

Character Sheets

"/help sheet" gives:

```
=====
Character Sheet Commands
=====
/WHO name - prints out that player's character info (
/WHO name #-# - prints out only lines # to #
/ME - aliases to "/who my_name" and shows your character
/ADD line - adds 'line' to your character info (on disk at the server)
NOTE: Lines beginning with a '-' are invisible to other players.
    Ex: "/add - Alignment = Chaotic Evil"
/AFTER # line - adds 'line' after line #. To insert at the beginning, use /after 0 blah
/DELETE,/DEL #, /DEL #-# - deletes line number # from your character.
/REPLACE,/REP # line - replace line # with 'line'
/BACKUP - outputs a text backup of your character sheet
/LINE # INC - increments a number in ()'s on line #
/LINE # DEC - decrements a number in ()'s on line #
/LINE # ADD mod - adds value of 'mod' to a number in ()'s on line #
/LINE # SET mod - places value of 'mod' into a set of ()' on line #
```

All characters now have a sheet that is stored on disk by the server. This sheet can be seen by other players, except for lines that begin with a dash ("-").

/ADD line - adds 'line' to your character sheet

Example Character Entry Session:

```
/add Lupus Half-Elf Ranger Lvl:5 XP for next level:64,000
/add - XP=47,000 HP=56 (+roll for 6th level)
/add STR:17 DEX:17 CON:17 INT:10 WIS:14 CHA:5
/add ==+ ABILITIES/PROFICIENCIES ==+
/add 2 Handed fighting in <= studded, Tracking @ +1 per lvl > 3rd
/add Creature Empathy, Followers @ 10th, Set Snares, Blind Fighting
/add ==+ WEAPONS ==+
/add Black Morning Star - create darkness 2 per wk,10'rad,I'm immune
/add - +2/2/2 2d4+3/1d6+4 THACO=13 SPD=3
```

If another player types "/who Lupus" they would see:

```
==+ Character Sheet for [lupus] ==+
Lupus Half-Elf Ranger Lvl:5 XP for next level:64,000
STR:17 DEX:17 CON:17 INT:10 WIS:14 CHA:5
==+ ABILITIES/PROFICIENCIES ==+
2 Handed fighting in <= studded, Tracking @ +1 per lvl > 3rd
Creature Empathy, Followers @ 10th, Set Snares, Blind Fighting
==+ WEAPONS ==+
Black Morning Star - create darkness 2 per wk,10'rad,I'm immune
```

Character Sheet Editing:

/AFTER # line - adds 'line' after line #. To insert at the beginning, use /after 0
blah

Example sheet:

- 1 Name
- 2 Abilities

/after 1 HP=5

Gives:

- 1 Name
- 2 HP=5
- 3 Abilities

/DELETE,/DEL # - deletes line number # from your character. "/del 10-20" will delete lines 10 through 20.

/WHO name - prints out that player's character info. So, "/who gawyn" will send gawyn's public character sheet to you, or send all of it if the DM typed it. "/who gawyn 2-6" will print out only lines 2 through 6

/ME - aliases to "/who my_name" and shows your character. "/me 10-20" will show lines 10-20 of your character sheet.

/REPLACE, /REP # line - replaces line '#' with 'line'. very useful for updating information in your sheet like experience points, number of arrows, etc.

/BACKUP - outputs a backup of your sheet, preformatted with /ADD's. This can be easily copied and pasted into a file on the player's computer.

Example sheet:

- 1 Name
- 2 Abilities

Example output of /BACKUP:

```
/del 1-1000
/add Name
/add Abilities
```

/LINE # [DEC,INC,ADD,SET] - modifies a single line - very useful for keeping track of arrows, charges in wands, experience points, etc. Warning - this uses VERY simple checking to find the number in ()'s on the line so only use one set of parens directly around the number.

Example sheet:

- 1 Biff XP: (27000)
- 2 short bow with flight arrows (19)
- 3 gold coins (180)

Commands you might use:

```
/line 1 add 3000 (after getting 3000 xp)
/line 2 dec (after shooting an arrow)
```

/line 3 set 0 (after getting robbed)

Other Player Hints

In order to make the players' lives easier, it helps to use a fun program like Muddweller (by Olivier Maquelin, available on info-mac and umich) or TinyTalk (don't know the author names offhand) which both allow macros. Muddweller runs on Macs, and TinyTalk is a curses based client that runs on UN*X. With either, you can set up nifty macros for readying weapons. Example:

The commands we want:

```
/READY 3 14 2d4+3 glowing morning star  
/SET ac 3  
/DO puts away his shield and readies his two handed monster masher
```

In Muddweller specifically, the macro would be:

```
send /READY 3 14 2d4+3 glowing morning star\nsend /SET ac 3\nsend /DO puts away his shield and readies his two handed monster masher\n
```

In TinyTalk, the macro would be (all on a single line):

```
/def ready_mace=/READY 3 14 2d4+3 glowing morning star%/SET ac 3%/DO  
puts away his shield and readies his two handed monster masher
```

Another note on tinytalk: Since tinytalk accepts commands preceded with slashes, just like NetRPG does, it requires you to put an extra slash in there if you want to send the slash to the server. (ie, "//who" instead of just "/who") To solve this problem, it is helpful to have a ".tinytalk" file in your home directory with macros like : "/def who=/who" along with your weapons macros, so that you can then type just "/who".

If your MUD client handles VT100 codes, you may want to use the following:
/set vt on - turns on inverse video for any channel-wide messages sent by a user
/set vt off - turns it off (default setting)

Note: Muddweller does not do inverse video, even though it handles vt100 codes. :-\