

Phase 3 Beta Character Sheet for Chimera Basic

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Release Notes

Introduction


This is a guide to using the Phase 3 Beta Test Character Sheet. The sheet is partially automated with javascript and offers the user dropdown lists and calculations. Since the sheet is mainly intended for use with a computer and screen display, a legal size sheet format has been adopted.

Installation

All the files in the zip archive should be unpacked to the Character Sheet Definitions Folder. The files include the Character Sheet and supporting csv files.

Drawing up a Character

The user should follow the guidelines in Chimera Basic for setting up a character. Various fields assist the user by providing content and calculations.

CHIMERA RPG		Class	AdC.	Race	AdC.	Cash 1d6 x \$100
						
				Gender	Mana	Base MR
				0		in.
	Level	AdCost Sum	Alignment		Enc.	
	1	0			0	
	Clutch Situations		Social Station	Base IP	Adj. MR	
Name	Advancement Roll B.			4	0	
		Player Name		IP Left	MR Die	
				4		


Begin by Choosing a Class, three fields are available, but you can choose one and leave the others blank.

Clicking in the first class field brings up a dropdown list, choose a class such as Faithful.

NBOS Character Sheet Viewer [Untitled Chimera_Basic_Menu_C]

File Sheet Help

CHIMERA RPG



Name

Class Faithful AdC. 3 Race Gender Mana 0 Base MR in. Enc. 0

Level 1 AdCost Sum 3 Alignment Social Station Base IP 4 Adj. MR 0

Clutch Situations Advancement Roll B. Player Name IP Left 4 MR Die

C	Classed Abilities	Base	±IP	±Misc.	Action Roll
<input type="checkbox"/>	Mettle	1			1
<input type="checkbox"/>	Wield	1			1
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0
<input type="checkbox"/>		0			0

Armour DF Enc.

Shield Base DF +0 Level Imp. DF (Parry) Total DF 0

Cover L 1 M 2 H 4

Race WL. Class WL Adj. 1 Level Imp. Flaw Wound Limit 1

Page 1 Page 2 Page 3

The fields in yellow, such as AdCost Sum begin to show values. Note that the Classed Abilities are also populated along with their base Action Roll Modifier (AR) value. These two columns cannot be modified by the user. Manual entry of abilities is provided on Sheet 2.

If a second Class is Chosen, Veteran, the values such as AdCost are modified, and the Classed Abilities are updated as well.

CHIMERA RPG



Name

Class	AdC.	Race	AdC.	Cash 1d6 x \$100
Faithful	3			
Veteran	7	Gender	Mana	Base MR
			0	in.
Level	AdCost Sum	Alignment		Enc.
1	10			0
Clutch Situations		Social Station	Base IP	Adj. MR
Advancement Roll B.			4	0
		Player Name	IP Left	MR Die
			4	

C Classed Abilities

Base	±IP	±Misc.	Action Roll
Athletics	1		1
Fight	1		1
Mettle	1		1
Shoot	1		1
Wield	1		1
	0		0

Armour

DF	Enc.
Shield	
Base DF	+0
Level Imp.	
DF (Parry)	Total DF 0
Cover L 1 M 2 H 4	

When the Character's Race is chosen from the dropdown list, the movement rate fields are populated and the AdCost is updated.

CHIMERA RPG



Name

Class	AdC.	Race	AdC.	Cash 1d6 x \$100
Faithful	3	Elf	4	
Veteran	7	Gender	Mana	Base MR
			0	12 in.
Level	AdCost Sum	Alignment		Enc.
1	14			0
Clutch Situations		Social Station	Base IP	Adj. MR
Advancement Roll B.			4	12
		Player Name	IP Left	MR Die
			4	1d6

TBD...