

The Ultimate Character Sheet

Vampire Version 1.00

The Ultimate Character Sheet is a game aid for the Vampire RPG. It is not a character sheet that is printed and written on, but in fact is a complete program designed to be your paper, pencil, eraser, and dice during a game session. The program works best on a laptop or other portable system that can be taken to all game sessions. It has the advantage of being able to keep all of your characters in one place, so you never get to a game and discover you left your favorite character at home. This is the second UCS to be distributed as shareware. The UCS for Werewolf is already available. If you are interested in the UCS Werewolf, please note that on your registration form (the costs are the same as the Vampire UCS). There is a UCS for AD&D that is nearing completion, and should be released in about a month. This program was written in Visual Basic 2.00, and therefore requires the VBRUN200.DLL.

General Instructions

Once you have loaded the program under Windows, you will see the main screen. You can now load a character, or begin entering a new one. The text boxes at the top of the screen are for the name, clan, and generation of your character. There is also a space to note your nature and your demeanor.

On the left of the screen just under the general information are your character's attributes. These can be changed by selecting one (the one you select will become raised), and then you select "Edit Attribute" that is in the edit menu, or you can press Ctrl-A. This will bring up the Attribute/Ability editing screen. The attribute you selected will be shown at the top of the window, and at the bottom are a set of 10 buttons. You must click on the number of buttons that represents the number of dots you have in that attribute (for example, if you have 4 dots in an attribute, then you click on the fourth button). The button you selected plus any buttons before it will raise up, so you can check that you have selected the correct value. The buttons are in two rows of 5, representing 1 - 5 and 6 - 10. The program will therefore handle attributes of up to 10. If you do not want to click on the buttons, just press a key from 1 - 0, and that many dots will raise. When you have selected the correct value, click on **Done** and the Edit window will close, and you will see the attribute you selected has changed to the value you set (it will be displayed as a numeral). You will need to repeat this procedure for all 9 of your attributes. Only 1 attribute can be selected at a time.

Underneath the attributes are your abilities, divided into three columns for Talents, Skills, and Knowledges. These abilities are changed in the same way as attributes, select the one you want to change, and select "Edit Ability" from the edit menu, or press Ctrl-A. Again, the Edit window will open, and display the current information about the ability. This time, you have the option to edit the name of the ability as well as change the value. Only 1 ability can be selected at a time. You also have the option to add your own abilities to the lists. If you select "Add Ability" from the edit menu, the Edit window will open, and you can enter the name of the ability and the current rating. This time, however, there are three radio buttons displayed. You must select which category the new ability fits into before selecting the **Done** button. You also have the option to delete an ability. To do this, select the ability you want to delete, and select "Delete Ability" from the edit menu.

To the right of the attributes are buttons for your Humanity, Willpower, and Blood Points. All three of these controls work the same way. Select "Edit Humanity", "Edit Willpower", or "Edit

Blood Points" on the edit menu to change the maximum of these values. Once there is a value entered, you will see that a number of buttons on the control are raised and have a "O" on them. The "O" represents the number of dots you have in the pool, and the raised button means it is available to use. When you spend 1 or more of these points, simply click on the button to drop it. You can click on a dropped button to raise it. When you click to drop, all the buttons to the right of the one you clicked (assuming they are raised) will also drop, so you can spend multiple points but only have to click once. The opposite goes for raising them again.

The health buttons work a little differently. When they are all down, that means your character is in perfect health. When he takes one or more wound levels, just click on the correct box, and that one and the one to the left will raise up to show a wound. If the wounds taken were aggravated, just double-click instead. For example, let's say you take 3 levels of non-aggravated damage. To show this, click on the third box and all three will raise up. The next turn you are healed 1 level, so click on the third box again and it will drop back down. This turn, you get hit with 3 levels of aggravated damage. Your total damage is now at 5 levels, so double-click on the fifth box. You will note that the first 5 boxes will be raised, but only the first 3 will have an "X" to signify the aggravated damage.

Under the health bar are the remainder of the controls for your other character information. The **Equipment**, **Merits and Flaws**, and **Rituals** buttons all bring up windows that work the same. At the top of the window is a list box with all the appropriate items filled. There is an **Add** button and a **Remove** button. Most of the items are so short that it is almost easier to remove an item and then add it back in than it is to edit it, so there is no edit button. The **Background**, **Disciplines**, and **Virtues** buttons will bring up a window with a list of appropriate items (if any are entered). When you select one, the button raises, and the name of the ability appears in the text box to the right, and the number of dots are displayed under that. You can edit the name or dots, then de-select the button (or press Enter) to apply the changes. If you select **Done** before de-selecting the item, the changes will not occur. There are **Add** and **Remove** buttons that allow you to add or delete items in the same manner as the other windows. The Experience button brings up a window with a text box. You just enter your current total experience (not a modifier, you have to do the math yourself) and select **Done**.

There are a number of ways to roll dice. The first, is to press Alt-R to bring up the dice menu. From the menu, you can roll 1 to 10 dice easily by pressing the 1 - 0 keys. If you need to roll more than 10 dice, select the "Roll More than 10 Dice" option and enter the number you want to roll. The program can handle up to 99 dice in one throw. The last option (although it is first of the menu) is to roll the selected dice pool. This option can also be invoked by pressing Ctrl-R. This will roll the number of dice in your currently selected dice pool. The selected dice pool is made up of a selected attribute, a selected ability, and the number displayed in the box on the bottom right of the window. You do not have to have all three set to roll, it will only roll what has been selected. The dice roll window will show you all the die rolls at the top of the window (up to 20 at a time, sorted in descending order), and the number of successes versus all targets below. The number of successes is tallied during each roll, and automatically removes botches from the number of successes.

The last two functions are virtually identical. On the menu bar you will see "Notes" and "History", and can be accessed with Alt-N and Alt-H respectively. Both of these commands bring up a text box where you can put any notes you are keeping about your character or the game, and a progressive history of your character. Each of these functions has cut and paste capability.

Finally, there is one function that is not available on the shareware release - Print. This command sends your current character to your printer using the current Windows printer driver. This allows you to have a hard copy of your character for the Game Master, or just for your records. If you select this function just after loading the program, or after selecting "New Character", you can print a blank character sheet. The notes and history of your character will not be printed, but they are stored as standard text files, and can be brought up and printed with your favorite text editor. The print command is only available in the registered version of the program.

I do hope you enjoy the program. This is the second program I have released as shareware, and I would like any comments you have. Please see the file REGISTER.TXT for information on

how to reach me, and please support shareware by registering the program. Have Fun!!!