



USER MANUAL
For TOS Version 7

Table of Content

1. [Acknowledgements](#)
2. [Introduction](#)
3. [Shareware](#)
4. [Support](#)
5. [The Mailing list](#)
6. [The Forum](#)
7. [The Worksheets](#)
8. [Welcome Worksheet](#)
9. [Control Worksheet](#)
10. The FRONT worksheet:
 1. [Character information](#)
 2. [The Attack sections](#)
 3. [The Skills](#)
 4. Spending Skill Points
 5. The Options
11. The [BACK worksheet](#)
 1. [Armor, Shield & Protective Items](#)
 2. [Spell and Features](#)
12. [XP \(Experience\)](#)
13. [Notes](#)
14. [Treasure](#)
15. Companions:
 1. Animal
 2. Familiar

3. Mount
4. Psicrystal
16. Stats (Statistics)
17. Planners:
 1. Spell Planners
 2. Power Planners
 3. Spell Books
 4. Spell Lists
18. Customize
19. Race
20. Class
21. Class Features
22. Skills
23. Data Worksheets:
 1. Animal Data
 2. Gear Data
 3. Power Data
 4. Spell Data
24. Tables

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Acknowledgements

There are many people who have contributed one way or the other, to make this Sheet what it is today. Each time a bug was found, an idea voiced or a proposal sent, that action brought the Sheet closer to perfection - which is a goal by itself. Here I would like to Thank all those wonderful people who have contributed to this project, one way or the other. One special hug goes to my friend Tammy, who was the first one to encourage me in this. If, back in December 2003, you would have told me where the Sheet is today, I would have laughed quite hard... but it seems that The Only Sheet has been recognized as one of the best (if not The Best) Excel Character Sheet available today for the serious gamer! So to all of you, I say:

THANK YOU !
Richard Taillon, Canada

Introduction

The Only Sheet is a Microsoft Excel¹ workbook which has been designed² to automate many aspects of character maintenance for players of the [Dungeons & Dragons](#) version 3.5 game published by Wizards of the Coast. This whole project started in November 2003, when I was preparing a character for a new upcoming campaign. After searching on the Web for all available sheets, I realized that the sheets available were of poor quality - they were ugly in almost all cases, and very complex to use. I then decided to do my own self-calculating Excel character Sheet while keeping in mind two important aspects: It had to be easy to use and it had to be great looking!

The Only Sheet is entirely based on the System Reference Document, which is part of the [Open Game License](#). So basically, it uses only legal information and does not infringe on any copyrights. Unfortunately, few character sheet author [if any!] respect the copyrights of game companies.

1 Developed using Excel 2003 on Windows (it may be compatible with some older versions) - The Sheet is not compatible non-Microsoft spreadsheets.

2 Designed with the Newbie in mind - you don't have to be an Excel Expert to use The Sheet!

Shareware

The Only Sheet [now referred to as 'the Sheet'] is Shareware: This means that if you wish to access all the features of the Sheet, you must register it. A Demo version of the Sheet is available to anyone in the download section of the Homepage (<http://TheOnlySheet.com>). This demo allows the creation of up to 3 classes at a maximum of 2 levels each. But only the registered version of the Sheet allows unlimited use of the Sheet's features. Check the [Register](#) section on the homepage for the benefits of registering the Sheet and how to register. Once registration is completed, the user will receive, by email, his Personal Key which can be used to unlock the full potential of the Sheet. Furthermore, the registered user can (if he desires) join the Online Community of the Sheet where people share their Characters, Races and Classes!

Why is the Sheet shareware, when there are other sheets available for free? The Only Sheet is a step above the crowd of common Character Sheets. No other Sheet is as meticulously built as this one. If you do your homework, you'll quickly see the difference between those free sheets, and this one. You can even

ask yourself how many Character Sheet come with an instruction manual...

Who is this character sheet for? This character Sheet is intended for a mature audience which have high standard in quality, ease of use, professional output and respect for intellectual property. 70% of users are above 30 years of age!

Registration is more than simply getting a one time Sheet - Registration is:

- Access to all features of the Sheet
- Future Updates available for free
- Technical [Support](#) (provided thru the [Forum](#))
- Access to all sections of the [Forum](#) (including the section with User created Races and Classes)

Support

There are several sources which are provided to assist the [registered] user make the best out of the Sheet:

- The Instruction Manual: You're reading it now. It's the first thing you should read. It contains much information [*Editor's Note: because of the many updates done to the Sheet, it's possible this manual is lagging behind - please be patient while it is being updated*].
- The FAQ: Available from the Sheet's [website](#), the Frequently Asked Questions is a repository of questions with answers. Questions from Users may be added to the FAQ or this manual depending on the nature of the inquiry.
- The Mailing list: An excellent place to receive News about the Sheet. Check the [Mailing List](#) section for details on how to join.
- The [Forum](#): User support is provided exclusively thru the community Forum of the Sheet. If you have a question, check out the Forum - perhaps someone already asked the same question.

The Mailing List

Created in January 2005, the [Mailing List](#) for The Only Sheet is a good way to keep in touch for those people who are too busy to join the [Forum](#). News about the Sheet can be received from time to time. Note that the Mailing List cannot be replied to - No user other then myself can post messages to the Mailing list. This is done

so that the Mailing List has the smallest footprint as possible - If you wish to take an active part of the Sheet's Community (and its development) you should consider joining the [Forum!](#)

<http://games.groups.yahoo.com/group/TheOnlySheet/>

The Forum

Created at the end of May 2005, the growing [Community Forum](#) is where support is provided to all registered users of the Sheet. Although anyone can join the Forum, only Registered Users can access all the sections!

The goals of the Forum are many:

- Provide a way to share Character, custom Races and custom Classes
- Provide technical support for all registered users of the Sheet
- Provide the latest News about the Sheet and its ongoing development
- Provide an outlet for new ideas and suggestions to improve the Sheet
- Conduct Polls to help direct further development
- Provide sections for varied discussions & topics

Because of its public nature, here are a few reminders and rules for the Forum:

- Many people use the Sheet - if you see an "obvious" bug in the Sheet, please double-check - Perhaps the problem is not in the Sheet, but how it's used.
- Issues, Errors and Bugs should always be sent to the ["The Insect Plague \[Sheet Issues\]"](#) section of the Forum. Before posting the error, check to see if you have the latest version of the Sheet! Bugs are destroyed on a regular basis.
- Before posting a question, check to see if it was not already posted before (you can use the Search feature of the Forum) and check the other sources of help (see [Support](#) above)
- Keep messages in their proper sections (each section has its specific topic - Should I add a Topic ? Let me know!)
- Be polite, respect other's opinions, stay civilized and do NOT use any foul language or Religious views.
- Remember that the Sheet is used worldwide: Some people do not have English as their primary language, so please bear that in mind and avoid commenting on such.

Failure to adhere to the above rules may get you kicked from the Forum. Remember that this is a free service I provided for the Sheet's Community - but I expect you to behave with respect to others!

To join the Community Forum, follow these simple steps:

1. Go to <http://theonlysheet.com/forum> and click on Register - Follow the procedure & please add your Country/ State in the Location field
2. Once completed, send an email to admin@theonlysheet.com and include:
 - o The Nickname you used for the Forum
 - o Your Real name, as used when you registered the Sheet with PayPal
 - o The Email you used when you registered the Sheet with PayPal

That's it! Upon confirmation that you are indeed a registered user of the Sheet, you will be granted access to the Registered Sections of the Sheet!

The Worksheets

The Sheet is actually an Excel workbook which contains many worksheets. There are basically 2 types of Worksheets: Printable worksheets [which can be printed] and non-printable worksheets. Many non-printable worksheets are hidden from view since their role is to support the printable worksheets - you can always unhide any worksheet using the *Format->Sheet->Unhide* menu option in Excel. Printable worksheets are what Users will play his D&D game with. Here is a list of all worksheets:

List of all Worksheets		
Name	Printable?	Short Description
Welcome	No	Used to input the Registration Key
Control	No	Control Panel for the Sheet
FRONT	Yes	Main page for the character. Contains Abilities, Gear, Weapons...
BACK	Yes	Back side of the FRONT page. Contains skills, feats, class features...
XP	Yes	Keep track of experience, hit points, game dates
Notes	Yes	A full page for character Notes
Treasure	Yes	To help you keep track of your money and Gems
Animal	Yes	For your Animal Companion

Familiar	Yes	For your Familiar
Mount	Yes	For your Mount, Special Mount (Paladin) or Pack animal
Psicrystal	Yes	For your Psicrystal
Stat	Yes	Statistics sheet perfect to give a printout to your Game Master !
SpellPlanner (x3)	Yes	Keep track of your Spell needs for the day
SpellBook (x2)	Yes	Create Spell Books with automatic page management
PowerPlanner (x2)	Yes	Keep track of all your Psionic Powers
SpellList (xVar)	Yes	Use the Control worksheet to create Spell Lists !!
Customize	No	Customize almost all aspects of your character
Race	No	Create a new Race
Class	No	Create up to 3 new classes
Class Features	No	Class features for all Classes
Skill	No	All class/cross-class skills defined here. Use it for new Classes.
AnimalData	No	Standard Animals, Dinosaur, Dire Animals data
GearData	No	Gear, Weapons & Armors data
PowerData	No	Psionic Power data
SpellData	No	Spell data
Tables	No	Internal tables. A few advanced items can be customized here.

More and more users are using the Sheet directly in-game with their laptops!

[Next](#)



The Welcome Worksheet

The Welcome worksheet is the starting point of the Sheet. It is used by registered users to enter their Personal Key which will unlock all the features of the Sheet. Note that:

- Your Personal Key is unique
- Your Personal Key must be entered EXACTLY as received (Copy & Paste is the way to go)
- Your Personal Key contains an encrypted version of your name. It must not be shared with anyone.
- Your Key should be kept in a Safe & Private place.
- If your Key is leaked [by any means] to the public, it will be invalidated. You will also loose your access rights to the Forum.

The procedure to enter your Key is simple:

1. Copy your Key in the Clipboard (select it in the e-mail [without trailing spaces], and press Ctrl-C)
2. In the Welcome Worksheet, click on the "Enter Registration Key" button
3. In the window that appears, paste your Key inside (see image below) and press "OK"

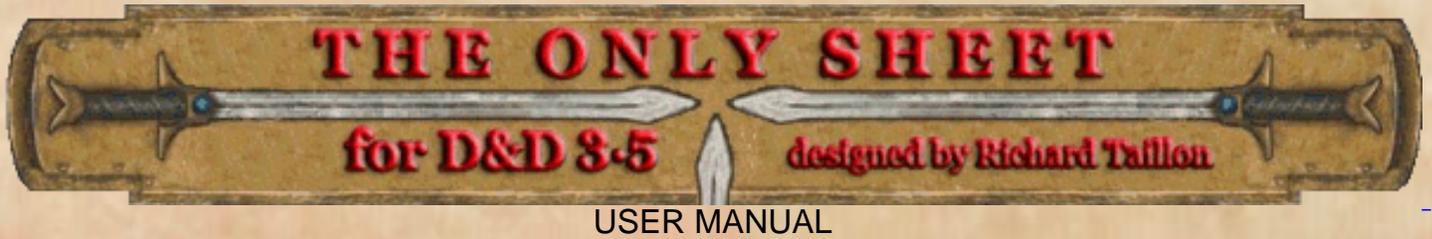
A screenshot of a Windows-style dialog box titled "Personal Key Input". The dialog has a blue title bar with a red "X" button in the top right corner. The main area is white and contains the text "Enter your Personal Key:" followed by "(simply paste it in the box below)". Below this is a long, empty text input field. At the bottom of the dialog, there are two buttons: "OK" and "Cancel". To the left of the "OK" button, there is a line of text: "Visit <http://TheOnlySheet.com> to register!".

If everything is right, then the Sheet will report the successful entry of your Key and some text

will disappear from the Welcome worksheet. If you wish to remove your Key from the Sheet, use the "Clear Registration Key" button.

[Previous](#)

[Next](#)



The Control Worksheet

A NEW feature of The Only Sheet since version 7.00, the Control worksheet is the heart and soul of the Sheet! It allows you to Load and Save many aspects of your work. Characters, Races and Classes can all be saved and loaded back in the Sheet. The outputs generated by the Sheet are files with the extension ".tos" (for 'The Only Sheet')



Files generated by the Sheet can be shared! If both you and your Game Master have registered the Sheet, you can email him your character, simply by sending him your .mcs file!

Let's visit each section of the Control worksheet

CHARACTER: Use the Character section to manage your current character. You can Load, Save or Reset your character. When you use reset, the whole worksheet will be cleared of any character.

Once your Character is loaded into the sheet, your character's name will be displayed in the Character section. Any changes made to your character can be saved back to the ".mcs" file.

CHARACTER	CHARACTER
(No Character Name)	Darius Gorky
Reset Character	Reset Character
Load Character	Load Character
Save Character	Save Character

RACE	RACE	RACE
(No race created)	Fire Goblin (Not Used)	Fire Goblin
Load Race	Load Race	Load Race
Save Race	Save Race	Save Race
Clear Race	Clear Race	Clear Race

RACE: Use the Race section to Load, Save and Clear the Race. When you save a race, the Sheet append the word "Race" to the filename - keep that to better identify the file later on! When clearing the Race, this will remove the current Race and reset the racial values to defaults. If the race was 'selected' as the current race of your character, the Sheet will remove that on the [FRONT](#) worksheet.

Once you have created or loaded a Race, its name will be displayed in the Race Section followed by the notation (Not Used). This will go away once the race has been selected on the [FRONT](#) worksheet.

Finally, once your Race is loaded and selected, you may proceed to make changes to the Race through the Race worksheet, or save any changes that you make back to the ".mcs" file.



The [Forum](#) has sections where user created Characters, Races (Monsters) and Classes can be shared with other Registered Users! Simply Save the information using the Save buttons, and the Sheet will create a small ".mcs" file which can be handled easily!

CLASS #1	CLASS #1	CLASS #1
(No class created)	Dark Acolyte not used	Dark Acolyte
Load Class #1	Load Class #1	Load Class #1
Save Class #1	Save Class #1	Save Class #1
Clear Class #1	Clear Class #1	Clear Class #1

CLASS: The Class sections (there are 3 of them) are used to Load and Save up to 3 custom classes. When you save a class, the Sheet append the word "Class" to the filename - keep that to better identify the file later on! When clearing the Class, this will remove the current Class. If the class was 'selected' as one of the current classes of your character, the Sheet will remove that on the [FRONT](#) worksheet.

Once a class is created or loaded, its name will be displayed in the Class Section followed by the notation (Not Used). This will go away once the class has been selected on the [FRONT](#) worksheet....

Finally, when the class is selected, you may proceed to make changes to the Race through the Race worksheet, or save any changes that you make back to the ".mcs" file.



If you accidentally save your character, race, or class with bad information and need to return to the previous version, the last save is backed up in the same directory with the extension ".mcs.bak". Just remove the ".bak" and reload from that file.

SPELL LISTS: Spell Lists enable you to create lists of spells that are available to your character (like a spell planner). You click in the cell under spell list and it will activate a drop down list of available spell casting classes that you have listed on the [FRONT](#) worksheet.

It will also automatically show and activate the Spell List worksheet. If your Spell List would take up more than one sheet, it will also show and activate the additional Spell List sheets. If your character has a level adjustment for the number of known spells or spells per day, you can add it in the Level Adj. cell in order to include this adjustment in creating the Spell Lists.

SPELL LIST	
Cleric	
Level Adj:	+1
Create Spell Lists	
Delete Spell Lists	

The user is using a +1 level adjustment to create his Clerical spell list!

If you click the Delete Spell List button, the Spell Lists you have created will be cleared of all data and the chosen spellcasting class will be cleared. So once you have printed your Spell List, it is a good idea to delete them - Spell Lists are CPU intensive, as they contain much integration. Deleting them once you've finished with them, will make the Sheet work faster!



Spell Lists are more useful to Divine casters. Indeed if you create a Spell List for an arcane caster, like a sorcerer, the generated list will span many pages and contain all the spells that your arcane caster can cast - and if he has access to 9th level spell, the list will be long indeed! Arcane casters will be more interested in Spell Planners!

WORKSHEET VISIBILITY: This section allows you to show or hide various worksheets that would generally be printed. The "Activate Hidden Sheets" checkbox defines the behavior of the Sheet when a button is pressed (clicked). If checked, it means that the Sheet will not only Un-hide an hidden worksheet, but will also 'switch' the view to that specific worksheet. When not checked, pressing on the visibility buttons will not make the sheet jump to that sheet when it was previously hidden.

Activate Hidden worksheets

WORKSHEET Visibility

SHOW ALL		HIDE ALL	
FRONT	√		
BACK	√	Spell Planner 1	
XP		Spell Planner 2	
Treasure		Spell Planner 3	
Notes		Spell Books 1	
Animal		Spell Books 2	
Familiar		Power Planner 1	
Mount		Power Planner 2	
Psicrystal			
Stat		Spell List	

DATA Worksheet visibility: This section allows you to show/hide worksheets that contain internal data used to help the Sheet do its magic!

DATA WorkSheet Visibility

Gear Data	√	Animal Data
Tables		Power Data
		Spell Data

SUPPORT Worksheet Visibility: This section allows for most of the customization that the sheet allows. You can create custom classes and races, or modify ones that have already been loaded. You can also adjust skills and customize many other things under the customize worksheet. You can view Class Features and hide the Welcome worksheet.

SUPPORT WorkSheet Visibility

Class		Customize
Race	√	Class Features
Skills		Welcome



If a button has a checkmark next to it, the worksheet is already visible. You can click the worksheet tab of the same name to get to that worksheet. You could also 'hide' a worksheet, and immediately un-hide it to access it (providing the 'activate hidden sheets' checkbox is checked!)

CHECK:

The check area will display any errors that are detected in the character that has been created.

CHECK

Ability score not yet increased due to level advancement
School not selected for Wizard class (use 'None' if not a specialist!)
You still have 21 skill points to spend for your Wizard

Creator's Notes

This character is used for Bob's game on Sunday nights!

Creator's Notes: If you wish, you can place a short note in this area. (Such as what the character is for)

Options: You can use this section to choose whether or not you want to go directly to the worksheet you are un-hiding and whether to display additional information regarding any errors that the sheet encounters (which would be reported either in the status windows at the bottom, or in a message box)

OPTIONS:

You may change the options to fit your preferences

TRUE	After un hiding a worksheet, activate it.
FALSE	Display additional debug information

[Previous](#)

[Next](#)



The FRONT worksheet [1 of 3]

The FRONT worksheet is the primary worksheet used in Character creation. It is there that your Character comes to life. There are several sections to the FRONT worksheet. Let's visit those one by one.

The Classes section: It contains your Character's name, it's total levels and then a breakdown of all classes and class levels, including Epic levels. The sheet allows creation of Godlike Characters which exceed the 20 level limit defined in the Player's Handbook. To create an Epic Character, first you must fill out all levels so that the total is exactly 20. Once that is achieved, you can add class levels **ONLY** in the Epic level section.

The image on the right present an Epic Character named "Darius Gorky". Note that the non-Epic Class levels total exactly 20 (8+5+7). So new levels are added to the "Epic" levels. The Total class level of any Epic character, is the sum of both "Level" and "Epic" levels - in this example, that character is a 8th level Wizard (Evoker), a 5th level Psion (Seer), and a 7th level Cerebremancer. When either a Wizard of Psion class is selected, the School or Discipline must be specified ("Evocation" and "Seer" in this case). While a Psion must have a discipline, you can select "None" for the Wizard's school to have a non-specialized Wizard (we'll get back to Wizards in a moment). The gray box at the top left of this image is the Total character level. The little red triangles are comments: In Excel, if you stop your cursor on a cell with one of those red triangles, a comment box will appear. Read it at least once - comments are meant to HELP you understand the Sheet better.

Darius Gorky			29
EPIC Character Name			Total
Wizard	8		3
School: Evocation	Level		Epic
Psion	5		2
Discipline: Seer	Level		Epic
Cerebremancer	7		4
Tertiary	Level		Epic

The Discipline under the Psion class has been set to "Seer"

This is a good time to explain how to fill the Sheet: Gray areas are places where the Sheet has a formula which computes something. Except for a few cases [which will be mentioned as we go along], you cannot

change the content of the gray areas. For instance, in the previous image, the "29" is presented in a gray box and is the sum of all levels (Non-Epic + Epic). White areas and white boxes are places where you can enter data [and formulas!] [Entering a non-valid value will most likely result in an error message being displayed]. There are several types of input zones: You are now familiar with the line & descriptor below it (like "Level"). In the case of Class selection, a list box showing all the available classes will popup allowing you to make your selection [Do I need to specify you have to 'click' in a cell to make it the active cell?]. Cells like the "Level" in the example above, will accept only numbers, or else an error will be reported.

Red text is used to indicate an error condition which appears in The Sheet. For instance, if you select the Wizard class, The Sheet will display "School?" in red, as shown on the image on the right. Basically, for Wizards, The Sheet needs to know if you're going to be a specialist wizard or not. The Yellow area is always used to indicate an input zone (where you can enter data). In this case, if you click in the yellow area, you can activate a list box [click on the gray arrow that appears] which displays available schools of magic. If you're not creating a specialist wizard, select the "None" option. once you have made your choice, the red will disappear and so will the yellow area.

Wizard		
School?		Level

For Wizards, you need to select the School (for a specialist) or "None" (for generalist)

The Race section:

The name of the Registered User, the HD [Hit Dice] for each of the selected classes, the character's Race, his size and ECL [Effective Character Level] are part of this section. The User can also select his character's alignment, his Deity and selected domains.

Finally, the Gender, Age, Height, Weight, Eyes/Hair/Skin can also be entered. Note that the character's weight is important if a Mount has been selected!

Richard Taillon		Chaotic Good		
Name of Registered User		Alignment		
<input type="text" value="d6"/>	Human	Thor		
HD	Race	Deity		
<input type="text" value="d8"/>	Medium	Domain #1		
HD	Size			
<input type="text"/>	7	Male	22	5'10"
HD	ECL	Gender	Age	Height

If no race is selected, the Sheet will highlight this. Did you know the Names of the D&D Deities are NOT part of the [SRD](#)?

The XP section:

Like the Hit Point section, you can override the XP. Those XP are taken directly from the XP worksheet. The Sheet will indicate the amount of experience needed to reach the next level.

XP	
Total	21,000
Next Level: 28,000	

If your level does not match your XP, the Sheet will indicate an error below the XP cell!

The Attribute section:

The attribute section is used to specify the initial attributes of your character. The "Rolled" column holds the scores your started with. The "Ability" column are your current attributes, modified by everything that affects them (race, class feature, leveling and Epic feats). The "Modif" column are the resulting ability modifiers. Finally, the "Increase" column is used when you wish to increase any of your abilities - from Magical sources to level increases. Note the comment in the "Increase" column, for the

intelligence: Any increases of your character's intelligence will not give your character additional Skill Points. This is done to allow you to adjust our intelligence from magical sources, like a *Headband of Intelligence*, which does not grant additional skill points. To tell the Sheet of intelligences increases that do affect your Skill Point, you will have to use the Intelligence tracking, explained in the comment (and activated in the **Customize** worksheet). But don't worry about that for now.

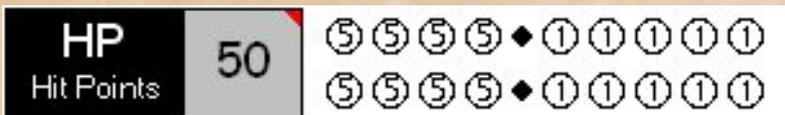
	Rolled	Ability	Modif	Increase
STR Strength	18	18	+4	
DEX Dexterity	18	18	+4	
CON Constitution	16	16	+3	
INT Intelligence	14	14	+2	
WIS Wisdom	13	14	+2	+1
CHA Charisma	17	17	+3	

When you enter your rolled attributes, do not take into account your race - the Sheet will automatically adjust for it!

The Hit Points

section:

The HP [Hit Points] section is a bit special. Assuming you have read the comment associated with this, you are now aware that you can override the formula used to come up with the '50' shown here. Note that if you do erase the formula, the Sheet will no longer be able to automatically take into account Feats that increases HP, and constitution bonuses. The best way to enter your HP would be to use the XP Worksheet.



The circled 5's and 1's are from the Windings true type font. Those are very useful to mark off damage taken in combat. You can redefine them in the Customize worksheet. Read the comment to learn how I use this with my character.

The Speed section:

The Speed section will display the total speed of your character, computed from your base speed, gear effect, class bonuses and epic bonuses. You can use the Misc cell to adjust your speed for special situations (like *boots of speed*).



Speed bonuses from the Barbarian class and the Monk class are automatically computed.

The Armor Class section:

The sheet will automatically compute the Armor Class of the Character, based on all available information: Armor, Shield, Dex, Size, Class, Feat, natural, Items & Misc (only part of 'Armor' is shown on the image on the right). From those bonuses (or penalties), the Touch AC and the Flat-Footed AC will be computed. The Feat section will include all feats that increase your AC - like Dodge & Two-Weapon Defense. If your character is in a situation which cannot benefit from these feats, remember to lower your AC accordingly! The Misc cells can be used to adjust your AC as needed. Items like a *ring of protection +1* should be entered in the "Protective items" section available on the [BACK](#) worksheet.

AC Armor Class	23	=10+	7
TOUCH Armor Class	15		Adj.
Flat-Footed Armor Class	17		Adj.

Read those comments!

The Grapple section:

Calculated from your base attack, your strength modified, your size and any relevant feats. Use the "Misc" cell to adjust as needed.

GRAPPLE Modifier	4	=	3	+	1	+		+		+	
			Base		STR		Size		Feat		Misc

If the "Improve Grapple" feat is selected, the grapple bonus would appear in the "Feat" cell.

The Initiative section:

The Initiative is calculated using your dexterity modifier and any special modifier you might have, like the "Improved Initiative" and

INITIATIVE Modifier	2	=	2	+		+	
			Dex		Special		Misc

Special includes the Duelist's Improved Reaction ability, and the possession of a nimble Psycrystal.

"Superior Initiative" feats. Use the "Misc" cell to adjust.

The SR section:

Indicate any Spell Resistance your Character has from any sources.



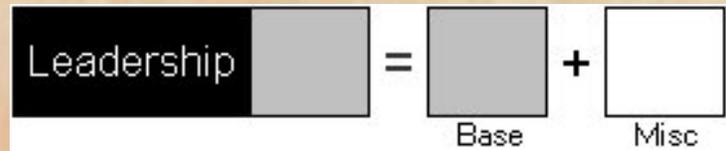
The DR section:

Indicate any Damage Reduction your character has from any sources, like class ability (barbarians, dwarven defenders or high level monks) or magical items.



The Leadership section:

If you have the Leadership feat, then your leadership score will be displayed here. If any bonuses or penalties should be applied, you can use the "Misc" cell to do so. Your Game Master has more details on this.



Use the "Misc" cell to adjust your Leadership Score.

The Armor Check Penalty section:

This is the skill penalty you incur because of your encumbrance (Load class because of your gear's weight) or your Armor encumbrance (light, medium or heavy)



The Power Point section:

Used by Psionic characters, the PP section adds all power points from your class, race, ability and feats. You can adjust the result by using the "Misc" cell.

PP	9	=	6	+	3	+	0	+	0	+	
Power Points			Class		Race		Ability		Feat		Misc

This will remain blank if you're not playing a Psionic Character.

The Manifester Level Adjustment section:

Used by Psionic characters, this section will display up to 2 Psionic classes in which you can adjust the manifest level you have. For instance, if you have a Sorcerer 4th/Psion 4th/Cerebremancer 2nd, the Psion class would appear in the same manner as shown in the image on the right. You need to tell the sheet you wish to apply your +2 bonus levels in an existing manifesting class (granted by the Cerebremancer) to your Psion class. The bonus level granted to your arcane class (Sorcerer) will be explained in the [BACK](#) worksheet)

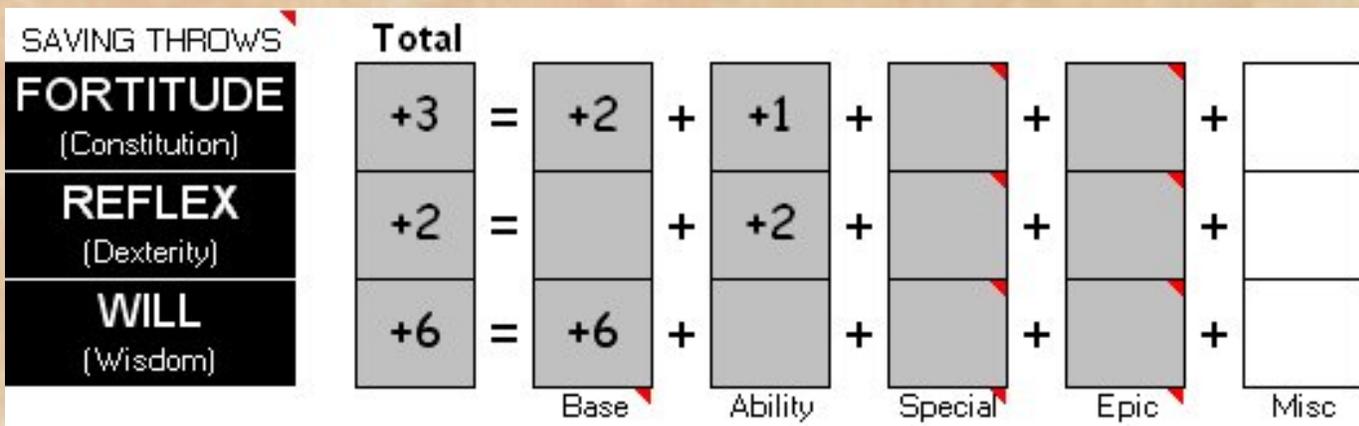
MANIFESTER Level Adj.	Psion	+2

The Sheet can display up to 2 Psionic classes so you can adjust your Manifester level.

The Saving Throws section:

The Sheet will calculate everything to reflect your total saving throws - from your base bonus, to special and Epic abilities.

You can use the "Misc" cells to adjust any saving throw. If you read the comment in the upper left, you will learn that the Sheet has an option [*in the Customize worksheet*] to take into account fractions of saving throw,

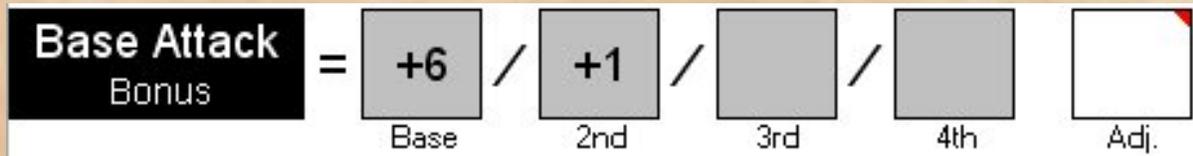


"USING FRACTIONS" will be displayed instead of "SAVING THROW" if the option to add all fractional base bonuses is used..

which are present when multi-classing.

The Base Attack section:

The Sheet will automatically calculate the base attack of your character. Higher characters will see the other attacks fill in as the base attack increases. Note that you can adjust your base attack for special situations, like when you have a custom class.



The "Adj." cell, used to adjust the Base Attack, should be used with the utmost care!!

The Melee/Ranged attack bonus section:

This section will show your Melee and Ranged attack bonuses, calculated from your base attack, your abilities, size, special (like the



Use the "Misc" cell if you need to adjust the attack bonuses!

Loremaster's
weapon
trick) and
Epic
characters.

[Previous](#)

[Next](#)



The FRONT worksheet [2 of 3]

Two main areas of the FRONT worksheet are left to explore: The Attack sections, and the Skill section. You'll notice that by itself, the FRONT worksheet is very similar to the 'official' character sheet as seen at the end of the Player's Handbook. This was not always like that, but frequent updates and input from the Registered Users base [via the [Mailing List](#)] helped shape the Sheet as it is today!

The ATTACK sections: There are 6 attack sections available in the FRONT worksheet. These are useful to define the weapon 'load out' of your character. You can use as little or as many as you wish for your Character. The first two Attack sections are "linked" together in case you are using the two-weapon fighting technique.

FULL ATTACK Two-Weapons (primary)		Holy Sword of Thor		<input type="checkbox"/> Flurry of Blows	Critical
Range: -		Attack Adj: +1	Total Attack / Damage		19-20
Weight: 4 lb.	Slashing	Damage Adj: +1	+9/+4		x2
Desc.: Magical +1, with the Holy ability (becomes +2 vs evil, and +2d6 damage)					
Notes: Found in the Great Desert					
1d8+5+(2d6 vs Evil)					

The first attack section, can be defined as the "primary" weapon in two-weapon fighting mode. The comments are available only in the first attack section.

There are many elements that compose the Attack sections. We will examine them one by one.

The Attack mode: The Attack mode is how you are using your weapon. It is composed of two parts; the first part is the Full/Single Attack selection - If you click on the "FULL ATTACK" (as seen on the image on the right), you will see a list box appear in which you can select either Full Attack or Single Attack. Basically, the Full attack will tell the Sheet you wish to see all available attacks from the selected weapon. The Single Attack selection will tell the Sheet you only wish to see ONE attack from that weapon. What is the difference you might ask? Well, sometimes you might want to see your attack total, without any penalties applied from multiple attacks: For instance, let's say you use a bow and have a ranged attack of +5. If you add the feat "Rapid Shot", you will get an extra attack, so the sheet will show "+3/+3" to indicate you have 2 attack, but include a -2 penalty from the rapid shot feat. If you then decide to switch to "Single Attack", you will see your attack back to +5 (ignoring the extra attack from the Rapid Shot, and it's penalty).



The FULL Attack

The second part of the Attack mode, is how you are holding your weapon - your choices are listed if you click on the "two-weapons (primary)" as shown on the right:

- One-Handed: Melee weapon used with only one hand
- Two-Handed: Melee weapon used in two-hands. Note that the weapon must have a strength multiplier higher than 1.0 to benefit from the 50% strength bonus as defined in the rules.
- Two-Weapons (primary): Melee weapon used with the primary hand, while the off-hand holds the second weapon (defined in the second attack section). Available only in the first attack section.
- Two-Weapons (off-hand): Melee weapon used in the off-hand. Available only in the second attack section.
- Ranged: Ranged weapon (the Ranged attack bonus will be used instead of the Melee attack bonus)
- Double Weapon: The weapon is to be used as a Double weapon (ex: Gnome Hooked Hammer)



Selecting the Attack mode

You might wonder why the Sheet will place your selected weapon in red. If this happens, it's simply because the weapon you selected is not compatible with the defined weapon mode. In the example on the right, the "One-Handed" mode cannot be used with a Longbow. If a composite longbow is needed, then the attack mode would be changed to "Ranged" !



If the weapon name is shown in Red, the sheet detected a weapon not compatible with the weapon mode!

The Weapon: Here you select the weapon you wish to use. Note that when you click this cell, the list box arrow becomes visible and can be clicked to show the list of all defined weapons. The custom weapons you define will always be shown at the end of this list.



A customized weapon has been selected.

The Flurry of Blows: If checked, this will tell the Sheet you wish to use the selected weapon in the "Flurry of Blows" mode - Evidently, if you do not have any levels in Monk, that will have little effect!! If you do have levels in Monk, then the Sheet will automatically compute your penalty based on your Monk level, and adjust your attacks accordingly.

The Range: For any weapon with a range, this is where the range increment is listed. Note that if you have the "Far Shot" feat, the Sheet will automatically adjust your range increment accordingly.

The Weight: The weight is simply the weight of your weapon. An important aspect of the weight, is that you can tell the Sheet to ignore it: This is done when you are defining multiple attack modes for the same weapon. To tell the Sheet to ignore the Weight of your weapon, simply click in the "weight" section and in the list box, select "Ignore".

FULL ATTACK	
Ranged	
Range:	100'
Ignore	0 lb.
Piercing	

This Longbow's weight has been ignored!

The Damage Type: Indicated the type of damage the weapon causes.

The Description: Flavor description for the weapon

The Note: Allows you to enter notes for that weapon - you can use it to track ammunition for projectile weapons!

The Adjustments: The Sheet allows you to modify the attack and damage of a weapon. Simply enter the new values for those as needed. For instance, if you have a +2 long sword, simply place '2' in both Attack Adj. and Damage Adj.

Attack Adj:	+2
Damage Adj:	+2

This weapon has +1 to hit, and does +2 extra damage.

The Total Attack and Damage: Displays, for your selected weapon, the total attack and the total damage. Note that this number is the sum of all bonuses and penalties incurred. As mentioned previously, if "Single Attack" is selected, some penalties will not be included. When "Full Attack" is selected, the Sheet will display all of your attacks, if you have more than one, using the 'slash' character between each attack number (i.e. +2/+2/+2 which means 3 attacks at +2 each).

Total Attack / Damage
+4
1d8+2

This character has +4 to hit, and will do 1d8+2 damage with the selected weapon.

The Critical: The Sheet lists the critical threat range and the critical damage multiplier. Note that if the character has the "Improved Critical" feat, the Sheet will automatically adjust the threat range as needed.

Critical
19-20
x2

[Previous](#)

[Next](#)



USER MANUAL

The FRONT worksheet [3 of 3]

The last section of the FRONT worksheet is the Skill section. The Sheet implement skills as defined in the rules - including rules for maximum rank for class and cross-class skills. Let's go thru all aspects of the Skill section:

SKILLS		Maximum Rank in a class/cross-class Skill: 10 / 5									
<input checked="" type="checkbox"/> Highlight Class Skills		Ability	Feat	Feat	Armor	Fighter	Wizard	Cleric	Synergy	Misc	
Skill Name	Total	Key Mod	Feat	Feat	Armor	Rnk Points	Rnk Points	Rnk Points	Synergy	Misc	
Appraise	4	INT 4									
Balance	4	DEX 2		2 -2		2.5 5					
Bluff	4	CHA 1							3		
Climb	3+2	STR 3			-2	2 2					
Concentration	5	CON 1					2 2	2 2			
Decipher Script	5	INT 4					1 1				
Diplomacy	2	CHA 1						1 1			
Disable Device	-	INT 4									
Disguise	1	CHA 1									

Sample skill selection for a 7th level character

The Maximum Rank: As you can see in the upper right sample image above, the maximum rank in a class skill is 10, while it is 5 for cross-class skills. These are automatically computed according to your character's level.

Highlight Class Skills: This checkbox is very useful to allow you to 'see' which skills are class skills - something you might wish to consider when spending skill points (as you get only 1/2 ranks per skill points from cross-class skills). If checked, all the class skills will be shown in light yellow. Once you have spent your skill points, you can uncheck it to get back to normal (if you wish!) [Editor's note: I use a laser printer so I don't keep the yellow!]

Skill Name & Total: All the Skill names are listed alphabetically with totals on the right. This total include everything which affect may affect it: The ability modifier, feats, armor, the synergies (including Familiars and Psicrystal) and a Misc column (if you wish to adjust a skill directly). To show that a skill cannot be used 'untrained', the Total will be represented by a hyphen '-' symbol if no rank has been acquired.

Skill Synergies: Synergies are automatically computed for you skills. There are two types of synergies: permanent synergies and conditional synergies. The permanent synergies are always active so once you reach 5 ranks in a skill, it's synergy bonus is included in the Total. Conditional synergies give a skill bonus only in certain situations. Those are listed as "+2" (or more) within the Total. For example, the character above has 5 ranks in Use Rope. So he gains a +2 synergy bonus on Climb, if he is using a Rope to climb (conditional). Hence the Sheet will report a Total of "3+2" for Climb.

Character Specific Skills:

You can use this section to select special and custom skills. Clicking in the skill name area will show you a list box where you can select the desired skills. Custom skills will be listed at the end.

Character Specific Skills														
Craft - Bowmaking	9	INT	4				5	5						
Knowledge - Arcana	10	INT	4						3	3	3	3		
Knowledge - Religion	8	INT	4								4	4		
Knowledge - Dungeon	7	INT	4						3	3				

Psionic skills can be selected here - check near the end of the skill names in the list box!

Spending Skill Points: The Sheet displays the Class names in the 3 columns provided. If it is displayed in red, it means that you either have spend too many skill points, or not enough. Check the balance at the bottom to see the remaining skill points to spend (or exceeded). If you use **Intelligence Tracking**,

	Fighter	Wizard	Cleric
Skill Points:	42	14	14
Bonus: <input type="text" value="0"/>	0	0	0
Skill Points spent:	33	14	14
Balance:	9	0	0

Nine skill points are still available to spend for the Fighter class

[Previous](#)

[Next](#)



The BACK worksheet [1 of 3]

The BACK worksheet is complimentary to the FRONT worksheet. It contains support information for the character - information which can't fit on the front worksheet. Armor, Shield, Protective items, Gear, Feats, Spell data and Class features are featured on the BACK worksheet. Let's explore these sections one by one.

ARMOR	Chain Shirt			Magic:	Armor Check Adj.:	+1	Weight
Speed Adj:	0	Max Dex: 4	Bonus: +4	Armor Check Penalty: -1	Spell Fail:	20%	25 lb.
Desc.: Protects your torso while leaving the limbs free and mobile. Comes with a steel cap							
Notes:	Masterwork						

The Armor check Adjustment is +1 to indicate a Masterwork Armor!

The Armor Section: The Armor section is used to define which Armor (if any) the Character is wearing. You can select one of the standard armors, or you can define your own in the **Customize** worksheet. If you do customize your own armor, you can come back here, and select it in the Armor section. In the list box, it will appear at the bottom of the list. "Magic" is used to add magic property to your Armor. When you create a custom Armor, you can either create it with its magical bonus included, or you can include it here to adjust its total bonus (in this example, the total AC bonus for the 'Chain Shirt' is +4). The "Armor Check Adj." is used to adjust the "Armor Check Penalty" of the armor. For instance, a Masterwork Armor reduces the check penalty by 1 (as shown in the image above). The "Speed Adj." is the reduction in your character's speed caused by the Armor. The "Max Dex" is the maximum dexterity bonus that can be applied when wearing the selected armor. The "Bonus" is the Armor Class bonus given by the selected armor. The "Spell Fail." is the spell failure percentage for arcane spells cast when wearing the selected armor. The "Weight" is added to the total weight carried by the character, while the "Desc." is a description of the selected armor. Notes can be added if desired.

SHIELD	Light Wooden			Magic:	Skill Check Adj.:	+1	Weight
Maximum Dexterity:		Bonus: +1	Skill Check Penalty:	Spell Fail:	5%		5 lb.
Desc.: Shield hand can carry items							
Notes:	Masterwork						

The Shield check Adjustment is +1 to indicate a Masterwork Shield!

The Shield Section: The Shield section is very similar to the Armor section (above), except that it applies to the shield used by your character. Select one of the standard shield, or the shield you have created in the **Customize** worksheet. The characteristics are similar to those in the Armor section.

PROTECTIVE ITEMS	AC Bonus	Bonus Type	Weight	Special Properties
Ring of Protection +2	+2	Deflection	0 lb.	

This Ring of protection gives +2 Deflection Armor Class bonus

The Protective Items section: You can specify up to 2 special items that are used as protection. The AC Bonus will be added to your Armor Class on the [FRONT](#) worksheet. You can indicate the type of bonus given by these items, it's weight and any special properties.

[Previous](#)

[Next](#)



USER MANUAL

The BACK worksheet [2 of 3]

Also found on the back worksheet, the Spells and Features sections are mostly informative in nature.

SPELL: The Spell section is used only for spell casters. This area points out the number of spells known (sorcerers, bards), the number of spells per day and what level those spells are. It also states the save DC for spells of that level by the caster.

This section works with the spell planners to develop an overall view of spells available. While all this data is available on the spell planner, it is listed on the back for the player to have a quick and convenient table to lookup data about a given level of spell.

You can also adjust the casting class with Bonus Levels. Those white areas add to the level of

SPELLS			Arcane Spell Failure: 5%			Adj.: 5%			
Class:	Sorcerer			Cleric					
Level:	4			4					
Bonus Levels	Spells/day: +1	Spells known: +1		Spells/day: +1	Spells known:		Spells/day: Spells known:		
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0	6	10	6	5	10				
1	6	11	4	3+1	11				
2	4	12	2	2+1	12				
3				1+1	13				
4									
5									
6									
7									
8									
9									

This Sorcerer/Cleric has one level in Mystic Theurge!

the caster for Spells/day and Spell Known! This is useful when a class (often prestige) adds to the level of an existing casting class.



Adjust your Arcane Spell Failure in the top part of the Spell section!

FEATURES: The features section contains a whole wealth of information about your character. It can be considered a reminder of all those details applicable to your character. Beyond that, it can also contain some tracking for abilities that are limited. For instance, if you check the Turn Undead ability from the Cleric class on the right, you will notice that the "3x per day" is followed by "< OOO >". Those 3 circles are used to check off each time that ability is used (per day).

The Feature section will also list all conditional bonuses a character has. These should be

applied when the proper circumstance occurs.

The Character Status section will list all errors the Sheet has detected (if any). You should always keep an eye on it to avoid any problems!!

Finally, note that the Class Features are pulled off the **ClassFeatures** worksheet.

FEATURES	Abraxas
<div style="display: flex; justify-content: space-between;"> == Racial Traits: Stone Giant == </div>	
Darkvision (Ex): 60 ft.	
Low-Light Vision (Ex): Double seeing distance in low light	
Rock Throwing (Ex): Range Increment: 180 ft., +1 to attack	
Rock Catching (Ex): Once per round, Reflex save (at +4) to catch	
Rock Catching (Cont.): Small DC15, Medium DC20, Large DC25	
<div style="display: flex; justify-content: space-between;"> == Class Features: Sorcerer 4th == </div>	
Familiar: Lizard	
Master gains +3 bonus on Climb checks	
Master gains Alertness feat when familiar is within arm's reach	
<div style="display: flex; justify-content: space-between;"> == Class Features: Cleric 4th == </div>	
Cannot cast spells of opposed alignment	
Spontaneous Casting	
Turn/Rebuke Undead (Su)(PHB p159):	
<ul style="list-style-type: none"> ▪ 3x per day < OOO > ▪ Turning Check: 1d20+0 ▪ Total HD Turned per Attempt: 2d6+4 ▪ Destroy Undead up to: 2 HD 	
<div style="display: flex; justify-content: space-between;"> == Class Features: Mystic Theurge 1st == </div>	
+1 Arcane Bonus Levels on Spells per day	
+1 Divine Bonus Levels	
<div style="display: flex; justify-content: space-between;"> == Conditionnal Skill Bonuses == </div>	
+8 on Hide in rocky terrain (Stone Giant)	
+2 on Spellcraft to decipher spells on scrolls [Use Magic Device]	
+2 on Use Magic Device involving scrolls [Spellcraft]	
<div style="display: flex; justify-content: space-between;"> == CHARACTER STATUS == </div>	
Ability score not yet increased due to level advancement	
No Domain selected! (Select Domains in the Customize Worksheet)	

A sample of the features for Abraxas, the Stone Giant!



Every conditional bonus and penalty is listed in the Features area. The conditional skill bonuses will appear as 'plus' entries in the skill section on the [Front](#) worksheet (like Survival 3+2). Non-skill conditional bonuses are not integrated into the rest of the sheet because of their nature. Be sure to check this area in case a situation applies where you can add a conditional bonuses!

[Previous](#)

Next



USER MANUAL

The XP worksheet

Introduction (highlight anything that would link to another page like [this](#))

Total Experience: 255		HP: 6	Darius Gorky - Human, Rogue 1st
Game Id.	XP Gained	HP (dice only)	Game Notes <input type="checkbox"/> Use Fixed Hit Points
Jan 12th, 2006	0	6	Character creation
Jan 26th, 2006	255	0	Killed the goblins threathning the local village.

(text here)

Total Experience: Explanation Here (check the comments for help!)



Delete if you don't use!

OPTIONS:

You may change the options to fit your preferences

FALSE Use the Fixed Hit Point variant: The total Hit Points will be the average dice rolled.

(text here)

Experience Option: Text Here.

Previous

Next



USER MANUAL

The XP worksheet

Introduction (highlight anything that would link to another page like [this](#))

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You may change the options to fit your preferences

FALSE Use the Fixed Hit Point variant: The total Hit Points will be the average dice rolled.

(text here)

Experience Option: Text Here.

Previous

Next



USER MANUAL

The Notes worksheet

Within the Notes worksheet, you have a free reign with what you put, and where you put it. It has a few particularities that really distinguish it from the others.

Formulas: Formulas are a great way to do many things in excel and The Only Sheet uses ton of formulas. So right off the bat you can see how powerful they can be. As an easy example of formulas, shown below, we have taken a piece of the character sheet of Bloodthirsty Charles, the scourge of women and children, and guards apparently.

NOTES for Bloodthirsty Charles

Locations for Killing Spree:	Gems:			Kills per Battle
- Ganble Manor	- The White Gem was found in the crypt			1
- Inn of the First Home				5
- The King's Guardhouses				27
				198
Total Kill Count for Bloodthirsty Charles:			Almost Charles!>>	199
633				197
				1
				5

The formula for the kill count is only a =SUM(X,Y).

Notes Section: The formula for the kill count under the “Total Kill Count for Bloodthirsty Charles” is one of the most basic formulas. It, like all formulas, starts with an = sign. Then the formula itself is SUM, this formula totals up all the numbers in a set amount of cells. In this example we are adding up all the kills in the right hand side of the sheet. To actually do this is pretty easy, just select a cell, type =SUM(, then select the cells you want to add up with your mouse by pressing and holding the left mouse button, then just drag over the ones you want, and finish it up with a), and press enter. It will then add it all up for you.



Adding/Subtracting Rows: One thing that you should never do in the Notes worksheet, is add or subtract columns or rows. Any rows or column added will not be saved with your character!!



Need more space?: If you manage to fill out the Notes worksheet to capacity, consider 'printing' it (either on paper or in a PDF file) for future reference! Then you can erase it and start over with a fresh one!

[Previous](#)

[Next](#)

Treasury of Zartan Moonshade : This area shows the total value of your treasury based on the base currency (which is set to Gold by default).

Coins and Gem value overview: This area gives you the totals for the coins and gems listed on the worksheet.

Location of Coins & Gems : This section allows you to decide where you will be storing your treasure. The amount that is carried on your character is factored in to your total weight when figuring out your current carrying load (which is displayed on the back worksheet). The amount carried on your mount is also factored into its total weight on the Mount worksheet. You can also add other locations for your treasure, such as at your castle or in the guildhouse. Any treasure not accounted for will appear under the correct column in red. As well, if you accidentally place too much of a particular item in one of the columns, a message will appear in red underneath the locations stating that you have used too much.

If you choose to not use the locations for your treasure, you can set the option to the right to "TRUE". This will ignore the errors under the locations, but will still add the total weight of your gems and coins to your characters weight for carrying capacity.

Treasure Details: This is where you would identify where and how you received your treasure and gems, as well as recording how much you received. You can also use this area to subtract gems and coins when purchasing equipment, spells, or other necessities. Each column in this area is totaled up to determine the value under the Coin and Gem overview at the top.



Tip: You can redefine types of coins and gems values in the Coin and Gem Overview at the top of the page by renaming the cells. If your campaign does not use copper pieces, but instead uses a currency known as mitril, you can define that and set the shorthand (MP) for it underneath the total.



tip: Do not add any rows to this sheet. Any rows added will not be saved with the character if exported to MCS format. If your treasure sheet is full, you can print the page or save it to PDF format and clear the existing data. Just add the final numbers to the first row stating that they are from previous exploits.

Number needed for 1 lb.:	50	50	50	50
Conversion factors (to get 1xGold)	0.1	1	10	0.01

You can redefine Coin weights!

Coin Weight : This area allows you to redefine how many coins are needed in order to add up to one pound. You can also redefine how each coin is related to your base coin. This allows for easy conversion to check for weight penalties and for total net value.

[Previous](#)

Next