

# Dungeon Curator

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## Dungeon Curator:

This stack is for use with Fantasy Role Playing games, and in particular the AD&D™ game by TSR™. In addition to cataloging characters, monsters, and NPC's, it will also "Roll Up" characters. It gives a choice of race and class (including several multi-classed options) and will then generate all their statistics for a character up to Ninth level. This includes basic abilities, age, hit points, and adjustments based on their abilities. Cataloging features include keeping track of inventory, magic items, henchmen and treasure. For spell casters, a simple to use but sophisticated section keeps track of the spells for any type of user.

## Basic Documentation:

This document is an overview for the use of Dungeon Curator. Although this stack is quite intuitive, this will help to clarify questions about some of its basic and more advanced features. Basically, this will cover the uses of the pull down menus across the top of the stack. Please note: make a copy of this stack before doing anything else. By doing this, you can create stacks with different subjects, such as "MY Characters", "Characters for 'Crystal Quest'", etc.

## The Rucksack:

Rucksack	
Back to Char.	⌘R
Inventory	⌘I
Spells	⌘S
Directory	⌘D
Other Char's.	⌘L
.....	
<b>NEW Sheet</b>	
Delete Char.	
<b>Print Char.</b>	
Race-Class Menu	
Include in Dir.	
<b>Update Dir.</b>	

As seen in the "Directory"

Rucksack	
Back to Char.	⌘R
<b>Inventory</b>	<b>⌘I</b>
<b>Spells</b>	<b>⌘S</b>
<b>Directory</b>	<b>⌘D</b>
<b>Other Char's.</b>	<b>⌘L</b>
.....	
<b>NEW Sheet</b>	
<b>Delete Char.</b>	
<b>Print Char.</b>	
<b>Race-Class Menu</b>	
<input checked="" type="checkbox"/> <b>Include in Dir.</b>	
<b>Update Dir.</b>	

As seen in the "Character Sheet"

When you open the stack you will be at the Directory. When you pull down the "Rucksack" menu option you will see the above menu. All of the other menu choices are inactive and thus greyed.

## New Sheet

This is the choice that you should use first. It will create a blank card entitled "New Character" with which to start your cataloging. It will put the blank card at the beginning of the stack. By using "NEW Sheet" while at a particular character in the stack, it will put the blank card after the current character. In this way, you can group types of characters together.

## Print Char.

After you have entered some characters, use this option to print all the cards of a particular character. If you use this option while at the "Directory", Dungeon Curator will ask you to click on the character that you want to print. If used while at a character, it will print that particular character.

## Update Dir.

After you have entered some characters, use this option either from the "Directory" or the "Character Sheet" to update the list of the characters in your stack. Their names will appear in the castle windows of the "Directory" and in the "Other Char's." option of the Rucksack. **Just click on a name to go to that character.**

## Back to Char.

Use this option, or its command key equivalent, to return to the "Character Sheet" while at either the "Inventory" or the "Spells" card of a character. You can also use the return arrow to return to the "Character Sheet".

## Inventory

Use this option, or its command key equivalent, to go to the "Inventory" card of the character. At that card, you can enter equipment, magic items, henchmen, treasure and other information.

## Spells

Use this option, or its command key equivalent, to go the "Spells" card of the character. The use of the "Spells" card is described further under the "Spells" menu.

## Directory

This takes you to the "Directory" card (the castle).

## Other Char's.

This option shows a list of the characters in your stack. Just click on one to go to it, or click on a blank space to cancel. This list changes only when you use "Update Dir."

## Delete Char.

Use this to delete a character. You will be warned that this will also delete the "Inventory" and "Spells" cards of the character.

## Race-Class Menu

This choice activates an automatic pop-up menu that appears anytime the cursor enters the "Race" or "Class" fields of the character sheet. **These menu choices are the ONLY ones that are supported by the automatic character generation and statistics gathering features of Dungeon Curator.** When activated, a checkmark will appear next to the choice. Character sheets that already have the "Race-Class Menu" showing will continue to do so until you hide them by clicking on the "Hide Menu" choice of the "Race-Class Menu".

## Include in Dir.

This is a powerful feature of Dungeon Curator. You can choose whether to include each character in an "Update Dir.". If you have a large stack of different characters or monsters, you

can de-select the ones you don't want to have in your "Directory". The default setting is to include New characters in the update. A checkmark appears next to the Menu choice for characters who will be included in an update.

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## Stats:

### Stats

#### Get...

Ability mins.

Race adj.

Age adj.

Savings throws

Base to Hit

All of above

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#### Sum

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#### Roll...

New Char.

Abilities

Hit Points

**Get...** This option can only be used when the Race and Class are from the "Race-Class Menu"

### Ability mins.

This gets the minimum ability requirements for each class. For multi-classed characters, it gets the highest minimum of the two classes.

### Race adj.

This gets the ability adjustments based on the race of the character and puts them in the area under the main abilities.

### Age adj.

This gets the ability adjustments based on the age of the character and puts them in the area under the main abilities. If the "Age" field is empty, Dungeon Curator will ask you for the age of your character.

### Savings Throws

This gets the savings throws of your character based on their level and class. For multi-classed characters it puts the lowest save for each type into the appropriate savings throw category.

## Base to Hit

This gets the base chance to hit a particular armor class and puts it in the field above the Weapons. The base chance is above the corresponding Armor class.

## All of the Above

This gets all of the above statistics.

## Sum

This option adjusts the Base abilities by the race and age modifiers and puts them into the adjusted abilities fields just under the name of the character. Please note that to use this feature, you must enter the base abilities of the character to the right of "Base". This feature also gets the AC adjustments, Magical Attack adjustments, strength bonuses, Thieves abilities, turning undead abilities and if the character is a spellcaster, it will go to the "Spells" sheet and get the "Chance to know, min/lvl, and max/lvl." for MU's and Illusionists or the Spell bonus for Clerics and Druids.

## Roll...

### New Char.

To use this feature, the race and class of the character must be from the "Race-Class Menu" and the level of the character must be entered properly. For a single class character just be sure there is only one number in the "Level" field up to 9 (for a ninth level character). **For a multi-classed character, put a slash between the two level numbers**, up to 9 for either level. When this choice is activated, Dungeon Curator will go to work, first checking to make sure the race, class, and level are entered correctly. It then makes sure that the Race of your character is allowed to be the chosen class (as per AD&D™ rules). It then assesses the minimum abilities and starts to roll the Base abilities. It rolls four D6 and puts the sum of the highest three into the ability field. If it is not above the minimum, it will continue rolling until it is. It then puts the race adjustments under the base abilities. It rolls the age based on the race of the character, and puts the adjustments under the Race adjustments. It proceeds to Sum the abilities, to arrive at adjusted abilities. It rolls hit points, with an adjustment for Constitution. And finally, it gets all of the other stats in this Menu.

### Abilities

This rolls four D6, and puts the sum of the highest three into the Base abilities fields. If the number is not higher than the corresponding Min., it will continue rolling until it is. By entering the Min's that you want the character to have, you can customize the abilities of new characters or NPC's.

### Hit Points

This will roll Hit points for a character that has been selected from the "Race-Class Menu". It will adjust the HP's for constitution for each level. Remember that a multi-classed character's level must be entered with a slash between the levels.

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# Wpns.

## Wpns.

Adjust list  
Put in Inventory  
Chng.Wpn.Carried  
Find Weapon

### **Adjust List**

This option reveals a row of buttons under the weapons field. Use these buttons to make additions, changes, or deletions to the default weapons list. A checkmark appears next to this Menu item when the buttons are showing.

### **Put in Inventory**

This option takes the current weapon displayed in the Weapons window and transfers it to the "Weapons" section of the "Inventory" card.

### **Chng.Wpn.Carried**

This option reveals a field containing all the weapons from the character's "Inventory" sheet. By clicking on one of the weapons, Dungeon Curator will find that weapon in the "Weapons" field of the "Character Sheet". The choices will then disappear. If you have no choice, just click on an empty line to hide the choice field.

### **Find Weapon**

By activating this option, Dungeon Curator will ask you what weapon you're looking for and then search the "Weapons" field for that weapon.

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## **Other Pointers about the Character Sheet**

### **Special Abilities and Other Stats**

By clicking on these two options at the lower left of the card, next to the Savings Throws, you will reveal two fields that you can use to enter extraneous information about your character, including family history, special attacks, special armor, and the like. Clicking on the buttons again will hide these fields.

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# Spells

## Spells

✓ Magic User	
Illusionist	
Cleric	
Druid	
.....	
# per day	
Clerical Bonus	
Try to know	
Chng.List Manually	
Know-min-max	
PRINT Spellbook	

## Overview of the "Spells" sheet:

A brief overview of the layout of the "Spells" sheet will help explain the use of the menu items.

To the right and in the middle of the page is the "Spellbook". There are four spell books (for the four types of spellcasters), with only one visible at a time. Each book currently lists all the first and second level spells for the corresponding type of spell caster.

The picture of the Spellcaster and his scroll display what type of spellbook is currently active and to whom the spellbook belongs.

The scroll shelf and book shelves along the left and bottom of the page will list spells that the spellcaster currently has in his books. There is a place to the right to note how many of a particular spell he has memorized or can cast in a day.

In the middle of the page are places for information on how many spells can be cast in a day and for Clerical spell bonuses.

On the bookshelves at the upper right of the page are buttons for adjusting the Spellbook. They work as follows:

**New:** This reveals a field for entering new spells into the main book. After entering the information, click on "New" again to finish the addition. I recommend that you use dashes "-" between words of a multi-worded spell to help in the find features of Hypercard. You are limited to four lines of data, although you can use "Desc." to add more information after a spell.

**Chng.:** This reveals a field with the currently visible spell in it. You may change the statistics and then click on "Chng." again, which will make the changes to the current spell.

**Find:** This asks you what spell you want to find and then searches the Spellbook for that spell. Remember, when entering new spells, use a dash between multi-worded spells to help the Find feature.

**To List:** By clicking this button, you can put the title of the currently visible spell in the "Spellbook" into either the scrolls to the left or the bookshelves at the bottom. Dungeon Curator asks you where you want to put the spell, at which point you just click on the location of the new spell. After you have some spells in your lists, you can call it up into the Spellbook window for quick reference by **just clicking on one of the spells** in your lists.

**Desc.:** This allows you to add a description that comes after the spell that is currently displayed in the Spellbook window. You are limited to 4 lines of description at a time. (Although by using this option several times over, you could add a quite lengthy description.)

**Del.:** This will delete the spell that is currently showing in the Spellbook window.

**Return arrow:** Use this or the Rucksack command "Return to Char." to go back to the Character sheet.

## Menu items...

### **Magic User**

This choice will reveal the Spellbook that contains Magic Users spells and will reveal the Magic User's personal list of spells in the scroll Shelf and book shelves. A checkmark will appear next to this Menu item to remind you of which book is currently active.

### **Illusionist**

This choice will reveal the Spellbook that contains Illusionist's spells and will reveal the Illusionist's personal list of spells in the scroll Shelf and book shelves. A checkmark will appear next to this Menu item to remind you of which book is currently active.

### **Cleric**

This choice will reveal the Spellbook that contains Cleric's spells and will reveal the Cleric's personal list of spells in the scroll Shelf and book shelves. A checkmark will appear next to this Menu item to remind you of which book is currently active.

### **Druid**

This choice will reveal the Spellbook that contains Druid spells and will reveal the Druid's personal list of spells in the scroll Shelf and book shelves. A checkmark will appear next to this Menu item to remind you of which book is currently active.

### **# per day**

This will get the number of spells per day that the spellcaster can use based on his level. It will get the number of spells for the currently active spellcaster type (i.e. Cleric, Druid, etc.) If the character's level is not entered, Dungeon Curator will ask you what level he/she is.

### **Clerical Bonus**

Dungeon Curator will ask you what your cleric's wisdom is and then calculate the appropriate daily spell bonuses.

## **Try to know**

This will automatically roll percentage dice against your MU's or Illusionist's ability to know a particular spell. It tests for the currently displayed spell in the Spellbook. Success or failure will be noted in the last line of the spell. If your percentage to know a spell is not already entered to the right of "Chance to Know", then Dungeon Curator will ask you for that number.

## **Chng.List Manually**

This allows you to make deletions, or rearrange the lists of spells on the scroll shelf and in the book shelves.

## **Know-min-max**

This will get the percentage chance to know a spell, the minimum number per level, and the maximum number of spells per level.

## **Print Spellbook**

This will print the entire contents of a visible Spellbook. The Spellbook does not routinely get printed when using "Print Char." so this is the only way to print its contents.