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3) And finally, talking about bleed, would it be possible to change it from an on/off condition, to a variable condition like energy drained? Noted.

Armor Check Penalty (ACP) ACP is applied to the skills value from the total Check Penalty, tallied from the individual AC items Check Penalty, if the AC item is checked as "EQuipped". I've got a buff that gives me a +1 Luck bonus to AC & Saves that increases by +1 at Lv7 and every 4 levels after... [3b] It is hard to tell where the formulas are coming from when many of the sections are listed as "undefined" - I have seen this in multiple places but unfortunately do not have a complete list. I am trying to get a 0, or 1 return dependent on its state, in the same way as I can for conditions. For example, mathematically, the attack role for power attack is $(1+(1/4*\text{BAB}))$ because when your BAB hits 4 the penalty increases by 1 and it increases again by every +4 thereafter. It gets stuck on "Building NPC..." but gives no helpful information. Because it will be evaluated/calculated only at roll time. >> [8] It would be nice if there was a way to lock out the Chartermancer after sheet creation so that no one accidentally messes up their character (...) If the Chartermancer is re-launched from an existing character, nothing will be erased until "APPLY" is clicked again in the Chartermancer. Click the cog wheel to close the option subsection. Franko said: Hey there! Thanks for your hard work on the sheet! I seem to be having trouble importing compendium monsters. I also would like to see dice roles added to buffs as well if possible. Note that hovering the icon between the two numbers will show "critical damage". Any plan on that? (crosspost) Hi Cabfire. Anders said: Chell said: Ok... One of the members in our group is using this system right now with the existing spells tab. Do these bonuses just not get factored in until I click the role? I'd need to know how to reference the base attack bonus on the sheet, and I'd also need to figure out how to put in a formula that would calculate 1/4 of my base attack bonus rounded down, minimum 0. I've looked into this myself and it seems that a Power Attack will only work in simple cases. Say I link bleed to the red dot. (...) Agreed. This makes sense in our campaign, as power attack is rarely "on, or off" for multiple turns in a row, but rather he makes the choice each round, dependent on the target(s) within reach. I just realized that the title, when hovering the clickable name, is wrong, sorry. How do you get the ability to toggle a query modifier at roll time for NPC? >> [Last] Keep up the good work! :) Once again, thank you for your constructive and helping feedback. :) 1) When using the API script ChatSetAttribute to add/remove a condition, or modify an ability, the sheet does not seem to update, until I manually make a change to the sheet. Great work on this, myself and my group use your character sheet every Sunday night to great effect! Hi dumpydn and thanks for your feedback. :) Always nice to know that the sheet is steadily used. I'm not very familiar with the details of using ChatSetAttribute, but I made a quick test and it was working. A bonus should begin with "+x" and a penalty with "-x". Either by entering one line per modifier, or separating them by a single semicolon (";"). >> Divine bond Imho, your solution is the best as far as buff can go, for now. >> [4] When rolling a single damage roll, it is very unclear what is happening. >> [3] When looking at the mouse-over on the damage rolled, when using STR (Two Hand) or STR (Off Hand), the mouse-over shows a formula that includes "[undefined]". This will be reviewed. Although I guess that's also why it's good for PCs lol. Next update should be addressing this problem. Recommendation: uncheck/deactivate a Buff before modifying its modifiers. Example as a Feature/Trait: Example, as a Spell-like ability: Tracking "permanent" bonuses from magic items and other sources All the items mechanical effect should be handled either in the AC Items repeating section (for armors, shields and other magic items giving protection bonuses). Weapons/Attacks repeating section, or the various Misc modifiers & Notes etc., will also show modified stats in boxed in red, or red text, or show additional information: The other conditions (Bleed, Confused, Dazed, Disabled, Dying, Helpless, Incorporeal, Nauseated, Paralyzed, Petrified, Stable, Staggered and Unconscious) have effects in the way the game plays, to be managed by the GM and players, but don't have a direct mechanical effects on the character sheet stats & rolls. It works for some of them, but from what I can tell not for any monster that has special movement modes (I couldn't tell if that was the point of commonality, or if it was spell-like abilities, or both). Modifying a condition or an ability with the API will have the required automatic effect, if the API script update triggers the relative "on/change" sheet worker event in the sheet. The damage bonus scales identically.. The quarterstaff, for instance, calculates as 1d6 divided by 1d6, so as far as I can tell, the roll always seems to be 1. Is it possible to change this? Text attributes (like "@{class}") or dice expressions won't work, when using it to apply bonuses to selective multi-word name skills such as Use Magic Device, Sleight of Hand, or Disable Device, it won't work. Anders said: This is a major buff to the sheet, and the fix for calculating after API changes to the sheet is super nice. Text fields that are not used in a roll won't make use of a formula (doubled square brackets or not). said: Why do u make it so complicated? I do like the clean style, but who the hell wants learn the syntax to use a pathfinder sheet? I would highly appreciate clickable modifiers with simple "+2" or "-2" editing. Hi Kev K. 2) While talking about conditions (and upcoming buffs), would it be possible to allow us to link conditions to an icon? It will add bonuses to those when using a global modifier such as Skills though. As a general rule, there is no good or bad way to use the sheet, but the one that suits the player. Some specific suggestions: (1) Add a link to the wiki page on the character sheet itself. As for leveling up, see:

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