



User's Manual

by Floyd Resler

PDF Formatting by Nitehawk Jarrett

Introduction

Welcome to CharSys! With CharSys (short for AD&D Character System), you can easily create and maintain characters on disk. Not only is CharSys powerful, it is expandable. Using the Editor (available as a separate download), you can alter any of the databases that CharSys uses such as races, classes, spells, equipment, etc. You can even create your own worlds! For more details download the [CharSys Database Manager](#) and begin creating your own AD&D campaign world!

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This package was written in [REALbasic](#).

The installer for this product was created using StuffIt InstallerMaker from Aladdin Systems, Inc..

For more information on StuffIt InstallerMaker contact:

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Preferences

General Preferences



You can set several preferences as detailed below:

Maximum Hit Points at 1st Level — If checked, then any newly created character will receive maximum hit points at 1st level.

Maximum Money at 1st Level — If checked, then any newly created character will receive maximum money at 1st level.

Use Proficiency Slots for Languages — If checked, then the Edit Languages tool is unelectable and the player must use the Edit Proficiencies tool to choose languages. If checked, the languages INT bonus will be added to the non-weapon proficiencies slots.

Enforce Weapons/Armor Restrictions — If checked, then the character will only be able to choose from a list of weapons, armor, and weapon proficiencies based on his class and/or deity.

Automatically Check for New Versions at Launch - If checked, then CharSys will attempt to connect to the CharSys Web site to determine the current version of CharSys. If a newer version exists, you will be given the opportunity to download it.

Show Creation/Input Guide – If checked, CharSys displays a guide that aids users in creating a character. The guide tells the user what the next step should be after a character has been created.

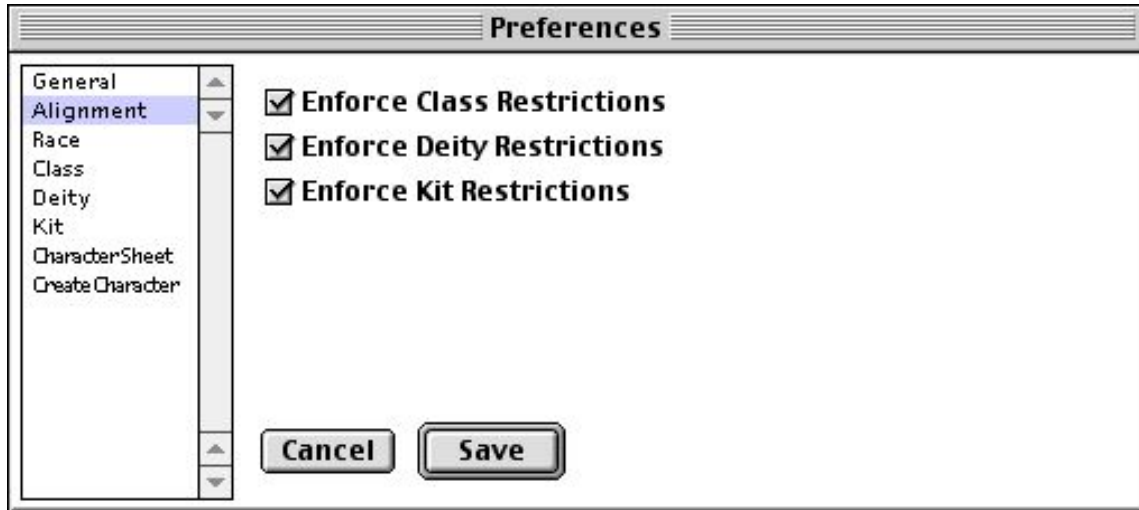
Show Tips Window – If checked, CharSys will show a Tips Window which gives you tips on how to use CharSys more efficiently.

Auto-Reposition Toolbar – If checked, the toolbar will position itself just right of the foremost window.

Show Splash Screen – If checked, CharSys will display its splashscreen at launch.

Animate Splash Screen – If checked, CharSys will display its normal, animated splash screen. Otherwise, it will display static pictures.

Alignment Preferences

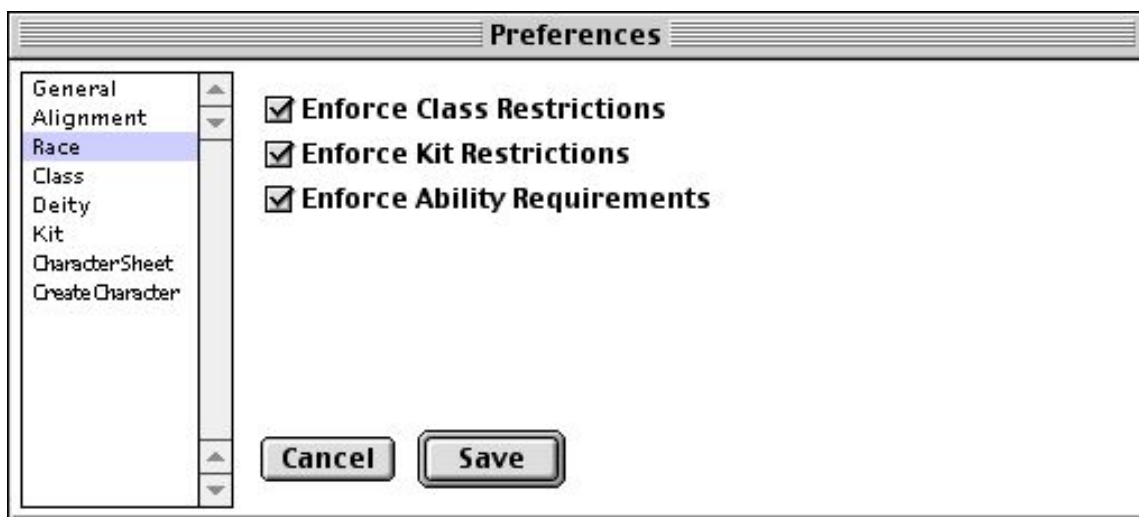


Enforce Class Restrictions - If unchecked, then you will be able to select any alignment no matter what class is selected.

Enforce Deity Restrictions - If unchecked, then an alignment restrictions pertaining to deity selection will be ignored.

Enforce Kit Restrictions - If unchecked, then an alignment restrictions pertaining to kit selection will be ignored.

Race Preferences



Enforce Class Restrictions - If unchecked, then you will be able to select any race no matter what class is selected,

Enforce Kit Restrictions - If unchecked, then you will be able to select any race no matter what kit is selected.

Enforce Ability Restrictions - If unchecked, then all ability requirements will be ignored.

Class Preferences

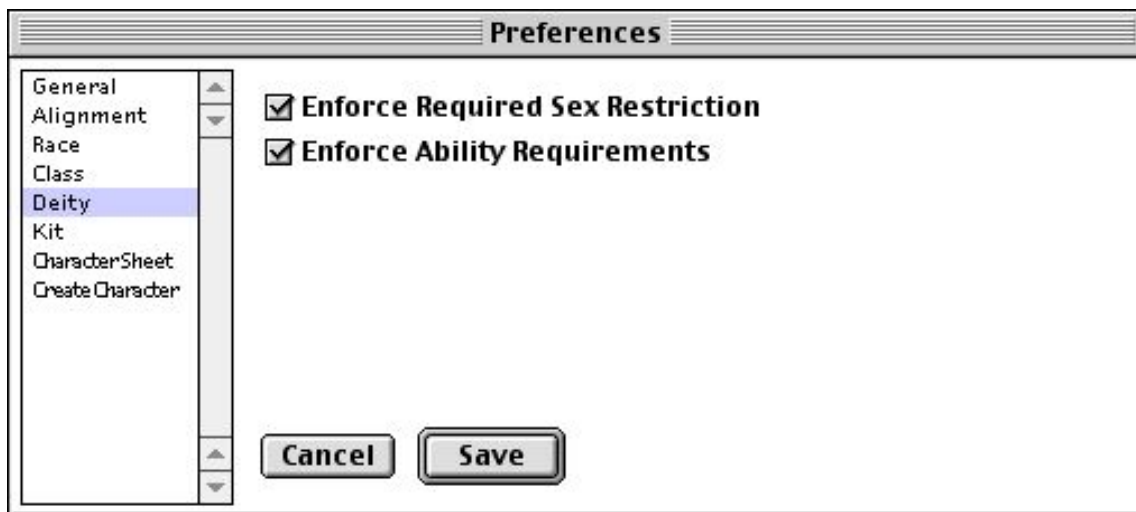


Enforce Race Restrictions - If unchecked, then you will be able to select any class no matter what race is selected,

Enforce Kit Restrictions - If unchecked, then you will be able to select any class no matter what kit is selected.

Enforce Ability Restrictions - If unchecked, then all ability requirements will be ignored.

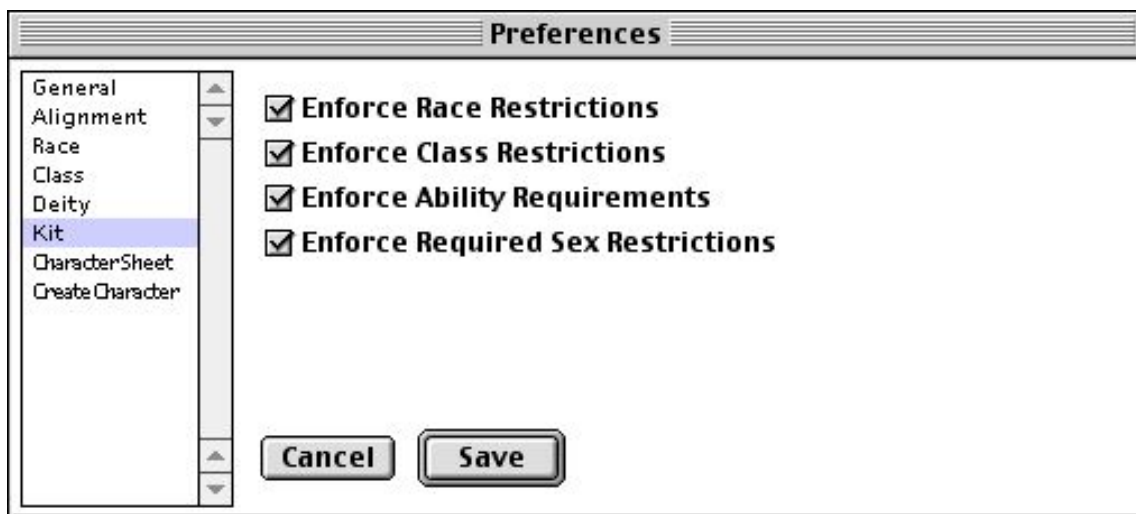
Deity Preferences



Enforce Required Sex Restriction - If unchecked, then the sex requirement will be ignored.

Enforce Ability Restrictions - If unchecked, then all ability requirements will be ignored.

Kit Preferences



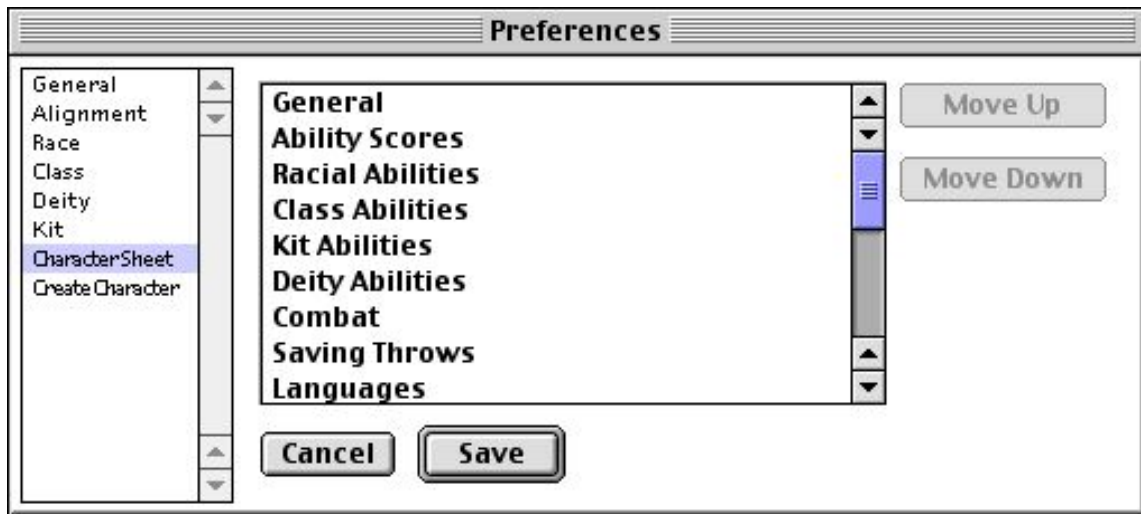
Enforce Race Restrictions - If unchecked, then you will be able to select any kit no matter what race is selected.

Enforce Class Restrictions - If unchecked, then you will be able to select any kit no matter what class is selected.

Enforce Ability Restrictions - If unchecked, then all ability requirements will be ignored.

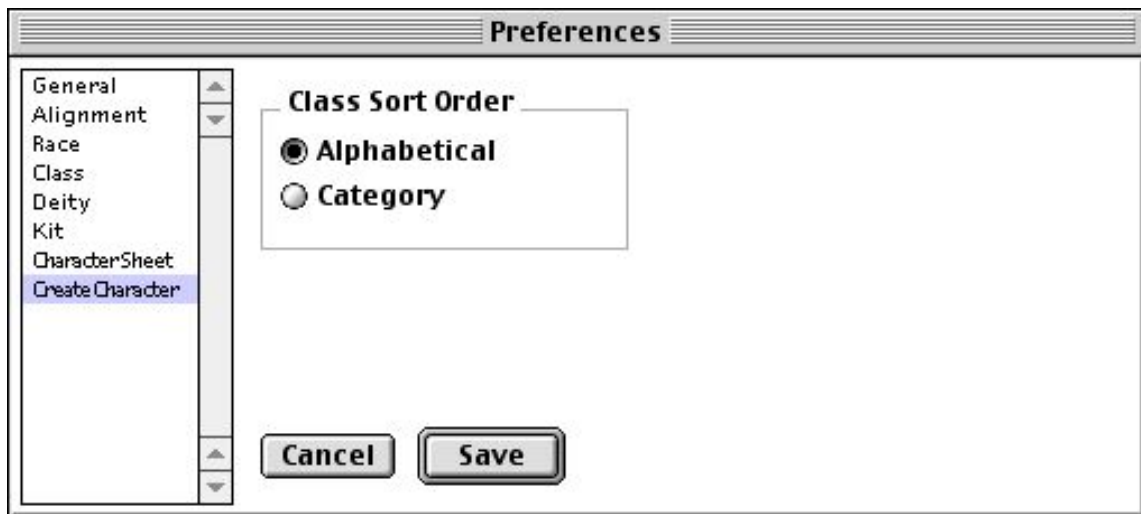
Enforce Required Sex Restriction - If unchecked, then the required sex restriction will be ignored.

Character Sheet Preferences



The Character Sheet tab allows you to arrange your character sheet pretty much how you want it with two exceptions. General will always be displayed first and notes last. To move a section, select it and then click on either the Move Up or Move Down buttons.

Create Character Preferences



Class Sort Order - This allows you to specify how you wish the classes displayed on the Create Character window. Alphabetical means that all classes will be displayed in alphabetical order. Category means that they will be displayed alphabetically by category (i.e. Priest, Rogue, Warrior, Wizard) first, then by class.

Character Creation

Creating a Single Classed Character

The screenshot shows the 'Create Character - AD&D' window. It is divided into three main sections: Alignments, Races, and Classes. The 'Normal' mode is selected. The ability scores are: STR 11, DEX 11, CON 12, INT 15, WIS 11, and CHA 9. The 'Player Name' field is empty. The 'Save' button is visible.

Alignments	Races	Classes
☒ Lawful Good	☐ Dwarf	☐ Abjurer
☐ Lawful Neutral	☐ Elf	☐ Bard
☐ Lawful Evil	☐ Gnome	☐ Cleric
☐ Neutral Good	☐ Half-elf	☐ Conjurer
☐ Neutral	☐ Halfling	☐ Diviner
☐ Neutral Evil	☒ Human	☐ Druid
☐ Chaotic Good		☐ Enchanter
☐ Chaotic Neutral		☒ Fighter
☐ Chaotic Evil		☐ Illusionist

STR 11 On Hit Prob: Normal Damage Adj: None Weight Allow: 40 Max Press: 115 Open Doors: 6 Bend Bars: 24
DEX 11 React Adj: 0 Missile Attack Adj: 0 Defensive Adj: 0
CON 12 Hit Point Adjustment: 0 System Shock: 80% Resurrection Survival: 85 Poison Save: 0 Regeneration: nil
INT 15 # of Lang: 4
WIS 11 Magical Defense Adjustment: 0
CHA 9 Maximum # Henchmen: 4 Loyalty Base: 0 Reaction Adjustment: 0

Mode
☒ Normal ☐ MultiClass

ReRoll Select Deity Select Kit Sex Male

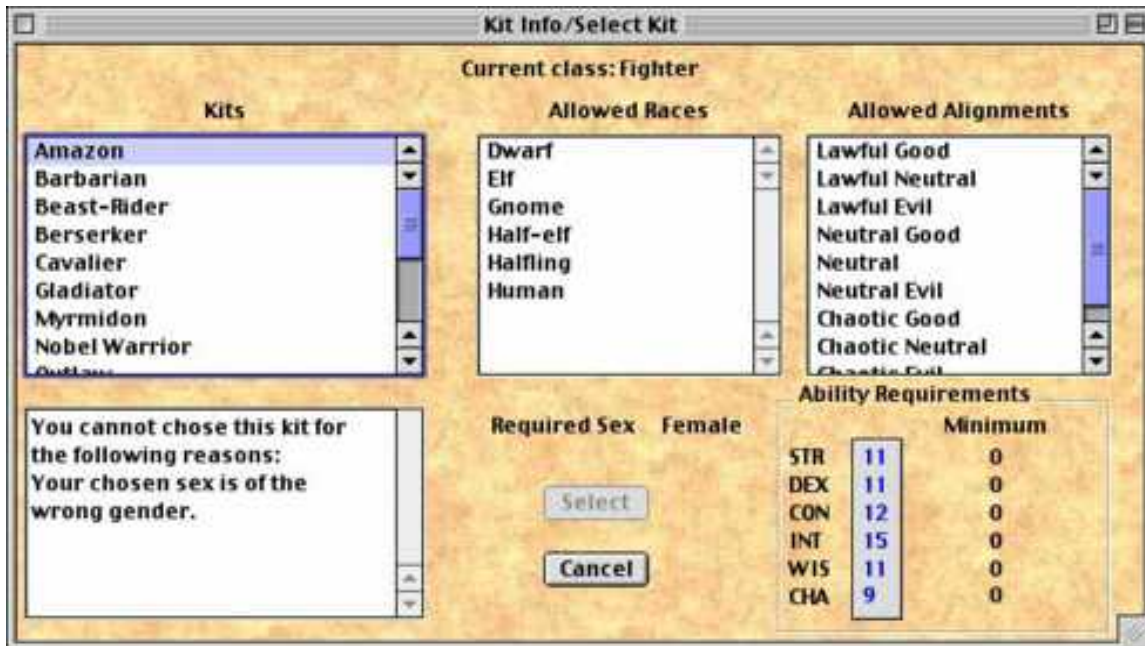
Player Name Save

The Single-Classed mode is called Normal. In Normal mode you can select an alignment, race, and class. You can also re-roll as often as you wish. You can also move your ability scores around. See [Moving Ability Scores](#) for information on how to do this. If, for some reason, the class, race, or alignment you wish to select is unselectable, you can go into [Info Mode](#) to find out why.

You will notice you have two options if wish to re-roll. You can roll randomly or you can assign points.

To assign points, just click on the + or - buttons to change their value. Please note that this method of assigning points does not follow the AD&D 2nd Edition rules exactly.

Selecting a Kit



CharSys now supports kits! Selecting one is very easy. First, select the class you wish your character to be. If the Select Kit button is enabled then that class has kits associated with it. Click on the Select Kit button and you will see a window like the one above. All the information should be self-explanatory.

Important - CharSys does not enforce all rules governing kits. The rules that are enforced are:

- ⇒ Required Weapon Proficiencies (sometimes you will be asked to choose)
- ⇒ Bonus NonWeapon Proficiencies
- ⇒ Racial Restrictions
- ⇒ Alignment Restrictions
- ⇒ Ability Score Requirements
- ⇒ Sex Requirement
- ⇒ Bonus Weapon Slots - Some kits give bonus weapon slots that the character must spend on a particular weapon or on a weapon specialization. CharSys gives the bonus slots but does not enforce the required spending of the slot

Creating a Multi-Classed Character

To create a multiclass character, you must first be in MultiClass Mode. Do this by clicking on the MultiClass radio button. When you do this, you will notice several things happened. All the classes become checkboxes, all the alignments and races are unselectable, the reroll button is unselectable, and the box around your ability scores is gone. Basically, all you can do is select classes. Now, just click on the classes you wish your character to be. If you choose a class that cannot be part of the multiclass, you will be told.

Selecting a Deity

A screenshot of a 'Select Deity' window. It features a list of deities on the left and a list of allowed alignments on the right. The current alignment is shown in red text at the bottom.

Deities	Allowed Alignments
Abbathor	Neutral Good
Abbathos	Chaotic Good
Aegir	
Aerdrie Faenya	
Agni	
Alfheim-Rigel	
Ama-Tsu-Mara	
Amaterasu	
Amatsu-Mikaboshi	
Anhur	

Your current alignment is Lawful Good

Select Cancel

A screenshot of a 'Select Deity' window for a cleric. It includes deity and alignment lists, a casting spheres list, ability requirements, and a required sex field.

Deities	Allowed Alignments
Abbathor	Lawful Evil
Abbathos	Neutral Evil
Aegir	Chaotic Evil
Aerdrie Faenya	
Agni	
Alfheim-Rigel	
Ama-Tsu-Mara	
Amaterasu	
Amatsu-Mikaboshi	
Anhur	

Current Alignment: Lawful Good

Casting Spheres
All
Charm
Combat
Creation
Divination
Guardian
Summoning
Sun

Ability Requirements	Minimum
STR 11	0
DEX 11	0
CON 12	0
INT 15	0
WIS 11	0
CHA 9	0

Required Sex Male

Select Cancel

You can select a deity by clicking on the Select Deity button. If your character is not a cleric, then you will see a window like the first one above. If he is a cleric, then you will see a window like the second one above. If your alignment is in red, then it does not meet the alignment requirement. When the **Save** button is enabled, then you can select that deity.

Saving Your Character

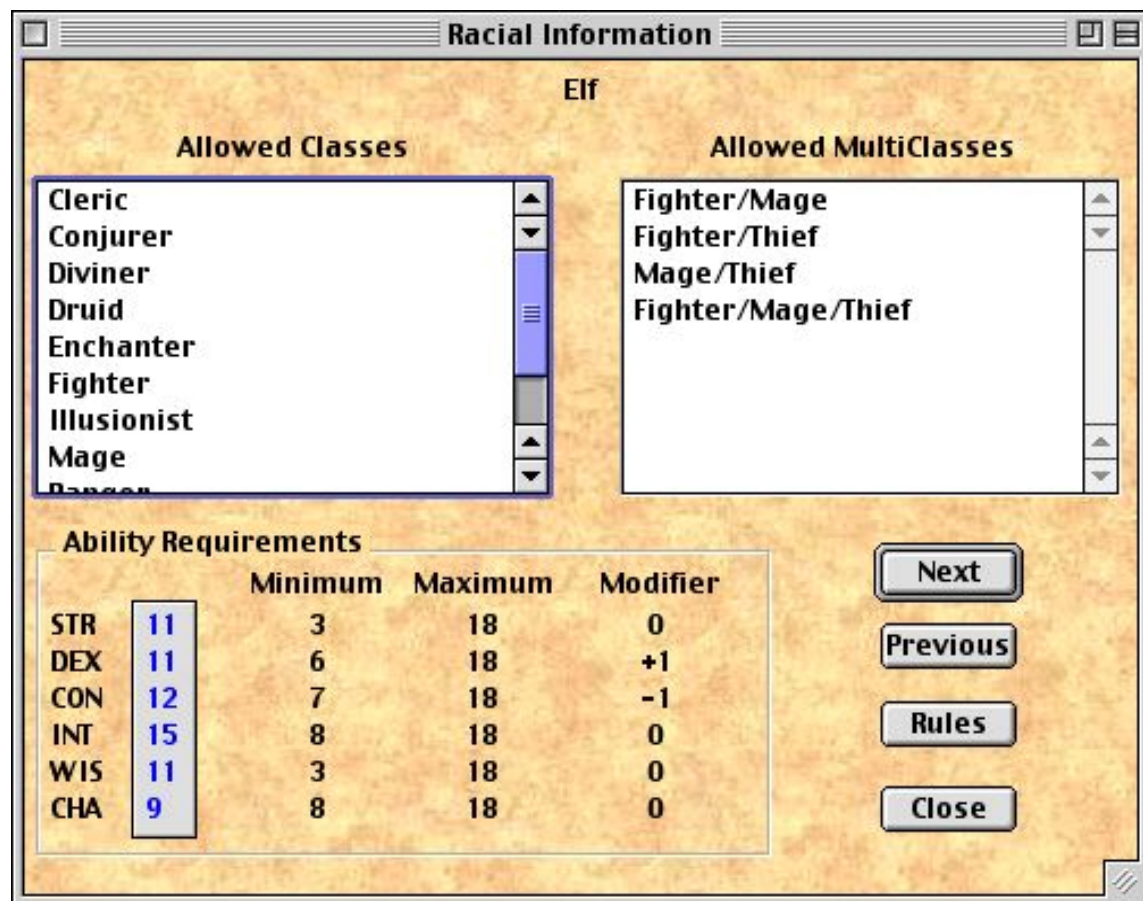


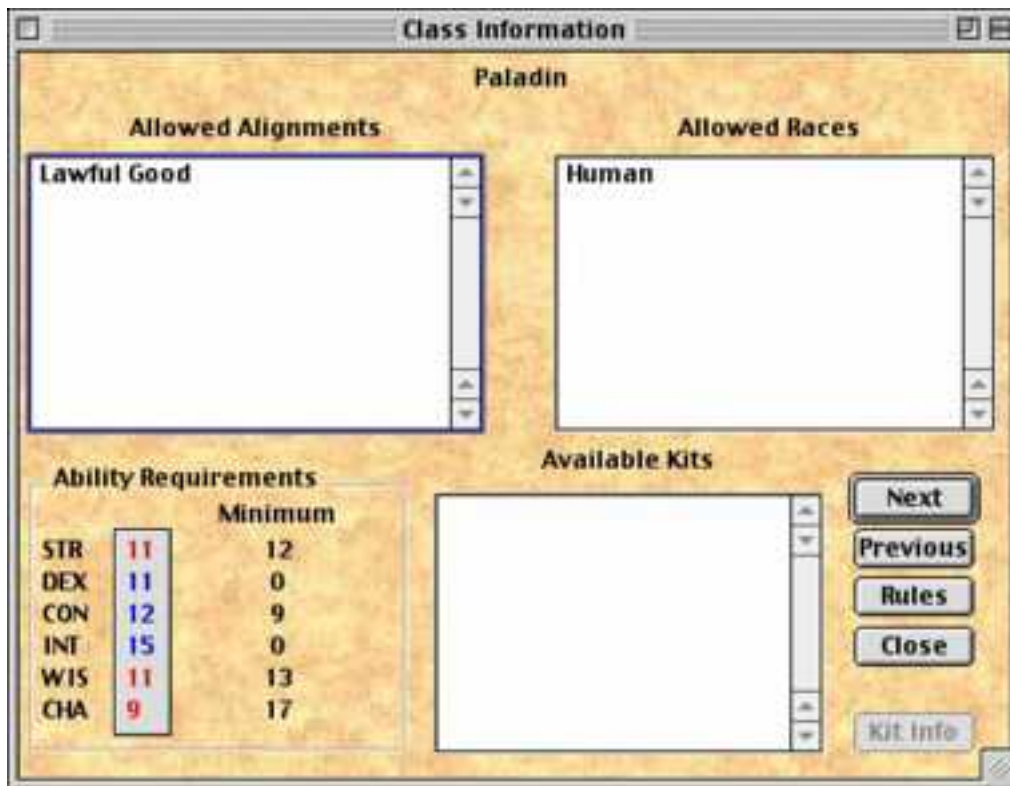
When you click on Save, a dialog box like the one above will appear. To save your character, type in your character's name and click Save. To delete a character, choose it from the listbox and click on Delete. Please note that you must enter your name in the Player's Name field before you can save.

Moving Ability Scores Around

Whenever you see your ability scores displayed and there is a box around them, you can move them around using drag-and-drop. When you move your pointer over an ability score, it will become an opened hand. Just click and hold the mouse button and drag the score and drop it on the ability (the number, not the name) where you wish to place it. Those two numbers will then be swapped.

Getting Information





CharSys features a very handy Info Mode. To use it, just click on the “i” button next to the alignment, race, or class you want information on. The Info Mode is especially handy if you wish to choose a particular race or class but can’t because it is unselectable. Info Mode should provide with the answers as to why. As for ability scores, any printed in red are either too low or too high. You can move them around. See [Moving Ability Scores](#) for information on how to do this.

Moving Ability Scores

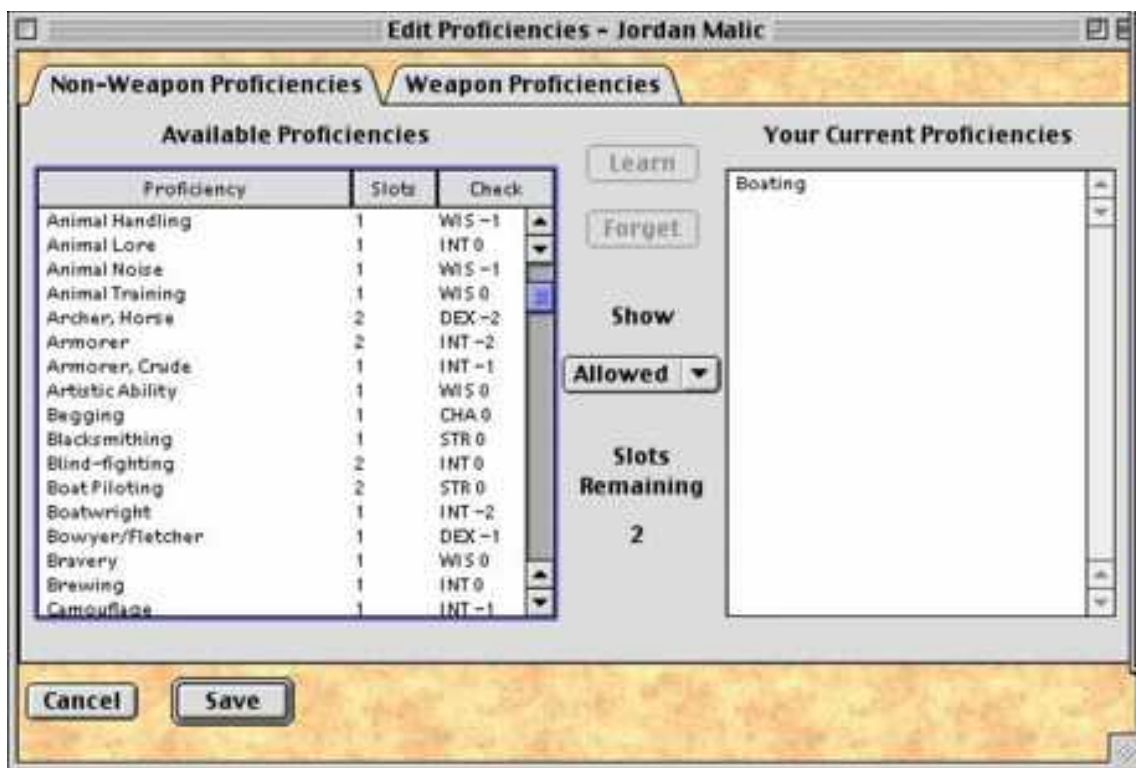
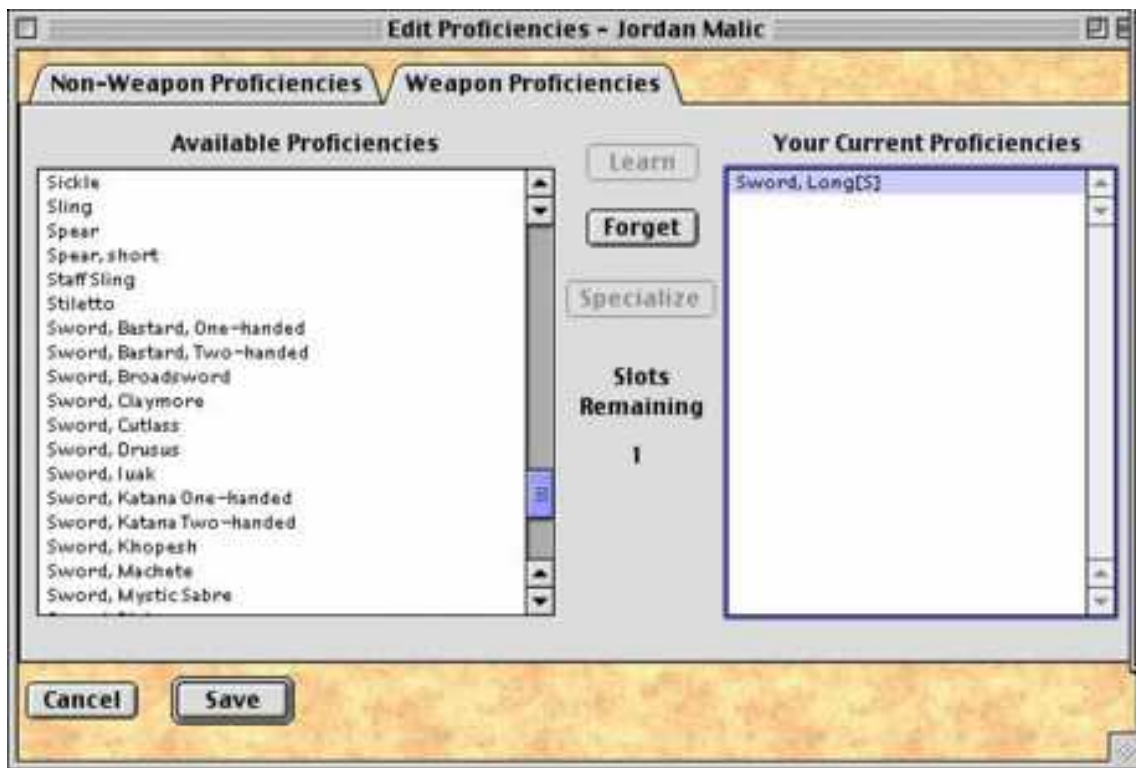
You can move ability scores around using drag and drop. Whenever you see a box around your ability scores (no matter which window you are in) you may move them. If you move your pointer over the box, it becomes a hand. Just grab the ability score and drag it where you wish it to go and drop it. The ability score you are moving will change places with the one you just dropped it on. This is very handy when you are trying to get your ability scores to make the minimum requirements of the class you wish to choose.

Editing Languages



If you aren't using Proficiencies (see [Preferences](#)) to choose languages, then you can select Edit Languages to enter the languages your character speaks. To edit them, simply click on the line of your choice under Language and type. Please note, that in order for the last item you entered to be saved, you must click on another line.

Editing Proficiencies



This is where you learn proficiencies. To learn a proficiency, simply choose it from the left listbox and click on Learn. You may “forget” proficiencies you have just learned. However, once you have saved your character, you are stuck with them.

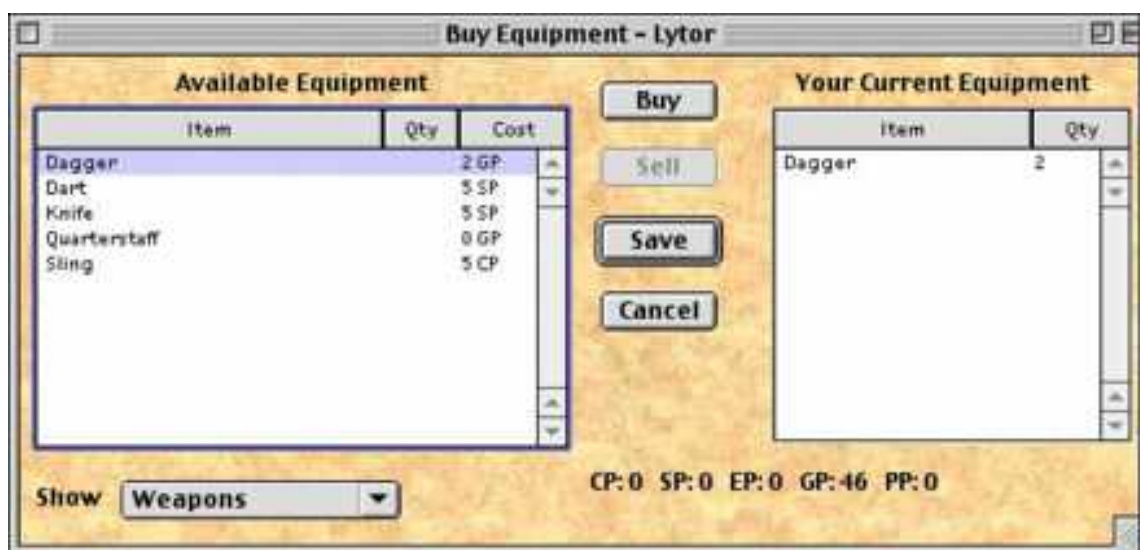
The Show popup menu in the Non-Weapon Proficiencies tab determines which non-weapon proficiencies to

show. If Allowed is selected, then only those proficiencies that your character is allowed to use will appear. If Any is selected then all proficiencies in the database will appear.

The Weapon Proficiencies tab does not have a Show popup menu. However, it has a Specialize button. To specialize in a weapon, you must first Learn it. Then select it in the right listbox and click on Specialize.

A Bonus button has been added. This allows you to select a proficiency without it costing you any slots. Only use this if your DM has given you permission to take a free proficiency. On your character sheet, all free proficiencies will be marked with an asterisk.

Buying Equipment



This is where you can buy equipment for your character. To purchase something, click on the item in the left listbox and then click on Buy. If you do not have enough money, the Buy button will be unselectable. If you do, that item will appear in the right listbox. If you already have that item, then the quantity will increase. When purchasing something, your money is converted automatically. For example, Jordan wants to purchase a “Gown, Common”, which costs 12 silver pieces. He only has 4 silver pieces. One electrum piece would automatically be deducted, giving Jordan 14 silver pieces to make the purchase.

The Sell button allows you to change your mind of this edit session only. Once you have saved your character, you cannot sell back any equipment.

Weapons and Armor

If you have the Weapons/Armor Restrictions set (see [Preferences](#)), then you will get a list of weapons or armor based on your class or classes. Further, if your character is a cleric, the weapons listed will be based on the character’s chosen deity.

Editing Your Character

The screenshot shows a character editing interface for a character named Jordan Malic. The interface includes fields for physical attributes (Age, Height, Weight, Skin Color, Hair Color, Eye Color), alignment, level, hit points, and experience points. It also features ability scores (STR, DEX, CON, INT, WIS, CHA) with associated modifiers. At the bottom, there are options to select a deity, armor worn, and shield AC, along with 'Cancel' and 'Save' buttons.

This is where you edit your character's physical attributes, ability scores, hit points, select armor worn, and shield armor class modifier.

The plus/minus buttons will change the values of the edit fields they are beside. You can also enter a number directly into a field. You will be told if the number you entered is out of range. The edit field to the right of the Experience Points edit field is for adding and subtracting experience points. For example, if you entered 1000 and clicked on the "+" button, then 1,000 points would be added to your experience points.

Important - Be sure to save your character after each increase in experience level. Some races, classes, and/or kits receive special abilities at certain levels. The only time this is checked is when you save your character. Therefore, if you jump several levels and then save your character, you may miss an important ability! Also every time you edit your character you will have to rechoose your shield AC modifier and armor worn.

Abandoning a Kit

If the Abandon Kit button appears, then you have the option of abandoning your kit. However, once you do that and save your character, you can **NEVER** get the kit back!

Editing Equipment

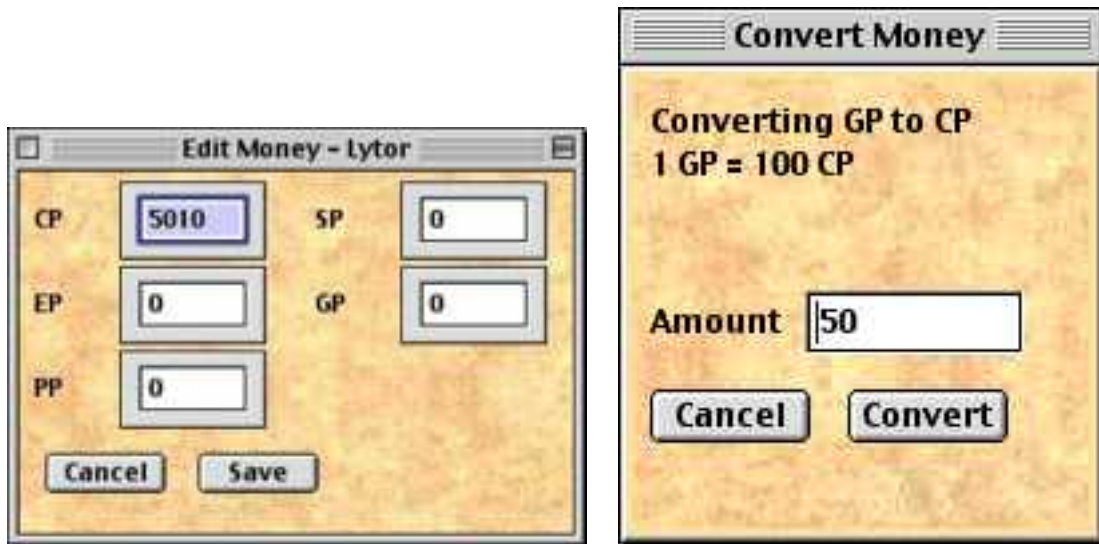


This is where you edit your equipment. To add a piece of equipment, enter its name, its quantity, and select a category. If you select Armor, then the Armor Class edit field will pop up. When finished, click on Add.

To edit a piece of equipment, click on it in the listbox. Make any changes you wish and click on Update.

If you wish to delete a piece of equipment, click on it in the listbox and click on delete.

Editing Money



With Edit Money, not only can you change the amounts you have by entering them in the edit fields, you can also convert from one type to another by using drag and drop. When you move your pointer over a box, it becomes an opened hand. You can now drag this to another money type and drop it (**Note:** Drag and drop does not work directly over an edit field. Grab the box surrounding the edit field).

When you release the mouse button, you will see a window like the one above. You may convert any amount you wish by changing the number in the edit field.

Magic Weapons

Edit Magic Weapons - Lytor

Dagger+1

Update

Add

Delete

Save

Cancel

Name: Dagger +1

Quantity: 1 Hit Bonus: 2 Damage: 2

Weapon Type

- Crossbow, Light Quarrel
- Dagger
- Dagger, Bone
- Dagger, Parrying
- Dagger, Stone
- Dart
- Flindbar
- Footman's Flail

So that magic weapons will print correctly in the Weapons Table on the character sheet, they have their own editor. What you see above should be pretty much self-explanatory.

Weapon Type is very important. This determines what information is printed in the Weapons Table. Make sure you set it correctly.

Editing Wizard/Priest Spells



If your character can cast spells, this is where you edit them. To add a spell, select it from the left listbox and click on Add. To delete a spell, click on it from the right listbox and click on Delete.

You can also add custom spells. Simply enter its name in the Custom Spell Name edit field and click on the Add button to the right of it.

Editing Thief Skills



The screenshot shows a window titled "Edit Thief Skills - Thief". It contains a table with the following columns: Skill, Assigned Scores, a plus/minus button, Racial Adjust, a plus sign, DEX Adjust, an equals sign, and Total Score. The table lists eight skills: Pick Pockets, Open Locks, Find/Remove Traps, Move Silently, Hide In Shadows, Detect Noise, Climb Walls, and Read Languages. At the bottom, it shows "Points Remaining" as 49 and two buttons: "Cancel" and "Save".

Skill	Assigned Scores		Racial Adjust		DEX Adjust		Total Score
Pick Pockets	19	+/-	0	+	5	=	24
Open Locks	10	+/-	0	+	10	=	20
Find/Remove Traps	8	+/-	0	+	0	=	8
Move Silently	10	+/-	0	+	5	=	15
Hide In Shadows	5	+/-	0	+	5	=	10
Detect Noise	19	+/-	0	+	0	=	19
Climb Walls	60	+/-	0	+	0	=	60
Read Languages	0	+/-	0	+	0	=	0
Points Remaining	49						

If your character can use thief skills, this is where you edit the scores. The Assigned Scores represent the total of the character's class's base scores and assigned scores. To change the numbers, click on the plus or minus buttons.

If both the plus and minus buttons are unselectable then you cannot use that skill.

Selecting a Portrait



You can select a portrait for your character in one of several different ways.

To choose your portrait from a file, simply navigate to the file using the file navigation listbox and popup menu in the center of the window. As you move across each picture, an image will appear in the Preview box. To select a portrait, click Open.

You can also copy an image from a graphics editing application and paste it into this window. Doing so will replace the picture in the Current box.

You may also drag a picture onto the Current box. You can also drag the picture from either the Current or Preview box and drop it onto a graphics editing application.

When finished, click Save.

Obtaining Portraits

There are a few ways to obtain pre-formatted portraits for CharSys. The first is by downloading the portraits file on the charsys.com website. These are very small portraits that were developed for versions 3.1 and below before a larger size allocation was developed.

You could also visit the [CharSys Worlds Exchange](#) to obtain a collection of files or individual portraits from the Portrait Archive as it is designed. Here you will be able to not only download portraits, but submit portraits of your own to share with other CharSys Users.

Editing Notes



Notes are sort of a catch-all. Basically, anything you wish to be known about your character not already covered in CharSys should be entered here. Please note, that Notes are only displayed on the hard copy of your character sheet.

Parties

Creating Parties



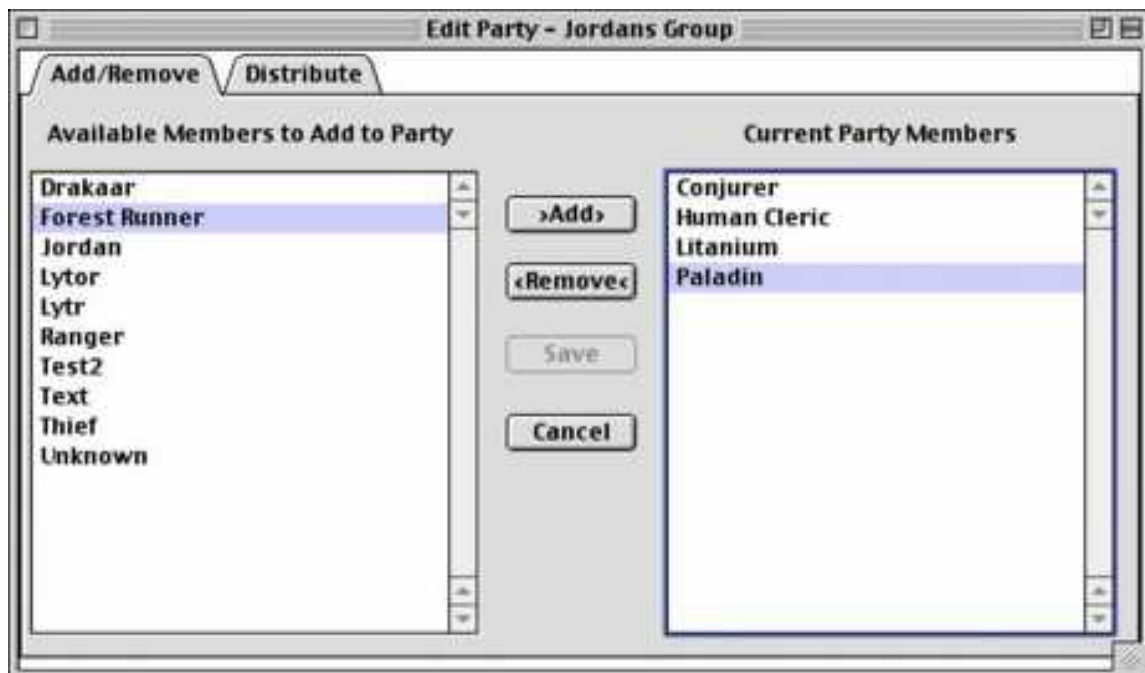
In CharSys, you can group your characters into Parties. Why would you want to do this? Because you can easily distribute money and experience points among the members of a party without having to edit each one individually. Of course, anything else you wish to do with a party member must be done individually.

The first step is to create a party. Do this by selecting Tools>Parties>Create.

Just type in the name of the party, select the world it belongs to, and click on Create. Keep in mind that you cannot have more than one party of the same name.

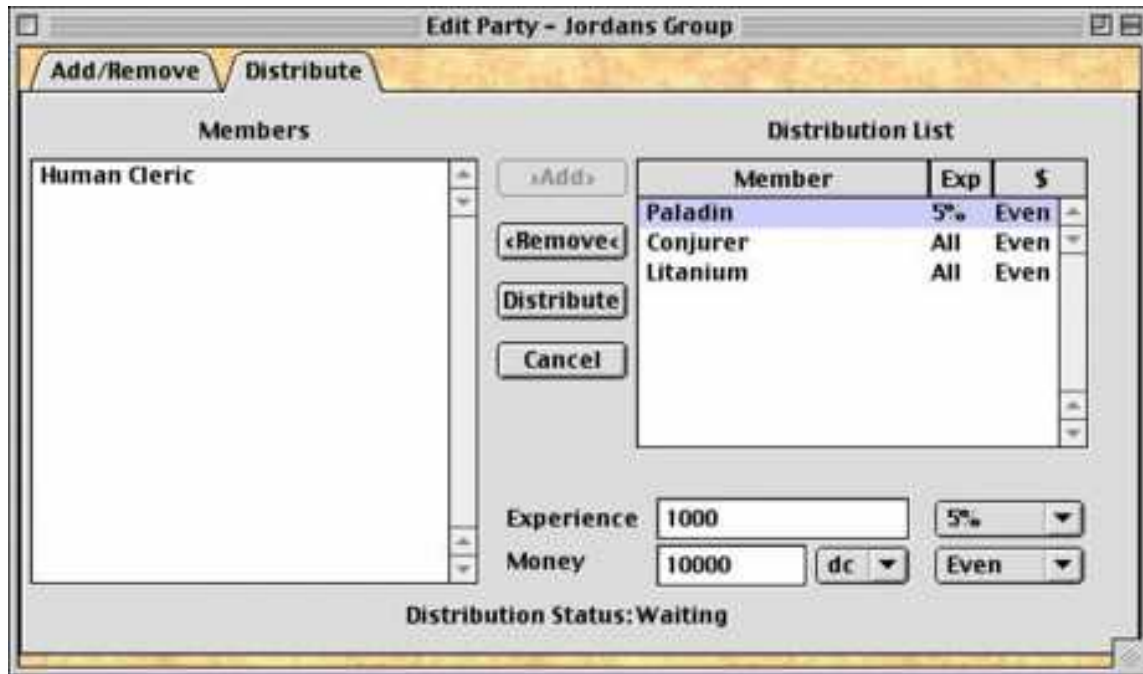
Editing Parties

To edit a party, select Tools>Parties>Edit. A dialog box will appear asking you to select the party you wish to work with. Make your choice and you will see a window like this:



The first tab is where you can add members to your party or remove members from it. To add a member, simply choose him from the left listbox and click add. To remove a member, choose him from the right listbox

and click remove. Please note that only those characters belonging to the same world as the party will be selectable.



This is where you will do most of your work with parties. The left listbox contains all the members of the party. The Distribution List contains all the members of your party you wish to distribute money and/or experience points to. You will notice that there is an Exp column and a \$ column in the Distribution List. These determine how Experience Points and Money will be distributed in the following fashion:

All = The member will receive all the Experience Points and/or Money you have entered (example: in the above picture, both Conjurer and Litanium would receive 1000 experience points each).

Even = The members of the party would receive an equal share of Experience Points and/or Money. (example: in the above picture, Conjurer and Litanium would share the 2000 CP so they would get 1000 CP each).

% = If a percentage is displayed, then the member would receive that percentage of the Experience and/or Money.

To select which option you wish to use, click on the member in the Distribution List, then set the popup menus beside Experience and Money to those of your choice.

When you click on Distribute, there may be a long delay depending on how many members you have in your Distribution List. Each member's experience points, levels, and hit points will be adjusted and saved.

Input a Character



The screenshot shows a window titled "Input Character" with a parchment-like background. It contains several dropdown menus for character creation. The "Alignment" menu is set to "Lawful Good", "Class 1" to "Abjurer", "Race" to "Dwarf", "Class 2" to "None", "Kit" to "None", "Class 3" to "None", "Deity" to "None", and "Sex" to "Male". Below these is a text instruction: "Make your initial choices from the pop-up menus above. This will get your character started. After you save it, use the tools to complete your character." At the bottom are "Cancel" and "Save" buttons, and a "Player Name" text input field.

Alignment	Lawful Good	Class 1	Abjurer
Race	Dwarf	Class 2	None
Kit	None	Class 3	None
Deity	None	Sex	Male

Make your initial choices from the pop-up menus above. This will get your character started. After you save it, use the tools to complete your character.

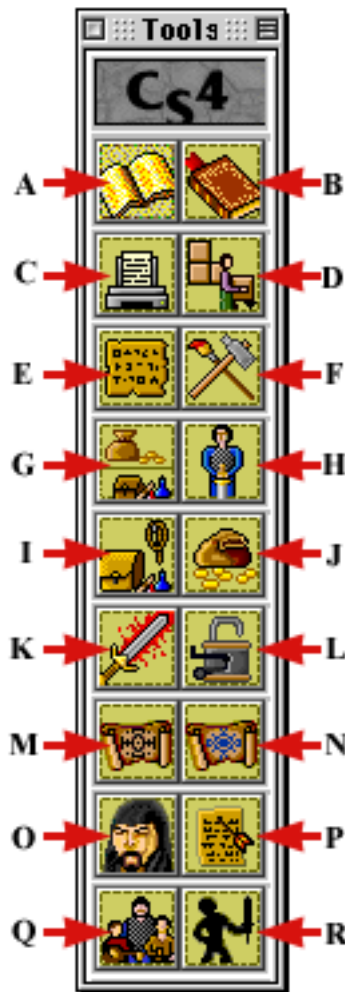
Cancel Save Player Name

With CharSys you can easily input a character you already have on paper. All you need to get started is to enter the information pictured above. After that, just go to the various Tools and edit your character.

If you have the Create/Input Guide turned on, you will be guided as to what the next steps might be to complete your character.

Odds & Ends

Toolbar Functions



If you have the tool tips feature turned off, or even if you don't may be wondering what each of the buttons on the toolbar are for and how they function. This section will give you a quick rundown on what each buttons function is and what section of this manual pertains to it (if any):

A) **Open** = Opens an already saved character.

B) **Save** = Saves current character.

C) **Print** = Prints the character sheet that is currently open.

D) **Export Character** = Exports the character sheet that is currently open. A variety of options are available for export. See for [Exporting a Character](#) more information.

E) **Edit Languages** = Allows user to enter languages the PC can speak. Will be greyed out if the proficiency preference is checked. See [Editing Languages](#) for more information.

F) **Edit Proficiencies** = Allows the user to choose the PCs proficiencies. See [Editing Proficiencies](#) for more

information.

- G) **Buy Equipment** = Allows the user to buy equipment, weapons, and goods for their PC. See [Buying Equipment](#) for more information.
- H) **Edit Character** = Allows the user to do many things such as choose worn armor, etc. See [Editing Your Character](#) for more information.
- I) **Edit Equipment** = Allows the user to add equipment that was found, not bought. See [Editing Equipment](#) for more information.
- J) **Edit Money** = Allows the user to edit the coin his character owns. See [Editing Money](#) for more information.
- K) **Edit Magic Weapons** = Allows the user to enter magical items that the PC may acquire. See [Magic Weapons](#) for more information.
- L) **Edit Thief Skills** = Allows the user to adjust his PCs thieving skills. If the PC doesn't have thieving skills this button will be greyed out. See [Editing Thief Skills](#) for more information.
- M) **Edit Wizard Spells** = Allows the user to choose what wizard spells his PC knows if applicable. If the PC doesn't have wizard spell access this button will be greyed out. See [Editing Wizard/Priest Spells](#) for more information.
- N) **Edit Priest Spells** = Same as above except for priest spells. If the PC doesn't have priest spell access this button will be greyed out.
- O) **Select Portrait** = Allows the user to choose a portrait for his PC. See [Selecting a Portrait](#) for more information.
- P) **Edit Notes** = Allows the user to input notes about his PC. See [Editing Notes](#) for more information.
- Q) **Edit Parties** = Allows the user (mainly DMs) to administer gaming parties. See [Parties](#) for more information.
- R) **Input Character** = Allows the user to quickly input a pre-rolled character into CharSys. See [Input a Character](#) for more information.

Registering CharSys



A screenshot of a 'Registration' dialog box. It has a title bar with 'Registration' and standard window controls. The form contains three input fields: 'Name' with 'Floyd Resler', 'Organization' with 'Data Dimensions Software', and 'Email' with 'fresler@charsys.com'. Below these is a text area with the prompt 'If you would like to make any comments that others can see on the Web, enter them below.' and the text 'Please Register!'. At the bottom are three buttons: 'Cancel', 'Save & Close', and 'Save & Send'. The status 'Idle' is shown in the bottom left corner.

You can register CharSys by selecting Register from the Apple Menu. Make sure you fill in all the fields (you can leave comments blank if you wish). If you wish to go ahead and register on-line, click on Save & Send. This will contact the CharSys Web site and save your registration. If you do not wish to send your registration, click on Save & Close. If you wish to register on-line later, you may do so either via CharSys or going to the Web site.

Why Register

You may be asking, CharSys is FREEWARE! Why should I register it? Well there are two simple reasons. The most important is so that we may keep track of how many people are using our product. If there aren't many people using it then updates will be few and far between, or even non-existent. Programming a program such as this takes many man-hours and we want to make sure that the work isn't in vain. The second reason is to get rid of that pesky UNREGISTERED watermark on the character sheets that you print. This was done to try and "nudge" people into registering the product. So, if you like CharSys and would like to see it updated and expanded please register.

Software Updates



You can find out what the latest version of CharSys is by selecting Updates from the File Menu. This will require an active Internet session. After a few seconds, you will be shown the newest version of CharSys. If you wish to download it, click on Download.

Exporting a Character

CharSys keeps all characters in one file. That could create a problem if you wish to copy a character to a friend's copy of CharSys. This is where Export comes in. You can find it in the File Menu (or on the CharSys [Toolbar](#)). To use it, first open the character you wish to export and then select Export. You can export your character in CharSys format, text format, Palm Pilot, or HTML. Please note that a Palm Pilot version of CharSys is in the works but has not been completed.

Importing a Character

You can import a character that was exported by CharSys. This is handy for sharing characters with your friends. To do this, just select Import from the File Menu and select the file. That character will be added to your hero database.

Uploading a Character

You can upload your character to the on-line database. This will allow you to show (off) your character on-line and share it with others. To do this, you will need a live Internet connection and **you will need to be a registered user.**

To upload a character, first open it in CharSys and then select Upload Character from the File Menu. After a few moments, you will get one of three results:



If you see the above, then the character you are trying to upload is taken by someone else.



If you see the above, then the character does not exist on-line and you are free to upload it. Please note that there is more to this window as detailed below.



If you see the above, then the character already exists, but you are free to modify it. Please note that there is more to this window as detailed on the next page.

Enter any background information below that you would like others to see when they view your character on the Web.

Even though Jordan is of noble birth, he enjoys hanging around with his peasant friends, Lytor (an aspiring wizard) and Bradford, a dwarf.

☒ **Allow others to download this character**

You can also allow others to modify your character and upload it. Enter their names in the fields below, separated by commas. If you wish this feature disabled, leave the field blank. If you wish anyone to be able to modify your character, enter "All".

Nitehawk Jarrett, Tony Bounds

Cancel **Update**

This is the remainder of the dialog box you will see if you can upload your character.

Always make sure your email address is correct. If you wish, you may enter some background information about your character that will be displayed on-line.

If you wish to allow others to download your character, check the Allow others to download this character checkbox.

You can always modify your own character. However, you can allow others to modify it as well. Just follow the on-screen instructions.

Downloading a Character

Download

Select the character you would like to download.

Character	Race	Class	Level	World	Owner	Revisions
Jordan Malic	Human	Fighter	7	ADDCore	Floyd Resler	3

Cancel **Download**

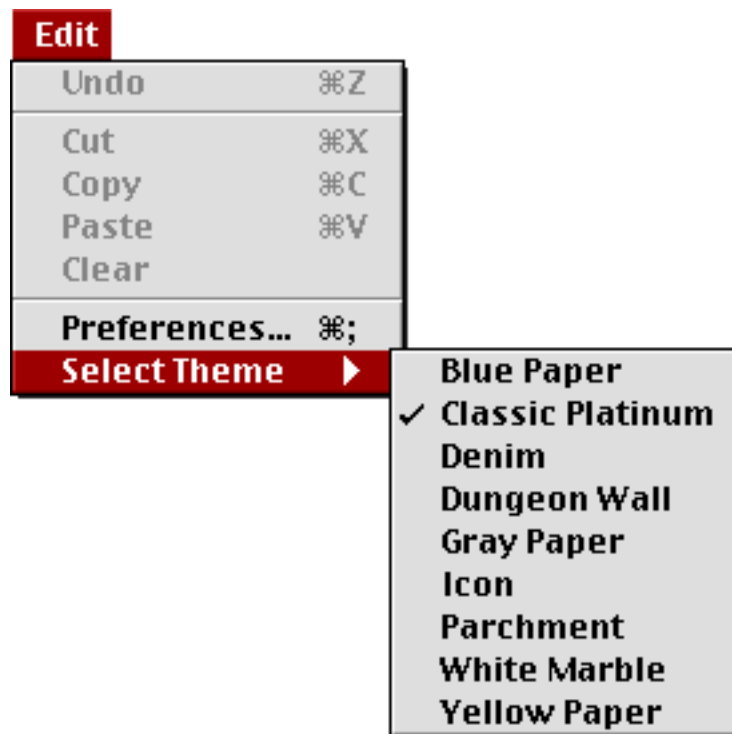
You can download characters from the on-line database. To do this, you will need a live Internet connection and **you will need to be a registered user.**

To use this option, select Download Character from the File Menu. After a few moments, a window like the one above will appear.

Just select the character you wish to download and click Download. You will then be presented with the CharSys save dialog box. The Revisions column tells you how many times the character has been revised.

Uploading and Download is a great way to share characters and to brag about them as well!

Themes & CharSys



One new feature of CharSys 4 is the ability to choose different themes. To do this go to Edit>Select Theme. There (if you have themes installed) you will see a list of the themes available for CharSys. Themes for CharSys are not like those that you may be familiar with. They do not change the entire GUI of the application. Rather they just add a background pattern into the application windows.



You can also create themes of your own if you find none of the pre-installed ones to your liking. To do that you will need CharSys ThemeBuilder which can be found at the Web site.

Hidden Secret of CharSys



For those of you that enjoy programs with Easter Egg's then you are in for a treat. CharSys has an Easter Egg of it's own at the request of it's art director, Nitehawk Jarrett. Since easter egg hunters are known for enjoying the hunt we won't give away it's location. We will give a slight hint though...it has something to do with the command key. Happy Hunting!

Conclusion

Thanks for using CharSys. CharSys is a true labor of love for both myself (Floyd Resler) and the art director, Nitehawk Jarrett. Neither of us will ever see any money for our efforts since releasing CharSys as shareware would violate Wizards of the Coast's copyrights and thus force CharSys to be removed from the market.

Our biggest satisfaction is that people use CharSys and enjoy it. And our goal is simple - to have the best AD&D utility software available on any platform!

Please note that CharSys d20 is now in development. It is unclear as to when this will be ready for a public release, but if you are interested in becoming a beta tester for it please contact Floyd Resler at fresler@charsys.com for information.

Enjoy!