: directory.

info.library - Get this from your workbench disk.  
 diskfont.library - Get this from your workbench disk.  
 reqtools.library - Use  
     Install_ReqTools  
 script to install

## 1.7 important

CharGen uses the ReqTools.library © by Nico François to gain a Workbench 2.0-look on it's requesters, even under Workbench 1.3. CharGen must have at least version 2.0a of this library to function correctly.

You must install the ReqTools.library in your LIBS: directory. Use the Install_ReqTools (by double-clicking it) script for this, since there are two versions of the library (one for 2.0+ and one for 1.3). If you are running Workbench 2.0 or lower, just use the Install_ReqTools script. If you are running under Workbench 2.1 or higher, get hold of the ReqTools package (version 2.0a or higher), if you would like to 'localize' ReqTools. Many  
     thanks  
     to Nico  
 for this great library.

## 1.8 shortcuts

In order to cut down on the number switches between the keyboard and the mouse you have to make, CharGen provides you with the following keyboard shortcuts:

All versions of WB:

- If no string gadget on the screen is activated, and you press

<RETURN>, the first string gadget (if there is one) on the screen will activate.

- When you use <RETURN> to exit a string gadget, the next gadget (if there is one) will be activated.  
When using <RETURN> (and <SHIFT><RETURN>, see below) to walk among the string gadgets on the screen, CharGen will wrap around when reaching the last/first string gadget (i.e. if you press <RETURN> in the last string gadget, then the first string gadget will be activated and vica versa).

WB version 2.0 and up:

- If you use <SHIFT><RETURN> instead of just <RETURN> when exiting a string gadget, the previous string gadget (if there is one) will be activated, not the next.
- You can make a cycle gadget cycle the opposite way by holding down the <SHIFT> key while clicking it.
- The up/down cursor keys can be used to scroll through a scrolling list. If there are two such lists on screen at any one time, the second can be scrolled by using the right/left cursor keys. It only works if no string gadget is active on the screen at the same time.
- When using the arrow gadgets of a scrolling list, or the cursor keys, pressing <ALT>, <SHIFT>, or <CTRL> on the keyboard has this function:

```
<ALT> : Move by a half view full.
<SHIFT>: Move by one view full.
<CTRL> : Move to start or end of list.
```


- Keyboard equivalents for the Ok, Cancel, Continue, and Find gadgets shown on many screens are implemented:
 

```
<o>    ok
<ESC>  cancel
<o>    continue
<f>    find
```

If a string gadget is active <right amiga> and the key will work as the keyboard equivalent.

(I haven't used <c> as "cancel" to avoid conflict with the StringClip program, which is quite useful in conjunction with CharGen.)

## 1.9 sheet

Following is a description of the abbreviations used on the  character sheet.

Ability Scores

Saving Throws

## Weapons

**1.10 abbr_ability**

## Ability Scores

~~~~~

| | | |
|-----------|--------------|---|
| Str | Strength | |
| Ht | | To hit bonus |
| Dm | | Damage bonus |
| Wt | | Weight allowance |
| Op | | Open doors |
| Bn | | Bend bars/Lift gates |
| Dex | Dexterity | |
| Reaction | | Reaction adjustment |
| Attack | | Missile attack adjustment |
| Defensive | | Defensive adjustment |
| Con | Constitution | |
| Hp | | Hit point adjustment |
| System | | System shock |
| Resurrect | | Resurrection survival |
| Int | Intelligence | |
| Languages | | Number of languages and bonus proficiencies |
| Wis | Wisdom | |
| Cha | Charisma | |
| Henchmen | | Maximum number of henchmen |
| Reaction | | Encounter reaction adjustment |
| Loyal | | Loyalty adjustment |
| Com | Comeliness | |

1.11 abbr\_saving

Saving Throws

~~~~~

PPD	Paralyzation, poison, or death magic
RSW	Rod, staff, or wand
PP	Petrification or polymorph
BW	Breath weapon
SP	Spell
Dodge	Bonus on saves that dexterity affects
Elec	Bonus on saves versus electricity
Fire	Bonus on saves versus fire
Mind	Bonus on saves versus mind affecting magic
Pois	Bonus on saves versus poison

**1.12 abbr_weapons**

```

Weapon
~~~~~
Skl Skill
 Nonproficient
 Prf Proficient
 Spc Specialist
Stl Fighting style
 WS Weapon & shield style
 1W Single weapon style
 2H Two hander style
 2W Two weapon style
Hnd Hand
 P Used in primary hand
 S Used in secondary hand
 B Used in both hands
Hit Roll needed to hit AC 0 (THAC0, but this was to long)
Att Attacks per round
Damage Damage done
Special Special notes:
 'S M L' Range in tens of yards (Short/Medium/Long).
 If a weapon has a range, it is calculated
 as a missile weapon.
 '-X AC' AC bonus of X.
 '+Shield' Bonus shield attack each round.
 '+Dam' Possibility of extra Firearm damage.
THAC0 To Hit Armor Class 0. This is the base value as
 opposed to 'Hit' which is the value adjusted for skill,
 magic and other things.

```

## 1.13 sharing

If you play in a group where several others also have CharGen, and you want to be able to share character files between you, there are several steps you must take avoid problems:

- Make sure you are all using the same (and newest) version of CharGen.
- Make sure the datafiles are identical. This is only a problem if somebody in the group wish to design something. Appoint one of you to have the 'Master files' and design everything here. Then make copies of the master files (the CharData directory) and distribute them.

There are two reasons that the latter is nessesary. The first is simple, the second complex:

If a person designs something and uses it in a character which he then saves and gives to another, the other person's CharGen will have no information about the data the first person designed (while this could be a minor problem if it was a spell, imagine trying to load a character of a class that doesn't exist in your system - CharGen

would simply refuse to load the character).

CharGen gives each data item (a spell, a weapon, or whatever...) a identification number. If two people independently designs something (e.g. a spell) it will have the same identification number, even though they are very different (one could be a 1'st level spell, the other a 9'th level). When a character is saved, only the identification number of his data items are saved, and not the data itself (would result in very large files for spellcasters). So when a character, who can cast the 1'st level spell designed on the first system, is saved, and later loaded on the second system the character can now cast a 9'th level spell.

## 1.14 cg_help

Pressing the <HELP> key under WB 2.04+ will bring up the CharGen documentation file via AmigaGuide on the CharGen screen. To use this feature you must have the amigaguide.library installed.

If you enter a menu item (such as 'Weapons' in the 'Equip' menu) and press <HELP> you will be given information about that menu item's function.

If you select a menu item and press <HELP> (while still holding the right mouse button depressed over the menu item) you will be given information about that menu item's function.

## 1.15 project

### The Project Menu

~~~~~

New

Enter

Random

Open

Save

Save As

Print

Character

Description

Spells

Psionics  
About  
Quit

## 1.16 project\_enter

Project/New/Enter

Allows you to create a person from scratch. You are guided through most menu-items in the

Edit  
,  
Equip  
, and  
Abilities  
menus.

You can cancel at any time by clicking CANCEL.

## 1.17 project\_random

Project/New/Random

Creates a random character, taking into account the frequency of the different Races, Classes etc... You are first asked to set certain variables which also affect the result.

These are the chances for the different frequencies:

|           |     |
|-----------|-----|
| Common    | 65% |
| Uncommon  | 30% |
| Rare      | 4%  |
| Very Rare | 1%  |

So if you would like to have more half-elves when rolling random characters simply change the frequency of half-elves in the Design Race menu (and so on...).

## 1.18 project\_open

Loads a character from disk.

## 1.19 project\_save

Saves a previously saved character.

---



## 1.20 project\_saveas

Saves a new character. Brings up a filerequester so you can select another filename.

## 1.21 project\_character

Prints a character-sheet (normally to PRT:, but this can be ←  
changed

in

Settings/Printer  
) using standard Amiga printer control codes.

To get a good looking result the left margin in preferences should be set to about 5.

## 1.22 project\_description

Prints a characters description, notes and equipment seperatly.

## 1.23 project\_spells

Prints spellslists/spellbooks. Please note that this menu item ←  
only  
functions when the current character is a spellcaster.

Here is a short summary of what different methods prints:

- 'User defined format'  
You can define how this should work in  
Settings/Format/Spells  
.
  - 'Standard format'  
Name, Range, Duration, Area of Effect, Casting Time, Save,  
Reversability, and Components.
  - 'Spellbook format'  
Name, Range, Duration, Area of Effect, Casting Time, Save,  
Reversability, Type, Source Book, Components, and Pages (a line).
  - 'Names and components'  
Name, Components, Left (a line), Used (a line), and Material  
Components.
  - 'Names in 1 column'
  - 'Names in 2 columns'
  - 'Names in 3 columns'
  - 'Names in 4 columns'
-

You can define how this should work in  
Settings/Format/Spells

.

## 1.24 project\_psionics

Prints psionic power lists. Please note that this menu item only functions when the current character has psionic powers.

Here is a short summary of the method:

- Name, Type, Power Score, Initial Cost, Maintenance Cost, Range, Preparation Time, Area of Effect.

## 1.25 project\_about

Shows some details about CharGen (version number and date), and ↔  
how  
to  
contact me  
.

## 1.26 project\_quit

Guess what this will do...

## 1.27 edit

The Edit Menu

~~~~~

Race and Class

Ability Scores

Level and Xp

Saving Throws

Description

Notes

## 1.28 edit_race

Choose Race and Class. If you already have a character this should be done with great care, since it can change (or even delete) other parts of the character which are illegal for the new Race/Class combination.

The total xp of the character remains unchanged.

Wizard types and Priesthoods are also chosen here, if more than one is allowed. If only one is allowed, you will not be asked which one you want (e.g. the wizard type of an elven fighter/wizard is always a mage, unless you have designed some wizard schools yourself).

## 1.29 edit_ability

This is where you choose Strength, Intelligence etc...

On the left there are seven boxes containing the present ability scores (and one for exceptional strength). It is these scores you will get when you press the OK box. They can be altered by clicking the appropriate box and entering the desired score. This can override the Min-Max range shown next to it.

Below is a gadget labeled 'Enforce Ranges'. If you click this, the ability scores will be adjusted so that they fall into the ranges shown. Please note that these are not the same as those in the PHB. They are the `_effective_` limits, meaning that they have been adjusted by the racial ability score adjustment, to reflect the true range allowed (the ranges shown in PHB must be imposed `_before_` racial ability adjustments are added).

Below this is a gadget labeled 'Reroll Ability Scores'. If you click this, the ability scores will be rerolled (surprise!), using the method you have chosen in

Settings/General

.

Method: PHB 1 and UA

There are no further gadgets on screen when you use these methods.

Method: PHB 2, PHB 3, PHB 4, PHB 5, and Custom.

On the far right are 7-14 boxes. These contain random numbers generated by rolling according to the chosen method (either 3d6, or 4d6 and discarding the lowest roll, or as defined in the

Settings/General

menu). If you click on one of these boxes it will be highlighted. This indicates that you are about to place that number on one of the ability scores, which is done by clicking on one of the gadgets with the name of the appropriate ability score. If you want to place a number on another ability score, simply click the gadget with the number, and it will become free to be placed somewhere else. Method PHB 2 is a little special, in that you can only place a

number on the ability score that is on the same level with it on the screen.

If the above explanation confused you even more, then try it out, and see what happens.

The methods have been extended (from those explained in PHB) to also take comeliness into account.

The adjustment of Comeliness for high or low Charisma is not performed until the character sheet is shown or printed.

### 1.30 edit_level

Enter your characters level and xp. You can change the hit points by using the 'REROLL' button, or directly entering the hit dice rolls for each level. There is also a 'cheat' gadget that allows you to add hit points directly.

### 1.31 edit_save

Allows you to review/alter the characters saving throws. The 'Protection' box simulates the effect of a Ring of Protection as it affects saves. It has no influence over the armor class of your character.

### 1.32 edit_description

Allows you to enter a short/long description of the character in question.

### 1.33 edit_notes

Here you can enter various notes for your character. If you don't see these written at the bottom of the sheet, check that the

Show notes and equipment  
option in the  
Settings/Format/Character  
menu is on. If it is on and you still don't see it try, turning

Show full description  
in the same menu off, or make the sheet  
longer by increasing  
Sheet Length

---

## 1.34 equip

### The Equip Menu

```

~~~~~
Armor
Weapon
Magic Items
Equipment
Wealth

```

## 1.35 equip_armor

Choose the armor for your character. Some armors may be  $\leftrightarrow$  disallowed because of the characters class, or priesthood. If you have selected the option

```

Piecemeal armors allowed
under
Settings/Options/This character

```

and your present character is allowed to use armors that can be used in pieces, you will be presented with five extra cycle gadgets to control the makeup of your armor.

## 1.36 equip_weapon

### Choosing a weapon

You choose a weapon by clicking on it in the scrolling list named 'Available Weapons'. When you do this, the weapons name will appear in the 'Chosen Weapons' box, which is the weapons which will be shown on the character sheet. Below it are these gadgets:

```

Edit
Copy

```

Swap

Remove

### 1.37 equip_weapon_edit

Press the Edit gadget, then select any weapon in the list above.

This gadget can be used on any weapon displayed in the 'Chosen Weapons' box, and gives you extensive control over the characters skill with the weapon in question.

Editing a weapon

~~~~~

Most of the gadgets that appears, when you have chosen Edit and clicked on a weapon in the 'Chosen Weapons' box, need no further explanation, so here are just a few notes to help you:

Skill

Style

Combat

#Att

Special

A note about size

1.38 equip\_weapon\_edit\_hints\_skill

Even though you have a fighter, and have slots left, you might not be able to specialize because you can only specialize once on level one, and again each time you gain new weapon slots (i.e. every third level).

1.39 equip\_weapon\_edit\_hints\_style

CharGen uses the fighting-system from 'The Complete Fighter's Handbook' - i.e. it is possible to use different fighting styles (Weapon & Shield, One Weapon, Two Weapon, Two Hander). Some styles might not be available due to restrictions on the Weapon (its hard to use a Bow one-handed), or because of the characters class or height.

1.40 equip\_weapon\_edit\_hints\_combat

Tells CharGen weather it should treat the weapon as a missile weapon or a meelee weapon. This is useful with weapons such as the dagger.

1.41 equip\_weapon\_edit\_hints\_att

This is the number of attacks per round the character has with `←`
`this`
 weapon. To the right is a number gadget that allows you to increase or decrease the number of attacks, by entering a positive or negative number. This is the possible values:

Nil, 1/4, 1/3, 1/2, 1/1, 3/2, 2/1, 5/2,
 3/1, 7/2, 4/1, 9/2, 5/1, 5 ½, 6/1

The rate of fire (ROF) for a weapon specialist using some missile weapons have been set by me, when I could not find any relevant information (in the case of the new firearms), or when the information available didn't make sense. If you disagree with any of my choises simply change them via

Design/Weapon...

.

Here is a list of the changes:

- The blowgun has a base ROF of 2/1, but if you specialize you get a ROF of 3/2 (according to table 35 in Player Handbook), which doesn't make much sense.
- The hand crossbow has the same ROF progression as 'Other (Non-bow) Missiles' in table 35 in Players Handbook.
- The knife, shuriken, and stilleto has the same ROF progression as the dagger.
- The ROF progression for firearms has been based on the weapon's base ROF and the progression shown in table 35 in Players Handbook for light and heavy crossbows, thus on levels 1-6 the ROF is unchanged, on levels 7-12 it is one step higher, and on level 13 and above is it two steps higher.

1.42 equip\_weapon\_edit\_hints\_special

This is where CharGen writes special information. This could be the range of a missile weapon, effects of style specialization, a reminder of the possibility of extra damage with firearms and so on...

1.43 equip\_weapon\_edit\_hints\_size

The size of a person (which is used for determining which weapons can be used and how) is now calculated from the person's height and not from the average racial height, thus a very large (higher than 4' = medium size) halfling can use a scimitar (also medium size). I have used the height intervals from Monstrous Compendium:

| | |
|--------|--------------|
| Tiny | : up to 2' |
| Small | : 2'+ to 4' |
| Medium | : 4'+ to 7' |
| Large | : 7'+ and up |

1.44 equip\_weapon\_copy

Press the Copy gadget, then select a weapon, then select an empty line in the 'Chosen Weapons' box.

Lets you to make a copy of a weapon shown in the 'Chosen Weapons' box.

1.45 equip\_weapon\_swap

Press the Swap gadget, then select a weapon and then select another weapon. The two weapons position will be switched.

Lets you to change the order the weapons in the 'Chosen Weapons' box will be shown on the character sheet.

1.46 equip\_weapon\_remove

Press the Remove gadget, then select a weapon to remove.

Lets you remove a weapon from the 'Chosen Weapons' box, and makes you non-proficient with it, if it was the last of its type in the 'Chosen Weapons' box.

1.47 equip\_magic

This menu-item has not been implemented yet, but it's on the way (Lars), though it will take some time (Troels 8-).

1.48 equip\_equipment

Here you can enter various equipment for your character. If you don't see this info written at the bottom of the sheet, check that the

Show notes and equipment
option in the
Settings/Format/Character
menu is on. If it is and you still don't see it, try turning

Show full description
in the same menu off, or making the sheet
longer.

1.49 equip\_wealth

Here you can enter the amount of money the character has, and in which coinage it is.

1.50 abilities

The Abilities Menu

~~~~~

Fighting  
Proficiencies  
Spell Casting  
Thieving Skills  
Turning Undead  
Psionics  
Extra Abilities

## 1.51 abilities_fighting

Here you can choose which (if any) fighting styles the character is specialized in. You can become proficient in whole groups of weapons, or give your character ambi-dexterity as defined in 'The Complete Fighter's Handbook' and 'The Complete Spacefarer's Handbook'.

## 1.52 abilities_proficiencies

---

Allows you to choose which proficiencies your character shall have. You will notice that there are different colors on the lines in the scrolling list of proficiencies. These colours relate to how many slots the proficiency takes in the manner described on screen.

- o Free proficiencies are just that, Free. They are available to your character at no cost in proficiency slots.
- o Normal proficiencies are those that your character can learn normally, at the normal cost.
- o Special proficiencies are those proficiencies that your character needs to use an extra proficiency slot to learn.

### 1.53 abilities_spell

Allows you to choose the individual spells your character can cast. Some spells may be unavailable due to various restrictions. You can change the Settings and/or your character to make them available.

All normal spells from Players Handbook, Wizards Handbook, Tome of Magic (not Quest spells), Greyhawk Adventures, and Forgotten Realms Adventures, are available in CharGen, as are some spells from Dragon Magazine. If you see a spell you cannot find anywhere, it is probably one of my own creations.

Your chosen spells can then be printed using the Print Spells item in the Project menu.

Please note a spell that normally (in AD&D books) start with the name of its creator (fx. 'Melf's Minute Meteors'), do not do so in CharGen. In CharGen the name of the creator is not part of the name of the spell. So if you are looking for 'Melf's Minute Meteors', you will find it under 'Minute Meteors'.

The random spell selector (when used by wizards), takes the intelligence limit on spells into account, weather the character is a specialist wizard (spells of his specialist area are made more frequent), and selects the Read Magic spell.

If you have a character with several spellcasting classes (E.g. a Ranger/Priest) you can switch between the different classes via the cycle gadget labeled 'Spellcaster'.

### 1.54 abilities_thieving

If the character has any 'criminal' skills, this is where you edit them.

The recessed box shows how many point you have left to distribute, and the total number of points you may distribute.

---

By clicking 'Base Skill Points' the points will be reset, to the characters base points, adjusted for armor, race and dexterity.

By clicking 'Distribute Points' the remaining points will be randomly distributed among the skills.

## 1.55 abilities_turning

How good is your character at turning undead (requires a priesthood that can turn undead, and sufficient level).

## 1.56 abilities_psionics

There are two ways of giving your character psionic powers. The first is by choosing the Psionicist character class, the second is by making a Wild Talent. Simply click the 'Wild Talent' gadget to make your character a wild talent.

The number gadgets labeled 'Dis', 'Sci', 'Dev', 'Def', shows how many disciplines, sciences, devotions and defense modes you can learn. If you are a Psionicist the numbers shown will correspond to the table in the Psionics Handbook. For wild talents you must enter the numbers yourself, as CharGen doesn't select wild powers for you.

The number gadget labeled 'PSP' shows the number of Psionic Strength Points your character has. For wild talents you have to enter this yourself.

Before you can choose any powers, you must have access to a discipline. You gain access to a discipline by selecting it from the list 'Clairsentience', 'Psychokinesis', 'Psychometabolism', 'Psychoportation', 'Telepathy', 'Metapsionics'. The primary discipline (the first one chosen) has its text written in black on blue background, while the rest of the chosen disciplines are written in white on blue background.

To the right of the chosen disciplines, are numbers that show the number of sciences/devotions you have chosen in the corresponding discipline. Please note that defense modes do not show up in the number of sciences/devotions chosen, nor are they counted when checking the rules.

Select 'Learn' to be able to select and unselect psionic powers. To relearn a power select 'Relearn'. To see information about a power (including how many times you have learned it, if any) select 'Information'.

If you "unlearn" powers or whole disciplines, the rules for selection given in The Complete Psionics Handbook are not checked. To see if anything needs fixing, click on the 'Check for problems' gadget. This will test for most rule violations, but is not perfect

(you still have to think ;-).

If you try learning a power but cannot, the reason is the rules given in The Complete Psionics Handbook.

Psionicists generated randomly will not have psionic powers selected for them. This should be done by you.

## 1.57 abilities_extra

As the name implies, where you enter all those extra special abilities or notes, that CharGen does not otherwise handle.

## 1.58 design

The Design Menu

~~~~~

DANGER!!!

Race

Class

Armor

Weapon

Proficiency

Spell

Priesthood

Wizard School

Psionics

1.59 design\_danger

D A N G E R ! ! !

Using the items in this menu can have very sad consequences, so make a backup of the CharData directory before you change anything.

As a general rule you should look at some examples before you try designing on your own. Specifically you should keep in mind that:

- o A race should have at least one class allowed.

- o If a class can cast priest spells you must make a priesthood available to it, even if the class is not a priest (e.g. Paladins and Rangers).
- o If a class can cast wizard spells you must make a wizard school available to it, even if the class is not a wizard (e.g. Bards).

When you create new things by using this menu you may get the message: 'Not room for more races !' or something similar. The cure for this is simple (assuming you have enough memory). Save all you work, quit the program, and start it again. You will now have some more working space.

1.60 design\_race

Allows you to change the different races, or create new ones.

1.61 design\_class

Allows you to change the different classes, or create new ones. Please note that any new classes you create will not be available until you make them so via
Design/Race
.

1.62 design\_armor

Allows you to change existing armors, or create new ones. ←
Please
note that any new armors you create will not be available until you make them so via
Design/Class
and perhaps
Design/Priesthood
.

1.63 design\_weapon

Allows you to change existing weapons, or create new ones. ←
Please
note that any new weapons you create will not be available until you make them so via
Design/Class
and perhaps

Design/Priesthood

.

1.64 design\_proficiency

Allows you to change existing proficiencies, or create new ones.

1.65 design\_spell

Allows you to change the spell list. This is the 'safest' item ←
of
all the items in the in the
Design
menu.

1.66 design\_priesthood

Allows you to change existing priesthods, or create new ones.
Please note that `_any_` class (i.e. not just priests) that can cast
priest spells should have at least one priesthood available to them.

1.67 design\_wizard

Allows you to change existing wizard schools, or create new ones.
Please note that `_any_` class (i.e. not just wizards) that can cast
wizard spells should have at least one wizard school available to
them.

1.68 design\_psionics

Allows you to change existing psionic powers, or create new ones.

1.69 settings

The Settings menu
~~~~~  
Options  
  
This Character  
  
New Characters

```

General
Sources
Printer
                                Format
Character
Spells
Show Full Sheet
Create Icons
Screen Mode
                                Font
Program
Character
Palette
Load Settings
Save Settings

```

## 1.70 settings_character

Different options that changes the way CharGen works. These ↔  
 options  
 are saved along with the character. If you select no options, the  
 program will work in accordance with basic PHB rules.

```

Slow, unlimited advancement
Less damage on tiny thrown wpn.
Race affects years/level ratio
No bonus for strength on bows
High prime affects max. level
Do not limit AC from -10 to 10
Weapon style spec. allowed
Piecemeal armors allowed
All warriors can specialize

```

---

No maximum on thief skills  
Multiple weapon specialization  
Long equipment lines  
Spec. bonus on missile weapons  
All classes allowed  
Initiative adjusted by dex.  
All armors allowed  
Initiative adjusted by armor  
All weapons allowed  
All races can have Excep Str  
All proficiencies allowed  
No extra proficiencies for Int  
All spells allowed  
Int 13 for Thought and Numbers  
All priesthoods allowed  
Maximum hp on first level  
All wizard schools allowed  
Generous hp calculation method

### 1.71 settings_character_slow

This optional rule from DMG allows multiclassed demihumans to advance above their normal maximum level limit. The slow advancement rate can be changed by you in the Settings/General ~menu.

### 1.72 settings_character_race

Choosing this option makes CharGen adjust the age according to the highest age category of the race, and the level of the character. If this is not selected the adjustment to age is independent of race.

---



Generally, the longer lived races takes more years to advance. The year/level ratio can be changed by you in the Settings/General menu.

### 1.73 settings_character_high

This optional rule from DMG allows demihumans to have higher maximum level limit than normal, if they have high prime requisite ability scores.

### 1.74 settings_character_weaponspec

Use the rules for weapon style specialization as given in 'The Complete Fighter's Handbook'

### 1.75 settings_character_allwarriors

This is the rule from the 'The Complete Fighter's Handbook', ↔ that allows all warriors to specialize (an error ???). This is implemented by allowing all classes, which have the 'Weapon specialization' and 'Max one weapon specialization' options under 'Design, Class, Options' selected, to specialize. Please note that unless you also choose the Multiple weapon specialization option, the character can only specialize in one weapon, unless he is a fighter.

### 1.76 settings_character_multiple

Allows all who can specialize to specialize in more than one weapon.

### 1.77 settings_character_spec.bonus

According to Players Handbook the +1 to hit and +2 on damage given to weapon specialists only apply to meelee weapons. This option allows you to also gain these bonuses on missile weapons.

---

## 1.78 settings_character_initiatedex

This is a rule I use myself. The speed of weapons are adjusted by dexterity reaction adjustment. Thus a character with 17 dex gains a +2 bonus on initiative when fighting (see the effect on weapon speed).

## 1.79 settings_character_initiativearmor

This is a rule I use myself. Uses the dex check penalty for armor ↔

(from Fighter's Handbook) as a penalty on initiative. This penalty can be reduced by magical armor (each '+' reduces the penalty by one, although it cannot make the penalty into a bonus). Thus if a character wore a Banded Mail + 1 (Banded mail has a dex check penalty of -2) the penalty for wearing armor would be -1 on initiative (see the effect on weapon speed). Shields do not affect initiative under this rule. Use this rule as a counterbalance to the

Initiative adjusted by dex.  
rule.

## 1.80 settings_character_exceptstr

Normally halflings cannot have exceptional strength, so this option is for your `_very_` special halflings. If you design other races that also cannot have exceptional strength, this option also affects them.

## 1.81 settings_character_int

Allows you to disable the rule from PHB that gives extra nonweapon proficiency slots to characters with high intelligence.

## 1.82 settings_character_int13

A recommended rule from the Tome of Magic. It requires the character to have 13 in intelligence before he/she can cast spells from the Thought and Number spheres.

## 1.83 settings_character_maximumhp

The character gains maximum hit points on first level (i.e. no rolls are necessary). Use this option to create tougher characters, if your campaign is especially 'high-powered'.

---

## 1.84 settings_character_generous

This method of calculation hit points for multiclassed characters is more generous than the one given in PHB. The reason for this is mainly that the routine rounds up instead of down, and you can add all rolls before dividing by the number of classes.

My rule: All hit dice for each level divided by the number of classes (round up) plus the most advantageous constitution bonus. When you don't advance simultaneously in all classes you only gain hit points when your highest class level increases. Example: A 3/3 level fighter/thief with constitution 17, who advances a level as thief gets  $(d6+d10)/2+3$  hit points. He gets no hit points when he later advances to 4'th level as fighter.

## 1.85 settings_character_less

This is a rule I use myself. It does not grant a full damage bonus for high strength, when the weapon is a very small thrown weapon (such as a thrown knife). In these cases the program gives you half the strength damage bonus (rounded down). By selecting this option you can use this rule.

## 1.86 settings_character_nobonus

This option disallows strength bonuses on bow attack roll and damage. It is an option here, rather than just under Design/Weapon

so you can let some characters have heavy pull bows, while not others.

## 1.87 settings_character_ac

CharGen normally limits AC to the 10 to -10 range. If you don't want these limits imposed, select this option.

## 1.88 settings_character_piecemeal

Use the Piecemeal armor rules from 'The Complete Fighter's Handbook'.

---

## 1.89 settings_character_nomaxthief

Normally thief skills cannot exceed 95% (99% for Rangers), but I use a slightly different rule in my campaign (yes, yet a another rule ;-).

My rule: A thiefs skill `_CAN_` exceed 95%, but if, when the skill is checked, you roll 96% or above the skill check fails. Now you might say that there is no practical difference between this rule and the one in PHB, but there is: If the DM decides to penalize the characters skill (e.g. because of a difficult lock) the penalty is deducted from the characters skill before the roll is made. Thus if a thief with 105% skill in an ability gets a -20% penalty he would have a 85% chance of succeeding, whereas a thief under PHB rules (max 95% skill) would have 75% chance of succeeding.

## 1.90 settings_character_longequipment

Causes the equipment lines to be twice as long, but there will be half as many of them. Changing this option might loose you some of the equipment information you have already entered (especially if changing from short to long lines).

## 1.91 settings_character_allallowed

This option is for when you want to create a character that goes beyond the normal rules of the game (i.e. a halfling using large weapons, a human fighter/mage etc....). It doesn't override you source settings.

## 1.92 settings_new_characters

Here you can edit the options new characters will be given. For an explanation of how these options work, check out

Settings/Options/This character

.

## 1.93 settings_general

Here you can edit the way ability scores are rolled, and a few numbers, CharGen uses:

Ability Score Methods:

---

Ability scores (humans)  
Ability scores (non-humans)  
Custom Method  
    Magic Numbers:  
  
Slow level increase factor  
Years/level ratio (Humans)  
Random placement of scores

## 1.94 settings_general_ability_human

Here you choose which method should be used when rolling ability scores for humans. If you choose 'Custom' the program will use the information you have entered in the

Custom Method  
boxes.

The following methods have been implemented: PHB 1, PHB 2, PHB 3, PHB 4, PHB 5, UA and Custom.

## 1.95 settings_general_ability_non

As  
Ability Scores (Humans)

, but for non-humans. This division between humans and non-humans is necessary in order to use the UA method correctly. This method can only be used for humans according to the rules (although many people use it for all races, even multiclassed characters).

## 1.96 settings_general_custom

The following numbers define the custom method of rolling ability scores.

- 'Rolls'
  - 'Type of dice'
  - 'Number of dice per roll'
  - 'Number of dice to use'
  - 'Added to result'
-

## 1.97 settings_general_slow

An optional rule from DMG allows multiclassed demihumans to advance above their normal maximum level limit. The slow advancement rate can be changed here. For this to work you must have the

Slow, unlimited advancement  
option selected.

## 1.98 settings_general_years

This is the number of years added to a humans age for each level he has achieved, when creating random characters.

## 1.99 settings_general_random

When rolling a random character, the scores rolled are placed on the different abilities according to their relevance to the race and class of the character. The degree to which this placement of scores should be random, can be controlled with this number. A very low number assures that Fighters will have high strength, Thieves high dexterity and so on... Please note that the race of the character also affects the distribution of the scores, so a Halfling Fighter is also likely to have a high dexterity. The higher the number, the more random the placement of the highest scores will be. This does in no way change the value of the rolled scores, only on which ability they are placed.

## 1.100 settings_sources

This menu-item also allows you to tell the program which source books are available to you. A selected book will be available, and an unselected book unavailable. Do not delete any of the books already entered, as this can cause trouble in future versions. You may rename the books, but keep the name of any source book that contains spells short, so that it can fit when you print the spells.

The information you enter here is checked against each items's 'Source Book' field to determine if the item is available or not. Items that are not available will be ghosted, when you select from among that type of items.

The following items have sourcebook information in the present version of CharGen: Armors, Proficiencies, Spells, Weapons, and Psionics.

The use of the source book fields will perhaps later be extended to other things.

---

Here follows a list of the source books already in CharGen. Some of the sources are not yet used, but are included for completeness.

<YOU>	This is for your own creations. Change the name to something else, if you like.
Bard's	The Complete Bard's Handbook.
Dragon	Dragon Magazine.
Dragon Kings	Dragon Kings (Dark Sun).
Fighter's	The Complete Fighter's Handbook.
FRA	Forgotten Realms Adventures.
Forbidden Lore	Forbidden Lore.
GA	Greyhawk Adventures.
Legends & Lore	Legends & Lore.
Lost Ships	Lost Ships (Spelljammer accessory).
Fortress	A Mighty Fortress
PHB	Player's Handbook.
Private	This is one of my (or my players) creations.
Psionics	The Complete Psionics Handbook.
Ravenloft	Ravenloft (boxed set).
Spacefarer's	The Complete Spacefarer's Handbook (Spelljammer).
Spelljammer	Spelljammer (boxed set).
Thay	Dreams of the Red Wizards (Forgotten Realms).
Thief's	The Complete Thief's Handbook.
Tome	Tome of Magic.
UA (1.ed)	Unearthed Arcana (1st edition).
War Captain's	War Captain's Companion (boxed set, Spelljammer).
Wizard's	The Complete Wizard's Handbook.

## 1.101 settings_printer

Allows you to change the print destination from the standard PRT ↔

:

(this means you can print to a file, if you enter a file name).

Printer options:

- 'Send form feeds to printer'  
Selecting this option sends form feeds to the printer when printing to PRT:.
- 'Remove printer codes when not printing to PRT:'  
When you print to a file you often don't want the printer escape codes printed also. Choose this option to remove the escape codes.
- 'Print description, notes and equipment on seperate sheet'  
Makes sure the description, notes and equipment are not printed on the main character sheet, even though they may be seen on screen. You should use  
Project/Print Description  
to print these data on a  
seperate sheet of paper.
- 'Reading guides on spell or psionic lists'  
Makes CharGen underline every third line printed on spell or psionic

lists, to make the list easier to read (no need to use a ruler to keep your eyes on the same line).

## 1.102 settings_format_character

Sheet Configuration:

Vertical Character

Horizontal Character

Sheet Length

Sheet Options:

Use SI units

Show full description

Show notes and equipment

Show Armor Data

Show To Hit adjustment

Empty lines on Sheet:

Weapons

Proficiencies

Special abilities

Notes and Equipment

## 1.103 sheet_vertical_char

Here you can enter the character to be used to draw vertical lines on the character sheet. If you enter nothing, no vertical lines will be drawn.

## 1.104 sheet_horizontal_char

Here you can enter the character to be used to draw horizontal lines on the character sheet. If you enter nothing, no horizontal lines will be drawn, but text will still be underlined.

---



### 1.105 sheet_length

The maximum length of the character sheet. From 50 to 100 lines. If you use a very short sheet, chances are that some information will be left out at the bottom.

### 1.106 sheet_si

Use cm and kg instead of inches and lbs. on the sheet and under

Edit/Description

. Please note that inches and lbs. are always

used in

Design

.

### 1.107 sheet_full

Show the full description on the sheet. Only lines that contain information are shown.

### 1.108 sheet_show_notes

Show notes and equipment (other than weapons and armor). Please note, that CharGen might have some trouble fitting all the information onto the sheet, if you use this option and the option

Show full description

.

### 1.109 sheet_show_armor

Show special armor data, as defined in 'The Complete Fighter's Handbook', on the character sheet.

### 1.110 sheet_show_to_hit

Show the To Hit adjustment on the character sheet in the 'Hit' column, instead of the THAC0.

---

### 1.111 sheet_lines_weapons

How many empty weapon lines do you wish to have on the character sheet ?

### 1.112 sheet_lines_proficiencies

How many empty proficiency lines do you wish to have on the character sheet ?

### 1.113 sheet_lines_special

How many empty special ability lines do you wish to have on the character sheet ?

### 1.114 sheet_lines_notes

How many empty notes and equipment lines do you wish to have on the character sheet ?

### 1.115 settings_format_spells

This is where you define the user definable spell printing formats.

Using the 'Data Format' boxes on the left side of the screen, you can edit the way spell data is printed, when using the 'User defined format' print method.

Using the 'Column Format' boxes on the right side of the screen, you can edit the width the lines and spell names, when using the 'Names in x columns' print method.

The editable number boxes define how wide the data field in question is. You can change this within certain limits. The recessed 'Width' boxes show the total width of a line (in characters), excluding any margin you might have set in printer preferences, and the print pitch that will be used when printing. CharGen selects the print pitch (Pica, Elite or Fine) based on the widths, and the left and right margins you have set in the printer preferences.

### 1.116 settings_show

Should the full character sheet be visible on the screen?

---

### 1.117 settings_icons

Selecting this will make CharGen create icons for any character it saves.

### 1.118 settings_screenmode

Allows you to pick the screen mode CharGen will use. The screen mode and screen size are saved in the Settings file, along with window size and position. Is only available under 2.0+.

The screen opened by CharGen is a public screen with the name 'CHARGEN.1'. If CharGen is run again the new screen will have the name 'CHARGEN.2' and so on...

### 1.119 settings_font_program

Allows you to pick the font CharGen will use throughout the program, except for the character sheet (see Settings/Font/Character ).

Although available font sizes will depend on the size of the screen CharGen is on, it can still happen that some text or gadgets 'crawls' out of the window, so after changing fonts, CharGen will resize the window so that this is unlikely (when possible - if you use large fonts it might be unavoidable). The program font can be proportional.

### 1.120 settings_font_character

Allows you to pick the font CharGen will use for the character sheet. The 'Character' font must be fixed width.

### 1.121 settings_palette

Allows you to change the programs colors. The color change is permanent if you save the settings.

### 1.122 settings_load

Loads settings file (including sources).

---

### 1.123 settings_save

Saves settings file (including sources).

### 1.124 tooltypes

These tool types can be placed in the CharGen icon using the `←` Info (Information under WB 2.x) item in the Workbench menu. You can also use these tool types if you run from shell (perhaps from the startup-sequence of a boot disk), Example:

```
CharGen PUBSCREEN=Workbench PROGRAMFONT=topaz/11
```

```
PUBSCREEN
PROGRAMFONT
CHARACTERFONT
SETTINGS
CHARDATA
CHARACTERS
SCREEN
NOSIZE
```

### 1.125 tool_pubscreen

Usage: `PUBSCREEN=<screenname>`

Tells CharGen to open its window on the public screen named (case sensitive!).

Example:

```
PUBSCREEN=Workbench
```

### 1.126 tool_programfont

Usage: `PROGRAMFONT=<font>/<size>`

Selects the  
program font

---

. Overrides the font saved in the Settings file. Do not include ".font" in the font name.

Example:

```
PROGRAMFONT=helvetica/13
```

## 1.127 tool_characterfont

Usage: CHARACTERFONT=<font>/<size>

Selects the character sheet font. Overrides the font saved in the Settings file. Do not include ".font" in the font name.

Example:

```
CHARACTERFONT=courier/13
```

## 1.128 tool_settings

Usage: SETTINGS=<file path>

Allows you to specify a different settings file to use.

Example:

```
SETTINGS=work:AD&D/SpellJammer/CharGen.prefs
```

## 1.129 tool_chardata

Usage: CHARDATA=<directory path>

Allows you to specify a different directory from which CharGen will get its data about races, classes, ... This is useful if you run several campaigns which differ greatly in races, classes, ...

Example:

```
CHARDATA=work:AD&D/SpellJammer/CharData
```

## 1.130 tool_characters

---

Usage: CHARACTERS=<directory path>

Allows you to specify a different directory to which CharGen will save the characters you create. This is also useful if you run several campaigns.

Example:

```
CHARACTER=work:AD&D/SpellJammer/Characters
```

### 1.131 tool_screen

Usage: SCREEN=<NTSC|PAL|LACE> (not 2.0+)

Force screen mode selection. The program detects weather the machine run in PAL or a NTSC mode, so this tool type is not nessesary for the ordinary user, but it helps me when I have to check the Gadget layout on an NTSC screen. The LACE option can be used with NTSC and PAL in this way, but is not required:

```
SCREEN=NTSC|LACE  
SCREEN=PAL|LACE
```

or it can be used alone

```
SCREEN=LACE
```

If you run in NTSC mode and have an anti-flicker device, then I strongly recommend that you use the LACE option, as the screen layout improves (more room for all the gadgets, see also NOSIZE).

If you use the LACE option you might consider using a larger font, such as topaz 11, so the text will be easier to read.

### 1.132 tool_nosize

Usage: NOSIZE

If you run CharGen in NTSC, you should use this tool type to remove the sizing gadget in the lower right corner of the window. The gadget layout on a NTSC screen was created with the assumption that you use this tool type. This tool type can of course also be used if you don't run in NTSC, giving you a little more room in the window.

### 1.133 limitations

The program imposes the following restrictions on the number of:

Races: 32

Single Classes:	32
Classes:	80
Armors:	80
Weapons:	250
Proficiencies:	250
Wizard Schools:	250
Priesthoods:	250
Spells:	2000
Psionic Powers:	500

This should be enough to for most people.

### 1.134 contacting

If you have ideas for things that could improve the program, or if you find any bugs, please write to me, either via email:

E-mail: troels@scala.ping.dk  
FidoNet: 2:235/419.35 (Troels Poulsen)

or normal mail:

Troels Poulsen  
P.W. Tegnersvej 46  
3070 Snekkersten  
Denmark

Please include the following information:

CharGen version.  
OS version (1.3, 2.0, 2.1.....).  
Computer.  
Detailed description of bug/symptoms if you write a bug report.

### 1.135 support

The latest version of CharGen (CharG117.lha) can be downloaded from the BBS where I am point (changed since last version):

Doom Amigs BBS  
Sysop: Bjarke Ørbeck  
Fido: 2:235/419.0  
Place: Copenhagen  
Phone: (+45) 36 48 68 83

### 1.136 thanks

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  - Rolf Max Rotvel for CharGen support on Wintermute BBS.
  - All others who have written to me with suggestions and/or bug reports.
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