

2016-1-24 Notes for future enhancements (ZombieFoodDan)

Make new dice icons that don't need the dark background from http://s1093.photobucket.com/user/thexder42x/media/SWDicestickers_zps4ce56750.jpg.html
Integrate with game2.ca/eote/ to provide one click dice rolls and odds calculations
Maybe make the Logs on page 1 collapsable with an on screen button: https://developers.google.com/apps-script/guides/menus#clickable_images_and_drawings_in_google_sheets

2016-1-23 Version 1.05 (ZombieFoodDan)

Added ability to show negative black dice (like removing a black dice passive) on skills, and to show force dice. Skills die area now has 12 cells per skill. Sucks that the rest of the layout suffered because of that, but skill calculation is the most important thing on the sheet so...
Added Force dice committal area on Characteristics page. Properly affects available force die for skill rolls. (Just be careful not to wipe out the formula when changing the Force Rating cell.)
Strain and Wounds change color as they decrease. Protected most calculated areas of the sheet from accidental changes
Added lots of data validation to ensure various formulas won't blow up.
Added initial brawn/willpower boxes so wounds/strain thresholds can be calculated correctly.
Width of Characteristics sheet is sized exactly to what my laptop can handle. Sorry if yours doesn't fit.

2016-1-19 Version 1.04 (ZombieFoodDan)

Added force die probabilities (current force rating line auto-highlights).
Added wounds/strain log on side of main sheet to track combats easier
Added better equipment/encumbrance tracking
Added proper soak/defense auto-calculation

2015-12-24 Version 1.03 (ZombieFoodDan)

Skills self calculate now
Added an XP log (totaled into the Characteristics Page, running total in the log so long as you put a reason in every line)
Added a Credit Log (totaled into the Equipment Page, running total in the log so long as you put a reason in every line)
Career Sheet enhancements to make chosen abilities stand out, distinguish active skills better, mark force skills (via detection of the word "Force" in the description)
Added a Force Ability Sheet
Turned off grid, shaded background. (Google doc sheets are for reactive calculations while playing, not printing, sorry.)

2015-07-31 Version 1.02 (Rasmus)

Added Force Rating to the first page.

2015-07-28 Version 1.0.1 (Rasmus)

Added icons to this page for future use.

[Icons](#)

2015-07-28 Version 1.0.0 (Rasmus)

First version. Feel free to copy and improve upon. Please share future templates



[1] Normal "Current" Wounds

[2] Actual Damage Taken, because I don't know what attributes the attack might have had to bypass Soak.

[3] "Threshold" Wounds (I'm not even sure if this is possible in this game)

[4] X to add non-committed force dice to this skill.

[5] Number of black die you automatically remove (typically blank (0) unless a talent explicitly gives this to you (many talent trees have something that gives a rank or two of this for one or two skills)).

[6] X to add non-committed force dice to this skill.

[7] Number of black die you automatically remove (typically blank (0) unless a talent explicitly gives this to you (many talent trees have something that gives a rank or two of this for one or two skills)).

[8] How to set this up:

Copy the first dice cell (entire cell, not just formula) by Brawl (or Gunnery if Agility based).

Paste it in the first dice cell for Lightsaber (AL18 at the time of this writing).

For other types, still do that, but then find replace on the formula from the [Brawn/Agility] cell to the desired ability cell for that first cell only (4 occurrences).

Formula copy (drag box) to the right edge to fill in the rest of the dice.

[9] X to add non-committed force dice to this skill.

[10] Number of black die you automatically remove (typically blank (0) unless a talent explicitly gives this to you (many talent trees have something that gives a rank or two of this for one or two skills)).

[11] Normal "Current" Strain

[12] "Threshold" Strain (I think we track obligation strain here.)

[13] Items listed with a "+" on the damage should be base dmg "+" Brawn. This is melee weapon only as far as I know.

Ranged weapons are typically just flat damage

[14] Hard Points

[15] Sheet will detect 'Defensive #' and 'Deflection #' and apply them to the correct defense stat when item is equipped.

[16] Carried Encumbrance, Worn Encumbrance is 3 less than this.

Do not flag anything as equipped if it doesn't obey this rule. (or you otherwise want it decreased 3 encumbrance towards 0)

[17] Hard Points