GURPS® *Character Sheet*

Version 2.0.1

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Introduction

GURPS Character Sheet is a Macintosh application for tracking your GURPS characters. Its main goal is to present all the character's information in a nicely printable format. It prints in full color if available, so if you have a color printer, you should get some stunning character sheets.

The program will automatically calculate many things for you, such as encumbrance and point totals. It doesn't attempt to calculate everything. Over time, more automatic calculations may be added, but the emphasis is on ease-of-use and WYSIWYG.

Where to send feedback and bug reports

If you have feedback or want to report a bug, please send email to gcs@roleplayer.com.

System Requirements

- Mac OS 8.5 or better.
- PowerPC processor.

New Features in Version 2.0.x

Here's a short list of the new features in version 2.0.x. It is by no means exhaustive and is presented in no particular order…

Support for various Mac OS 8.5+ features

Many of the standard Mac OS 8.5 features have been adopted by the program. For example, Navigation Services, command-clicking in the title bar of windows, better menu support, etc.

Support for maneuvers

Maneuvers are now supported in the Skills list. They use the value "mv" in the type field and can be modified by "/a" or "/h" for average or hard. If you don't specify one (or use something besides those two), it defaults to "/a". The value placed in the "Level" field is the modifier given for the maneuver. For example, a "mv/a" maneuver with 2 points spent in it gives a level of "+3".

Better support of varying paper sizes

Printing to odd-ball paper sizes should work much better than in previous versions.

Scaling

The character sheet window can now be scaled from 25% to 400%. Full editing is supported at any magnification level.

Auto-sizing fields

Many of the fields within the character sheet will now resize themselves to fit your data. If resizing alone won't allow all the data to fit, then the font will be compressed as well. This happens as you type…

Option-drag in a list to duplicate items

You can now hold down the Option key while dragging items within a list to duplicate them.

All lists now support hierarchy

All of the lists available in the character sheet and list windows can now contain hierarchies of information.

Reorganized the lists menu

The lists of Advantages, Disadvantages, Quirks, Skills, Spells, etc. have been broken up into smaller files.

Reorganized the character sheet layout

The fields have been reorganized slightly to make for a better fit.

Empty lists no longer print

If a list within a character sheet is empty, it will not appear on the character sheet when it is printed, conserving space.

International number formatting

All numbers the program generates are now formatted using the current number formatting preferences set in the system.

Unlimited undo/redo

Unlimited undo/redo is now available for just about everything that can be done in the program. "Unlimited", of course, really means "until you run out of memory", at which point I start throwing away the oldest undo buffers.

Tools

A simple die roller and a customizable name generator have been added.

Character Sheet

The Character Sheet window is the meat of the program. The intent is to provide a WYSIWYG character sheet that is editable and does some amount of automatic calculation for you. There has been absolutely **no** attempt made to have it automatically do everything, or even a lot of things, for you. One of the reasons for this is to ensure the user isn't forced into doing something a particular way, especially when the rules provide variants on how things can be dealt with. The major sections within the character sheet are outlined below.

Portrait

A space has been provided for a portrait of your character (or any other image you care to place there). The dimensions of the portrait should be in a ratio of 3 pixels wide for every 4 pixels tall to scale without distortion. The actual number of pixels present in the 100% scaled view is 108 pixels wide by 144 pixels tall. To print nicely, you'll probably want to make sure the image is at a resolution higher than 72 dpi (the standard screen resolution) — most printers do well with 150 dpi images. Regardless, the program will scale the image to exactly fit the space provided.

Any format that the Macintosh file translation services can convert into PICT is supported. On my system, I've been able to drag and drop PICT, GIF, JPEG and TIFF images onto the character sheet portrait without problem. What you will be able to import without manually converting to PICT, however, will vary depending on exactly how your system software is configured.

Personal Information Block

This area contains the character's name and various personal information, such as sex, race, weight, etc. Each field is completely free-form and can consist of any text you desire.

Player Information Block

This area contains the player's name, campaign name, and the dates the sheet was created as well as the date it was last modified. The date of last modification is always kept up to date for you. The date of creation is filled in when the character sheet is first created, but can be modified manually later on, if so desired.

Armor Block

The armor block provides fields for listing each body area's PD and DR rating. Additionally, an extra space is provided for a non-standard area — maybe a tail for a lizard man, for example. A space is also provided for shield PD, if any.

Point Summary Block

All points spent in various other portions of the character sheet are totaled automatically for you in this block. A field is provided for your unspent points as well, which are then added together with all the rest to provide a grand total.

Primary Attributes Block

This area contains the character's primary attributes (ST, DX, IQ, HT) and the points spent on them. In addition, the Thrust and Swing values for your ST are automatically calculated and presented in this block.

Secondary Attributes Block

This area contains fields for various secondary attributes, such as Fatigue, Hit Points, Will, etc. No calculations are done for these, as there are many different ways that they can be handled.

Status Block

Your character's status, such as current wounds, fatigue, etc. should be noted in this field.

Encumbrance/Movement/Defense Block

The program automatically calculates the values for most of the fields within this block. The current encumbrance level is also automatically calculated and displayed as a light yellow bar running across the relevant row. Encumbrance is calculated from the first item in the equipment list. To make this work right, the first item should be a container that contains everything you want your character to be carrying. Items outside that container won't be included in the encumbrance calculations. This is done intentionally to allow you to have things on your character sheet, such as horses, that don't count towards your encumbrance.

A few editable fields exist here as well:

Move Adj

The value here is added to your base move as listed in the Move column. Any advantages or disadvantages that modify your character's movement should be accounted for here.

Defense Adj

The value here is added to your active defenses. Any advantages or disadvantages that modify your character's active defenses should be accounted for here. For example, Combat Reflexes gives a +1 to all active defenses.

Parry Base/Block Base

These two fields are used to generate the values in the Parry and Block columns, respectively. Both should be the base value that you would have before modifiers for encumbrance and active defense adjustments. For example, if you know the Shield skill at 14, you should put a 7 in the Block Base field.

Lists

Each of the lists below share some common features:

- Drag-n-Drop row re-arrangement and copying (hold down the option key while dragging to duplicate the items within a list).

- In-place editing of fields.
- Automatic vertical expansion of rows when a column exceeds its capacity and needs to wrap.
- During printing, the list will shrink to nothing (i.e. not even a header) if no rows are present.
- Collapsible hierarchies of rows can be created.
- Double-click a field to start editing it immediately.

Advantages, Disadvantages & Quirks List

All of your character's advantages, disadvantages and quirks should be listed here. The program will automatically determine which category the points belong to by their value and summarize them in the Point Summary Block.

Skills List

All of your character's skills should be listed here. The total point cost of the skills will be summarized within the Point Summary Block.

The difficulty column (labeled "Diff") is composed of three parts. The first part is either "p" for physical skills, "m" for mental skills, "mv" for maneuvers, or "nl" for the character's natural language. Physical and mental skills can be followed by a "/e" for easy, "/a" for average, "/h" for hard, or "/vh" for very hard. Maneuvers can be followed by a "/a" for average or "/h" for hard. In addition, skills that are based on an attribute other than the default for their type (DX for physical skills, IQ for mental skills), can have their base attribute specified by adding a "-st" for ST, "-dx" for DX, "-iq" for IQ, or "-ht" for HT.

Some examples:

- "p/h" stands for "physical/hard"
- "m/a" stands for "mental/average"
- "nl" stands for "natural language"
- "mv/a" stands for "maneuver/average"
- "p/h-ht" stands for "physical/hard, based on HT"

The adjustments column (labeled "Adj") allows you to specify any adjustments your character gets to a particular skill. The adjustment is to the final skill level, not to the number of points.

If your character has Eidetic Memory, the resulting point boost to mental skills will be automatically factored in to the final skill level.

The final skill level for a maneuver is the modifier given for the maneuver. For example, a "mv/a" maneuver with 2 points spent in it gives a level of "+3".

Spells List

All of your character's spells should be listed here. The total point cost of the spells will be summarized within the Point Summary Block.

All the information above about the Skills List applies to the Spells List. In addition, if your character has Magery or Limited Magery, the resulting point boost is also automatically factored in to the final skill level.

Weapons List

All of your character's weapons should be listed here.

Equipment List

All of your character's equipment should be listed here. As noted previously in the "Encumbrance/Movement/Defense Block", encumbrance is calculated from the first item in the equipment list. To make this work right, the first item should be a container that contains everything you want your character to be carrying. Items outside that container won't be included in the encumbrance calculations. This is done intentionally to allow you to have things on your character sheet, such as horses, that don't count towards your encumbrance.

Notes

The last area on the character sheet is a free-form notes field that will automatically expand as you enter text into it.

Charts

The Charts menu is populated by looking in a folder called "Charts", which should reside in the same folder as the application. Within this folder, all files with a type of "CHRT" will be added to the menu. The program will recursively descend up to 3 folders deep looking for files to add to the menu. The chart files are plain text and can be edited with your favorite editor, such as BBEdit. Keep in mind, however, that the program will not consider them to be chart files if they do not have the correct file type.

Blank lines and lines beginning with a "ç" character (option-c) are considered to be comments and are ignored by the program. You may also use "ç" at the beginning of column data — all columns in that row from that point on are also considered to be comments and are ignored.

To specify a roll column, you must name the column "Roll xdy" or "Roll xd" where x is the number of dice and y is the type. If y is omitted, it is assumed to be 6.

To force a column heading to remain horizontal, put a "ƒ" character (option-f) at the end of the column's name.

To cause a particular column's data to be spoken after a die roll, put a 'ß' character (option-s) at the end of the column's name (only one speakable column is currently supported).

If a column needs to have both its heading forced horizontal and its data to be spoken, the 'ƒ' character needs to be last, like this: "Sampleßƒ".

To specify a "super-heading" above some group of columns, specify the super-heading name followed by the individual column names, all separated with the "©" character (option-g). For example, "Blow-Through©Crush/Cut©Impale" will create a super-heading named "Blow-Through" over two columns, one named "Crush/Cut" and the other named "Impale".

To specify a notes column, you must name the column "Notes".

Lines beginning with a " " character (option-w) are considered to be summary notes and will be appended together.

Die Roller

The die roller is a small window with three boxes within it. The top box is an entry field where you can enter in a dice specification. The middle box shows what the program has interpreted your dice specification to be, while the bottom box shows the results of a die roll. To use the die roller, enter in a specification and hit the `return` or `enter` key to roll the dice.

Dice Specifications

A dice specification consists of these parts, in the following order:

- The number of dice to roll. [Required]

- The letter "d" or "D". [Required to roll anything but a fixed number]

- The number of sides on each die. [Optional — the default is 6 if none is specified]

- An addition/subtraction modifier, which consists of a plus sign ("+") followed by a number or a minus sign ("–") followed by a number. [Optional]

- A multiplication modifier, which consists of an "x" followed by a number. [Optional]

Examples:

3d...............This rolls 3 six-sided dice.

3d6 ....This also rolls 3 six-sided dice.

3d–1...........This rolls 3 six-sided dice, then subtracts 1 from the result.

3d+1...........This rolls 3 six-sided dice, then adds 1 from the result.

3d4+2.........This rolls 3 four-sided dice, then adds 2 to the result.

2dx5...........This rolls 2 six-sided dice, then multiplies the result by 5.

2d+1x2......This rolls 2 six-sided dice, adds 1 to the result, then multiplies that result by 2.

Name Generator

As the name suggests, the Name Generator randomly generates names based on specification files located in a folder called "Names", which should reside in the same folder as the application. Within this folder, all files with a type of "NAME" will be added to the popup menu. The specification files are plain text and can be edited with your favorite editor, such as BBEdit. Keep in mind, however, that the program will not consider them to be name specification files if they do not have the correct file type. The files consist of the following named sections:

    [First Prefix]

    [First Middle]

    [First Suffix]

    [Second Prefix]

    [Second Middle]

    [Second Suffix]

Each section is identified by putting the appropriate section name as listed above on a line by itself (brackets should be included). All lines following the section name are considered to be part of the section, until another section name is encountered. Text outside of one of these sections is ignored.

Names are generated by randomly taking entries out of each section and appending them to each other in order, with a space between the First Suffix and the Second Prefix. It is permissible for whole sections to be absent. If you want to only occasionally have a section omitted, then you can put a "@" character on one or more lines by itself within a section. When this is one of the entries that is about to be appended, it will just skip to the next section. For example, if the following values were selected:

    Sev ....[First Prefix]

    a ....[First Middle]

    @ ....[First Suffix]

    Al ....[Second Prefix]

    a ....[Second Middle]

    ra ....[Second Suffix]

the result would be "Seva Alara".

Frequently Asked Questions

How come the "Swing/Thrust" field is cut off?

This only occurs if you are using an old version of the Times font. You should ensure that you are using the version that came with Mac OS 8.5 (or a later release). The version that came with Mac OS 8.5 was labeled as version "3.0, 1998" in the Get Info window and is 379,882 bytes in length.

Are the charts provided by the program official?

No. The sample charts I provided for the chart menu are just things that my group uses — they don't reflect, for the most part, the actual GURPS rules. You're welcome to use them, of course.

Will you be making a Windows or Linux version?

No. I have no intention of ever porting GURPS Character Sheet to any other platform. Yes, I have done programming for both Windows and several Unix variants in addition to the Macintosh. I have no desire to add the headaches of doing development on those platforms to what has been an enjoyable experience so far. If I went to that effort, it would cease to be fun and become work — no thanks.

Will you be making a Mac OS X version?

Yes, once the Mac OS X Consumer release has shipped. Did I mention I love the Macintosh platform?

Credits

I'd like to thank my testers for all their help while I developed GURPS Character Sheet:

- Mary J. Wilkes
- Lance C. Crummett, Jr.
- Damon T. Canaday
- Jim O'Neil
- Berislav Lopac
- Guy Fullerton
- Charles Saeger

Additionally, members of my Washington Christmas-time gaming group who weren't involved directly with the development of GURPS Character Sheet but nonetheless supplied useful comments and suggestions:

- Neal Canaday, Jr.
- Ruth Boozer
- Christopher Stump
- Crystal Stump

Employees of Steve Jackson Games, Inc. who lent a hand:

- Gene Seabolt (provided the initial dump of Ads/Disads/Skills/Spells)
- Reese Harrell (the person who finally approved GURPS Character Sheet for distribution!)

Version History

Version 2.0.1 – November 28, 1999

• Fixed a redraw problem when switching between encumbrance types.

• Changed the calculations made for the encumbrance area such that minimums of 0 are no longer enforced, which was throwing off some subsequent calculations.

• Extra Encumbrance is automatically handled now. Because there is no definition for this if your character is four-legged or winged, I have taken the liberty of adding the same deltas to their encumbrance ratings as a two-legged being gets (i.e. STx7 for Light, STx14 for Medium, STx23 for Heavy, STx30 for Extra-Heavy).

• Fixed the code which forced the window onto the screen — it wasn't always doing what it should.

• Fixed the zoom code, which broke with the fix to forcing windows onscreen.

• Default value for the die roller is now "3d", rather than being blank.

• Fixed a potential crashing problem during opening of a character sheet that would only surface under specific circumstances.

Version 2.0 – October 17, 1999

• Complete re-write.

Version 1.0.5 - February 16, 1999

• Added support for automatic adjustments due to Eidetic Memory and Magery.

• Added "nl" for "Native Language" to the skill types.

• Fixed a pagination problem when printing to A4 paper.

• Fixed a potential crashing problem due to too small of a buffer for certain string operations.

• Changed the text in the portrait area to be a bit more informative.

• Changed the "Created On" & "Modified On" fields to be editable. Keep in mind, however, that the "Modified On" field still updates itself automatically (although not when typing into it), so changes there are probably not horribly useful.

Version 1.0.4 - August 12, 1998

• Fixed some problems adjusting vertical space for list entries.

• Added a busy cursor during the opening of lists if it takes more than 2 seconds.

• Sped up opening of lists a little bit.

• Changed the pointing finger cursor to a color version (used in the About Box over URL's).

• Widened the column for RoF under Weapons. It can now fit such things as "1/20" and "1/60".

- Added field for Age next to Date of Birth.

- Reformatted layout to fit on A4 paper. It's not optimal for either A4 or US Letter now (i.e. in A4, there is a bit of unused vertical space, and in US Letter, there is a bit of unused horizontal space), but it works for both without clipping anything (at least, it does in my tests -- let me know if you find it otherwise!).

- Added fields for Vision, Hearing, Taste/Smell, Will. No auto-calculation, however, as all of these are heavily dependent on just how you play GURPS. In order to fit this in the available space, I removed the fields for used fatigue and wounds, which were really only there because I had some extra space to chew up...

- STILL waiting for SJG to look at the program and give approval...

Version 1.0.3 - July 25, 1998

- Changed the layout of some fields on the character sheet to correct a report of a couple of labels which were cut off. Likewise, widened the Height/Weight/etc fields.

- Added "Print One Copy" menu item.

- Lists now allow all columns to cause expansion to multi-line rows. At the same time, the drawing code for the lists was unified a bit, making it better at WYSIWYG.

- Fixed a bug introduced in 1.0.2 which was truncating trailing negative modifiers in some cases (such as damage values for ST).

- Fixed a bug introduced in 1.0.2 which was causing some types of calculations to be incorrect (such as character point totals).

Version 1.0.2 - July 15, 1998

- Massaged and then imported lists of Advantages, Disadvantages, Quirks, Skills and Spells provided by Gene Seabolt of Steve Jackson Games (thanks!).

- Added a separate list for both Disadvantages and Quirks since the combined list was just too unwieldy.

- Spent many hours attempting to track down and crush a pesky bug that manifests itself by moving the menu bar down the screen and causing windows in the area above it to not draw their frames properly. I think I've finally gotten it, but I'm not 100% sure as this particular problem is highly sporadic in nature.

- Spent even more hours tracking down a printing problem with certain combinations of the MacOS and StyleWriters. Once again, I think I've finally gotten it, but I'm not 100% sure.

- Turned some of the compiler optimizations back on.

- Added clickable URL's to the About Box.

- I'm still awaiting the OK from Steve Jackson Games, so 1.0.1 was never seen by anyone outside of my immediate group and SJG. Hopefully this will be the release version...

Version 1.0.1 - June 10, 1998

• Added a "Move Adjustment" field so that those characters with bonuses/penalties to their moves can have their move calculated correctly. Thanks to Jim O'Neil for suggesting this.

• Fixed a problem where the last modification date was updated as soon as you loaded a character sheet, rather than only when a modification was made.

• For the PowerPC version, turned the weak-link bit on for the Speech Library... I'm not sure how it got unset to begin with, but version 1.0 went out requiring the Speech Manager to be installed, which is not actually necessary. Thanks to Justin Fang for pointing this out. In case you're wondering, speech is used with the customizable charts - you can specify that various results get spoken. You can try it out by bringing up the Hit Locations chart and hitting the return key to have it "roll" a random result on the table for you. If you have the Speech Manager installed, it will speak the result.

• Added various copyright information to please the lawyers over at Steve Jackson Games. This version won't actually be released until they give approval and sign off on the license... Once again, thanks to Jim O'Neil for pointing out that this needed to be done.

Version 1.0 - May 31, 1998

• Got rid of the "beta" status, as it didn't really make sense (no beta testers, after all). I'll just increment the release number from now on.

• Added lists for storing each of the main data types independent of the character sheet. Currently, the "stock" data that comes in the lists is very short, as I haven't had the time (or the energy) to add much. Luckily, they are fully editable, so you can populate them yourselves over time. If anyone generates a complete set, please send me a copy, as I'd like to include it in the distribution.

• Turned off all compiler optimizations since CodeWarrior Pro 3 seems to badly mangle things when they're turned on. Several major bugs that cropped up with the introduction of CWP3 to my code went away as soon as these were turned off (which is good, since I was at a loss to explain the problems any other way - the code in question seemed perfect).

• A few small bug fixes which I don't remember at the moment...

Version 1.0b1 - May 5, 1998

• First public release. Until this release, only folks within my immediate gaming group have used the program…