

## 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.

A screenshot of the "New Summon" window. The window has a parchment-like background. At the top, there are input fields for Name, Type, Duration, Armor Class, Walking Speed, Description, Hit Points, Temp Points, Swimming Speed, and Flying Speed. Below these are two columns of ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each score has a dropdown menu and a "Roll Check" button. To the right of each score is a "Strength Save", "Dexterity Save", "Constitution Save", "Intelligence Save", "Wisdom Save", and "Charisma Save" dropdown menu, each with a "Roll Save" button. At the bottom, there are three buttons labeled "Add Attack 1", "Add Attack 2", and "Add Attack 3".

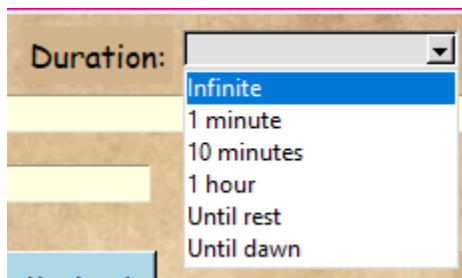
Enter the name of the summon

A close-up of the "Name:" input field in the "New Summon" window. The field is a yellow rectangular box with a small arrow on the right side, indicating it is a text input field.

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

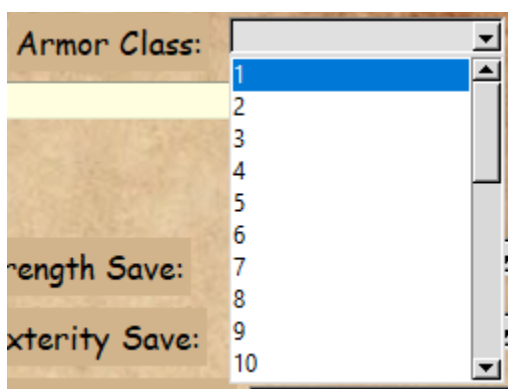
A close-up of the "Type:" drop-down menu in the "New Summon" window. The menu is open, showing a list of creature types: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, and Humanoid. The "Giant" option is currently selected and highlighted in blue.

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



A screenshot of a 'Duration' drop-down menu. The menu is open, showing a list of options: 'Infinite', '1 minute', '10 minutes', '1 hour', 'Until rest', and 'Until dawn'. The 'Infinite' option is currently selected and highlighted in blue.

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



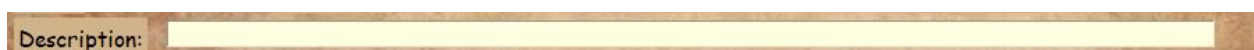
A screenshot of an 'Armor Class' drop-down menu. The menu is open, showing a list of numbers from 1 to 10. The number '1' is currently selected and highlighted in blue. To the left of the menu, the text 'Strength Save:' and 'Dexterity Save:' are partially visible.

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



A screenshot of the speed selection interface. It features three drop-down menus for 'Walking Speed:', 'Swimming Speed:', and 'Flying Speed:'. To the right of these menus is a large vertical list of speed values: 0, 10, 20, 25, 30, 60, and 90. The '0' value is currently selected and highlighted in blue. Below the speed lists is a green button labeled 'Roll Save'.

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



A screenshot of a text input field labeled 'Description:'. The field is empty and has a yellow background.

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



A screenshot of two text input fields. The first is labeled 'Hit Points:' and the second is labeled 'Temp Points:'. Both fields are empty and have a yellow background.



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

Strength: [drop-down] Roll Check

Dexterity: [drop-down] Roll Check

Constitution: [drop-down] Roll Check

Intelligence: [drop-down] Roll Check

Wisdom: [drop-down] Roll Check

Charisma: [drop-down] Roll Check

Strength: 8 (-1)

Dexterity: 9 (-1)

Constitution: 10 (0)

Intelligence: 11 (0)

Wisdom: 12 (1)

Charisma: 13 (1)

14 (2)

15 (2)

16 (3)

17 (3)

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

Strength: [drop-down] Roll Check

Dexterity: [drop-down] Roll Check

Constitution: [drop-down] Roll Check

Intelligence: [drop-down] Roll Check

Wisdom: [drop-down] Roll Check

Charisma: [drop-down] Roll Check

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

Ability Check

The Ability Check Result:  
14

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

Strength Save:	<input type="text" value="-5"/>	Strength Save:	<input type="text"/>	Roll Save
Dexterity Save:	<input type="text" value="-4"/>	Dexterity Save:	<input type="text"/>	Roll Save
Constitution Save:	<input type="text" value="-3"/>	Constitution Save:	<input type="text"/>	Roll Save
Intelligence Save:	<input type="text" value="-2"/>	Intelligence Save:	<input type="text"/>	Roll Save
Wisdom Save:	<input type="text" value="-1"/>	Wisdom Save:	<input type="text"/>	Roll Save
Charisma Save:	<input type="text" value="+0"/>	Charisma Save:	<input type="text"/>	Roll Save

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

Strength Save:	<input type="text"/>	Roll Save
Dexterity Save:	<input type="text"/>	Roll Save
Constitution Save:	<input type="text"/>	Roll Save
Intelligence Save:	<input type="text"/>	Roll Save
Wisdom Save:	<input type="text"/>	Roll Save
Charisma Save:	<input type="text"/>	Roll Save

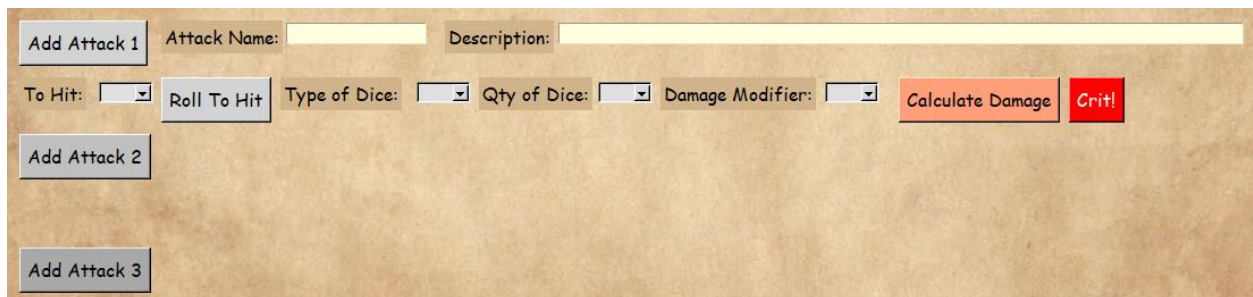
Then, an Ability Save Check Window will appear, giving the result of a D20 roll plus the Ability modifier.



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

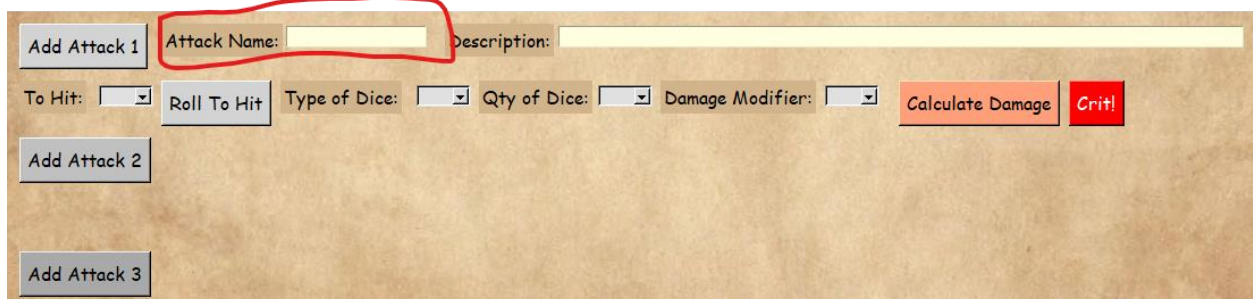


This screenshot shows the top portion of a form with a parchment-like background. It contains three buttons labeled "Add Attack 1", "Add Attack 2", and "Add Attack 3" arranged vertically on the left side.



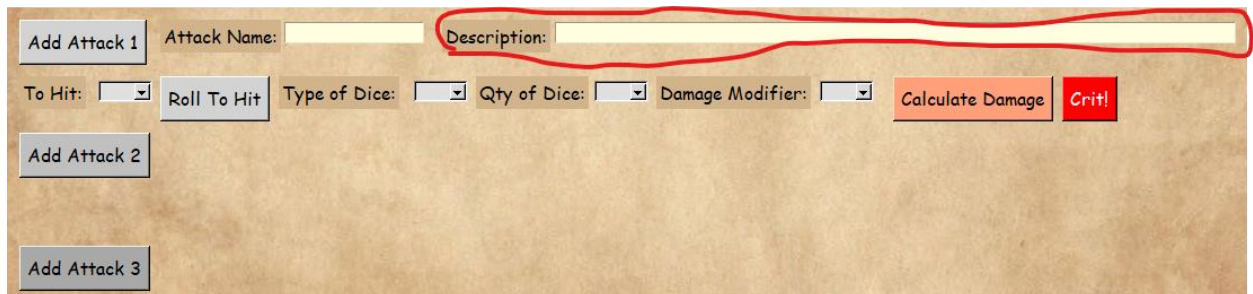
This screenshot shows the full attack form. It includes the three "Add Attack" buttons on the left. The main form area has the following elements: "Attack Name:" followed by a text input field, "Description:" followed by a text input field, "To Hit:" with a dropdown menu, a "Roll To Hit" button, "Type of Dice:" with a dropdown menu, "Qty of Dice:" with a dropdown menu, "Damage Modifier:" with a dropdown menu, a "Calculate Damage" button, and a red "Crit!" button.

Enter the Attack Name



This screenshot is identical to the previous one, but the "Attack Name:" text label and its corresponding input field are circled in red to indicate where the user should enter the attack name.

Enter the description of the Attack.



This screenshot is identical to the previous one, but the "Description:" text label and its corresponding input field are circled in red to indicate where the user should enter the attack description.

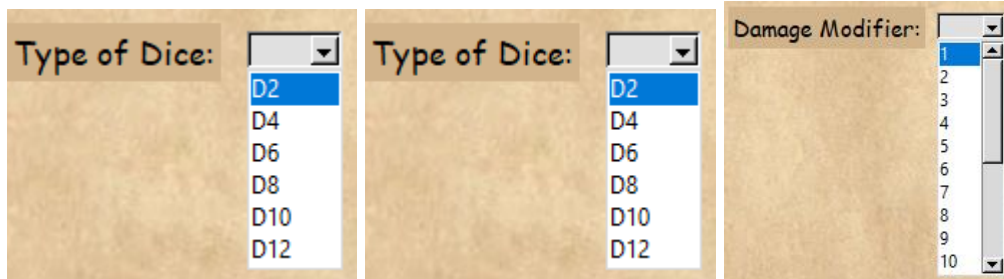


Next, Choose the To Hit Modifier for the Attack



The interface shows a 'To Hit:' dropdown menu with a list of modifiers from +1 to +10. The +1 modifier is currently selected. To the right of the list is a 'Roll To Hit' button. Below the list, there are two 'Add Att.' buttons.

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



This section contains three dropdown menus. The first two are labeled 'Type of Dice:' and both have 'D2' selected. The third is labeled 'Damage Modifier:' and has '1' selected. Each dropdown menu lists options from D2 to D12 or 1 to 10.

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



The interface shows three dropdown menus: 'Type of Dice:' set to 'D8', 'Qty of Dice:' set to '4', and 'Damage Modifier:' set to '9'. To the right of these is a red button labeled 'Calculate Damage' which is circled in red, and a red button labeled 'Crit!'.

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.

Type of Dice:  Qty of Dice:  Damage Modifier:

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



Look for future updates to add Save and Load Features!