Summons Creator user manual

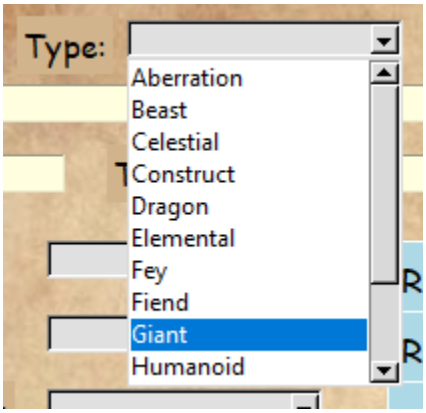
When the summon create window is open

Click the “New Summon” button to open the summon window and create a summons character sheet. This button can be hit multiple times to open multiple “New summon” windows.

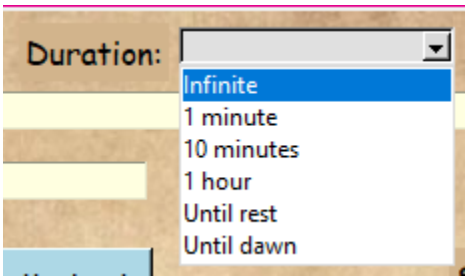
The “New Summon” window will open.

Enter the name of the summon

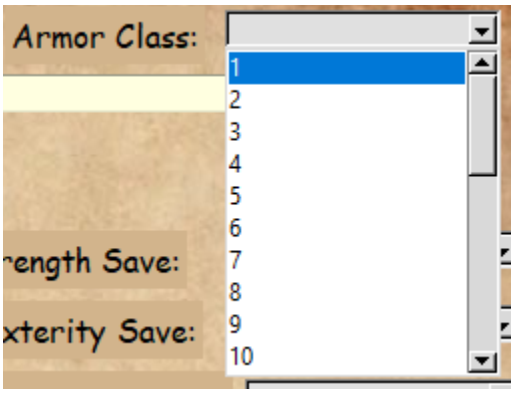
Click on the arrow on the Type drop-down box and choose the type of Creature it is.



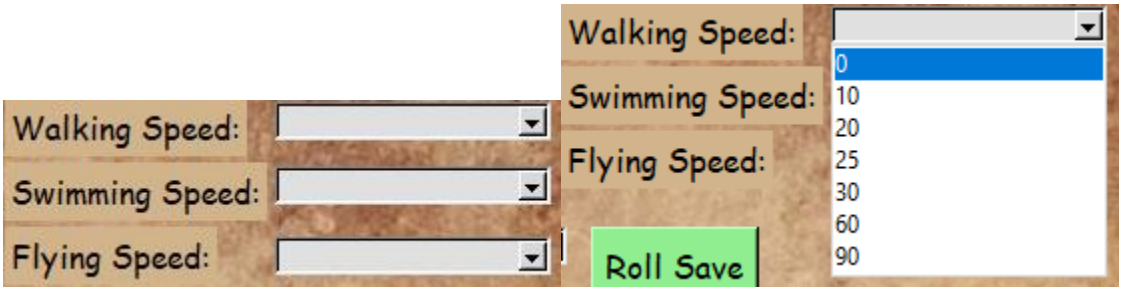
Click the Duration drop-down box arrow and choose how long the summon will last.



Click on the arrow on the Armor Class drop-down box and choose the Armor Class for the summon.



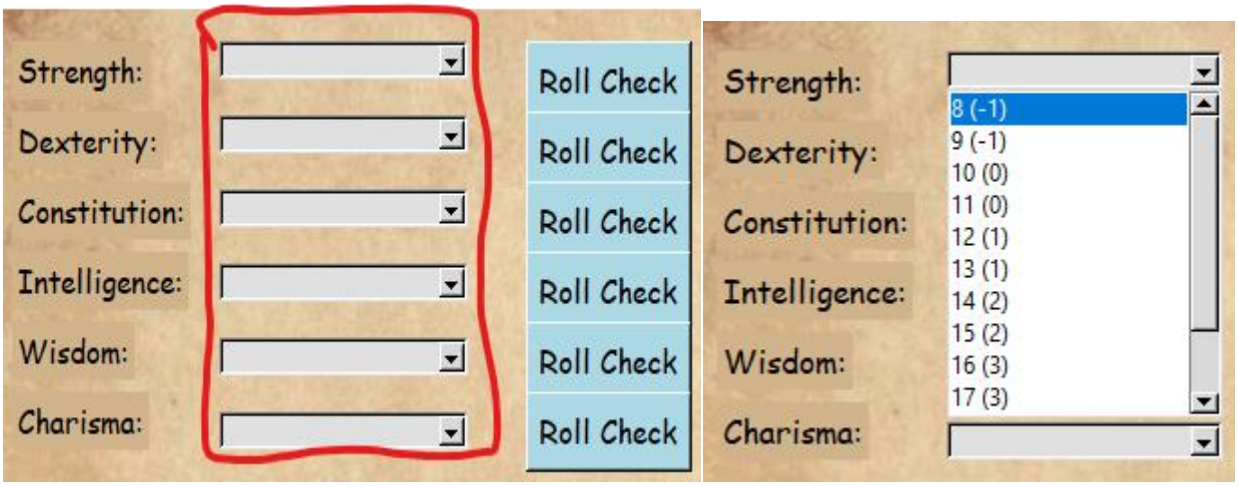
For the Walking, Swimming, and Flying Speeds, click on the drop-down boxes and choose the speed for each.



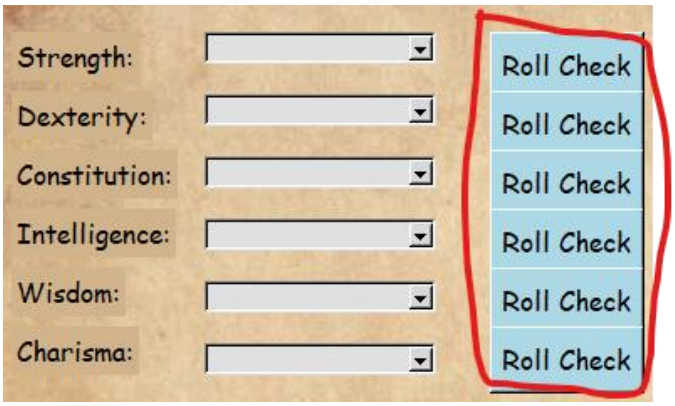
Enter the description of the summon (what they look or their behavior is).

Enter the Hit points of the summons and the Temp points if available.

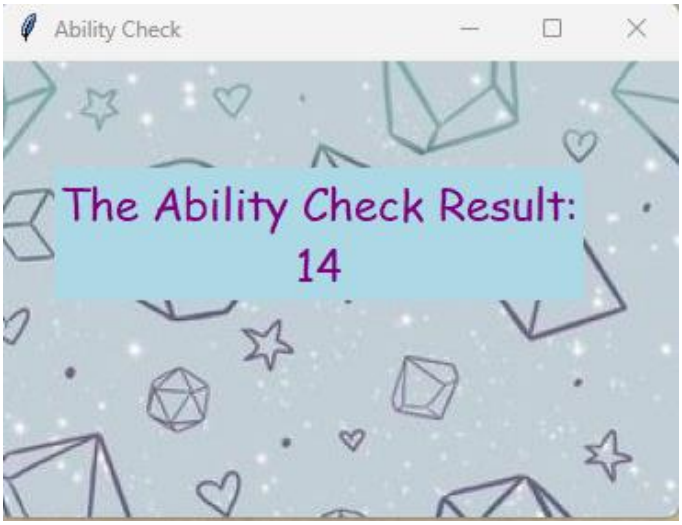
For the Ability Scores, Click on the arrow in the drop-down boxes next to each Ability Type.



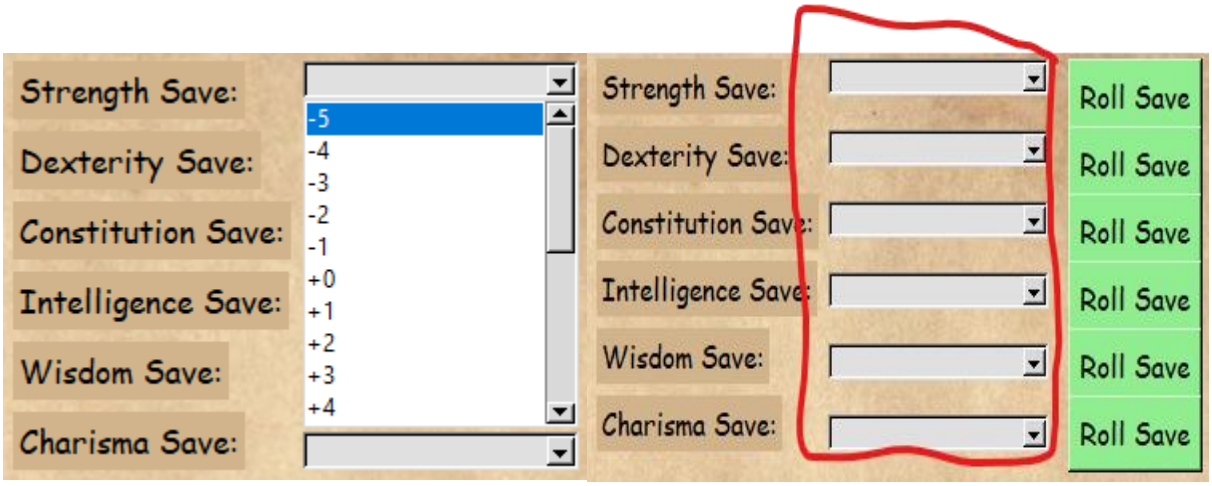
If the user needs to make an Ability Check, they can Click the corresponding button.



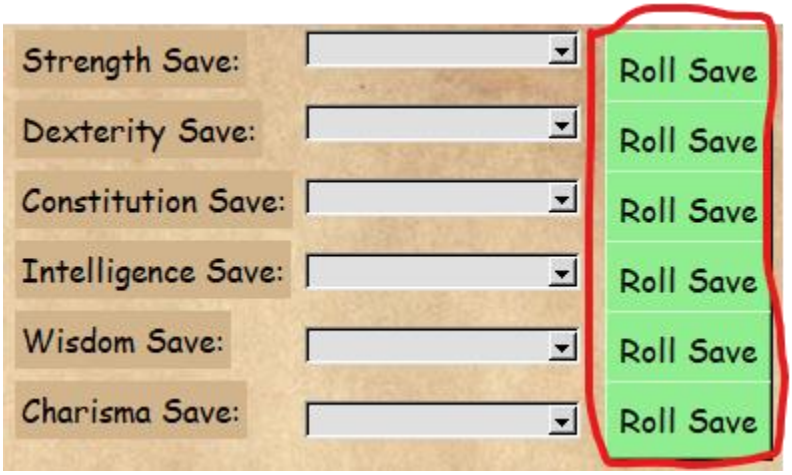
Then, an Ability Check Window will appear, giving the result of a D20 roll plus the Ability modifier.



For the Ability Saves, Click on the arrow in the drop-down boxes following each Ability Type.

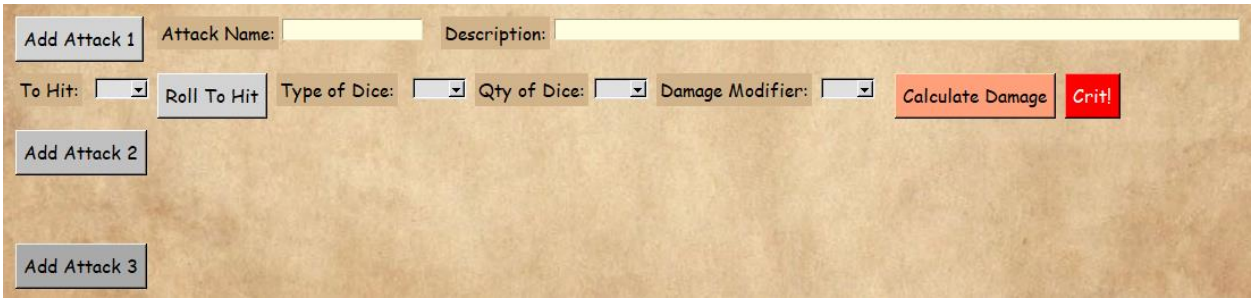


If the user needs to make an Ability Saves, they can Click the corresponding button.

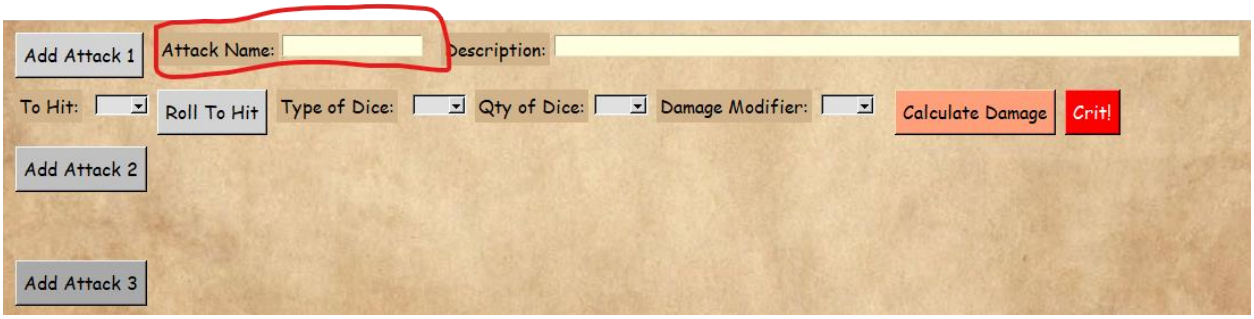


Then, an Ability Save Check Window will appear, giving the result of a D20 roll plus the Ability modifier.

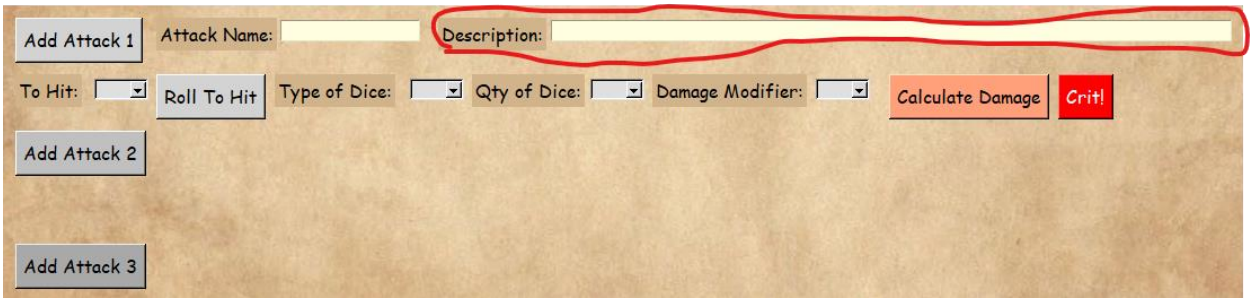
Then, you can add the Attacks using the Add Attack(1,2,3) buttons.



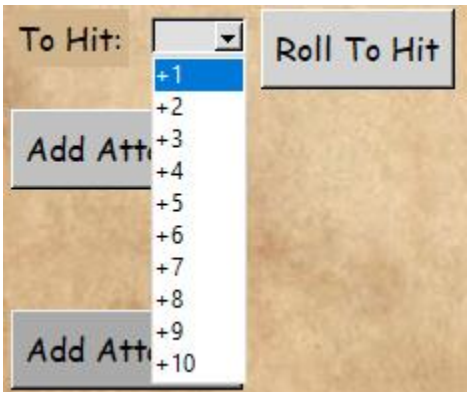
Enter the Attack Name



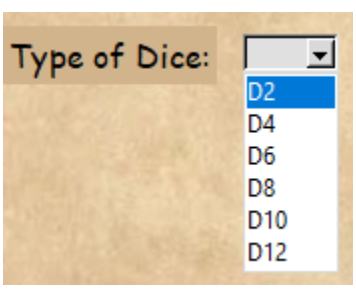
Enter the description of the Attack.

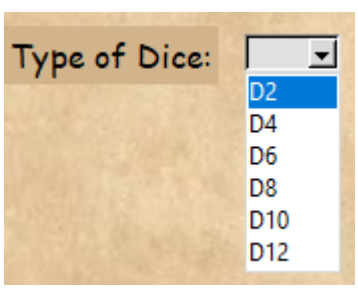


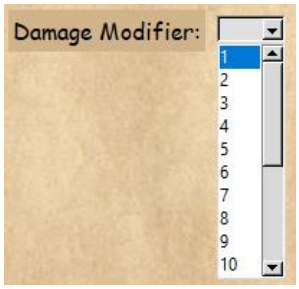
Next, Choose the To Hit Modifier for the Attack



Choose the type of dice for the attack, the quantity of that die, and the damage modifier.







Next, after the Summon Makes a normal Hit, Click on “Calculate Damage” to roll the damage dice and add the modifier.

The “Damage Result” window will appear and give the result of the roll.

If the Roll to Hit was a Crit, Click on the “Crit” button to double the Qty of dice and add the modifier.

The “Crit Damage Result” window will appear and give the roll's result.

Look for future updates to add Save and Load Features!