

# MetaDND



## User's Manual Document

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**<https://github.com/BunkersAndBadasses/MetaDND>**

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# USER'S MANUAL

## TABLE OF CONTENTS

	<u>Page #</u>
<b>1.0 GENERAL INFORMATION</b>	<b>2</b>
1.1 SYSTEM OVERVIEW	2
1.2 PROJECT REFERENCES	2
1.3 AUTHORIZED USE PERMISSION	2
1.4 POINTS OF CONTACT	3
1.4.1 Information	3
<b>2.0 SYSTEM SUMMARY</b>	<b>3</b>
2.1 SYSTEM CONFIGURATION	3
2.2 DATA FLOWS	3
<b>3.0 QUICK START GUIDE</b>	<b>4</b>
3.1 LOGGING ON (GAINING ACCESS TO THE SYSTEM)	4
3.2 SYSTEM MENU	4
3.2.1 Home Screen	4
3.2.2 Player Screen	5
3.2.3 Character Sheet/Screen	6
3.2.4 Dungeon Master Screen	7
3.2.5 Dungeon Generation/Configuration Screen	8
3.2.6 Dungeon Viewer	9
3.2.7 Die Roller	10
3.2.8 Note Pad	11
3.2.9 Spell Wizard	12
3.2.10 Item Wizard	13
3.2.11 Ability Wizard	14
3.2.12 Feat Wizard	15
3.2.13 Character Wizard	16
3.2.13.a Interactive Character Wizard	17
3.2.13.b Random Character Wizard	26
3.2.14 Spell Manager	27
3.4 EXITING THE SYSTEM	28
3.5 SPECIAL INSTRUCTIONS FOR ERROR CORRECTION	28
3.6 CAVEATS AND EXCEPTIONS	28
<b>4.0 FUTURE ENHANCEMENTS</b>	<b>28</b>
4.1 FUTURE FUNCTIONALITY	28
4.2 SIMILAR SYSTEMS – ADDITIONAL FUNCTIONALITY	28
4.3 MAINTENANCE CAPABILITIES	28

## **1.0 GENERAL INFORMATION**

### **1.1 System Overview**

Meta D&D is a major application that tracks all information regarding a Dungeons and Dragons edition 3 campaign in a graphical manner. It is intended to unburden players from analog methods of statistics and content tracking. The following are the tools within the application to facilitate these goals:

- Die Roller
- Dungeon Generator
- Searchable SRD
- Character Sheet
- Guided Character Generation
- Random Content Generation
- Custom Content Integration

Meta D&D is event-based, browser-like and graphical to ease users into the dungeons and dragons 3rd edition experience. Its operational status is, at the time of this document's conception, operational. It is property of Bunkers and Badasses, and is offered for free under the GNU General Public License for free software.

### **1.2 Project References**

Dungeons and Dragons 3rd Edition Player's Handbook  
Dungeons and Dragons 3rd Edition Dungeon Master's Guide  
Dungeons and Dragons 3rd Edition Monster Manual  
Dungeons and Dragons 3rd Edition Monster Manual v2

### **1.3 Authorized Use Permission**

GNU General Public License v3

### **1.4 Points of Contact**

#### **1.4.1 Information**

Bunkers and Badasses Team repository: <https://github.com/BunkersAndBadasses/MetaDND>

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## 2.0 SYSTEM SUMMARY

*This section provides a general overview of the system written in non-technical terminology. The summary should outline the uses of the system in supporting the activities of the user and staff.*

### 2.1 System Configuration

The application is currently a desktop application that runs on most operating systems that are able to run a .jar (java runnable file).  
Java 8.X and up is needed to run this application.

### 2.2 Data Flows

The application has four main channels through which data flows: threaded XML interaction, live game state storage, automated user content saving, and user-triggered content saving.

The application currently saves and loads all information to and from external XML files saved in the application directory. Upon launch of the application, the XML files are loaded into memory.

During the lifetime of the application, the state of play is stored within a class for global reference, and the threads and classes interact with one another via this class.

Content that is generated by a wizard is automatically captured in the XML files after completing the guided process.

Data from content such as characters, dungeons, etc. may be saved in a native format (e.g. .svg for a dungeon file) via either the “Save” button present on a respective page, or by using the ‘File’ -> ‘Save’ option in the toolbar.

## 3.0 QUICK START GUIDE

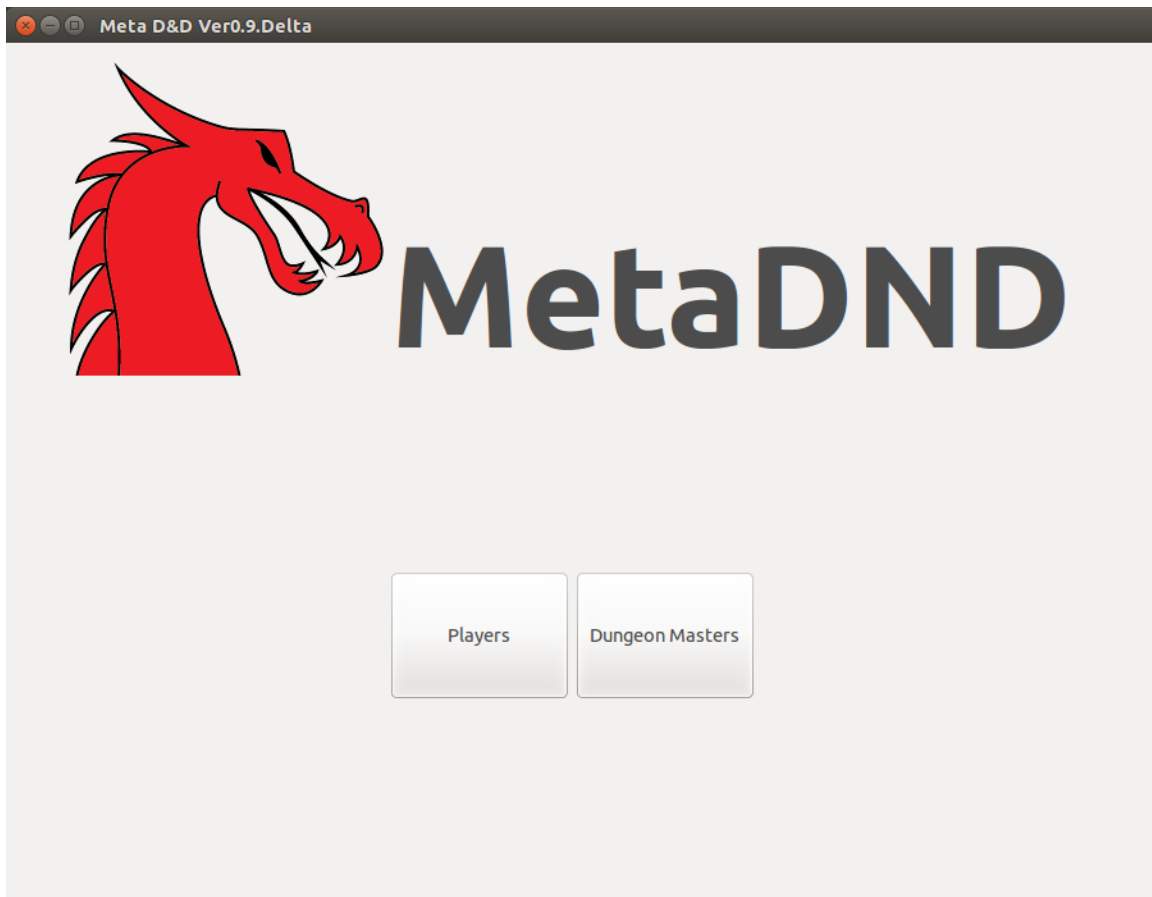
### 3.1 Logging On (Gaining Access to the System)

To launch the system, one needs Java 8 or newer, and then one executes MetaDnD.jar in the java virtual machine.

### 3.2 System Menu

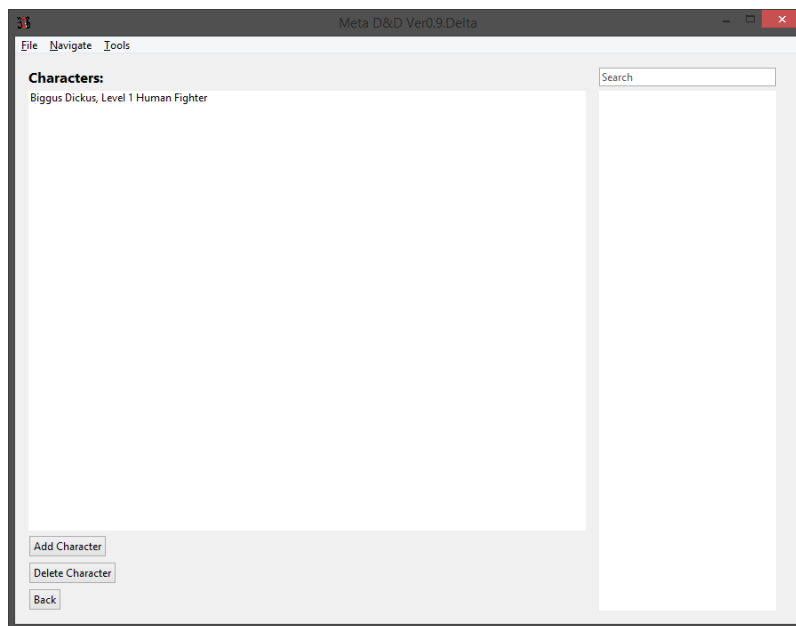
#### 3.2.1 Home Screen

The Home Screen is the main way to navigate around the program. Here users may select either “Player Mode” or “Dungeon Master Mode” as well as access all tools through the top “Tools” bar. In addition, all navigable pages may be reached via the “Navigation” bar.



### 3.2.2 Player Screen

On the Player Screen, users may load a previously created character, access the New Character Wizard, or delete existing characters. Users may load a character from the Character Selection Panel by double clicking a character's name, or by making the selection and then pushing the "load character" button. Users may also use the Search Pane on the right-hand side of the window to query the System Reference Document. Results from the search will appear in the Search Pane below the search bar.



### 3.2.3 Character Sheet Screen

The Character Sheet Screen displays all of the key information normally encapsulated by a paper and pencil character sheet. It offers drop downs to display the character's inventory, skills, special abilities and equipment. By using the respective combos to select primary weapon, secondary weapon, shield, and armor, users may change the character's current equipment to the selected input by pressing the change button. Users may click the "character info" to get all peripheral information of the loaded character including: weight, height, race, etc. At the bottom of the page, there is a "level up" button and a "save all" button. The level up button will allow the user to increase the level of the current character according to the rules of the class. The save button will save any change that has been applied to the character for future loading. The Character Sheet Screen also has buttons for simple access to the Feat Wizard, Item Wizard, and Spell Manager, labeled correspondingly.

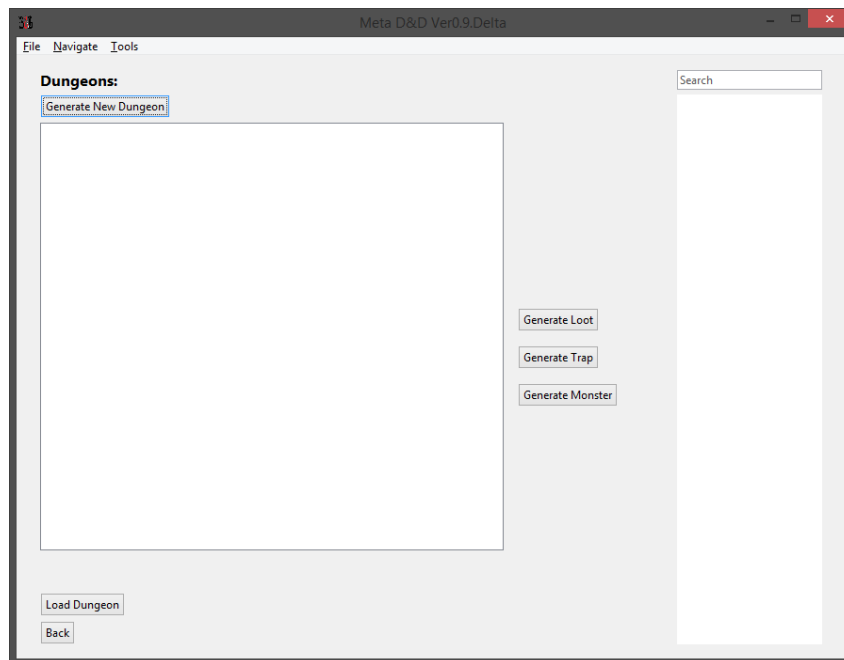
The screenshot shows the 'Meta D&D Ver0.9.Delta' application window. The character sheet for 'Biggus Dickus' is displayed. The character is a Fighter, Level 1, with the following stats: STR: 17 (+3), DEX: 13 (+1), CON: 14 (+2), INT: 12 (+1), WIS: 10 (+0), CHA: 10 (+0), HP: 12, AC: 14, Reflex: 1, Fortitude: 4, Will: 0, Speed: 30. The character is wearing Studded Leather armor and has a Greatsword as a primary weapon and a Longsword as a secondary weapon. The interface includes buttons for 'Character Info', 'Spell Manager', 'Feat Wizard', 'Item Wizard', 'Level Up!', and 'Save All'. There are also input fields for PP (0), GP (77), SP (0), CP (0), and EXP (0).

### 3.2.4 Dungeon Master Screen

The Dungeon Master Screen functions similarly to the Player Screen. In place of the Character Selection Panel, the Dungeon Master Screen has a Random Dungeon Panel. Here users may select any previously generated dungeon by selecting the desired one from the panel and clicking the “Load Dungeon” button. The Dungeon Generator may be accessed by clicking the “Generate New Dungeon” button.

In addition, users may also use the Search Pane on the right-hand side of the window to query the System Reference Document. Results from the search will appear in the Search Pane.

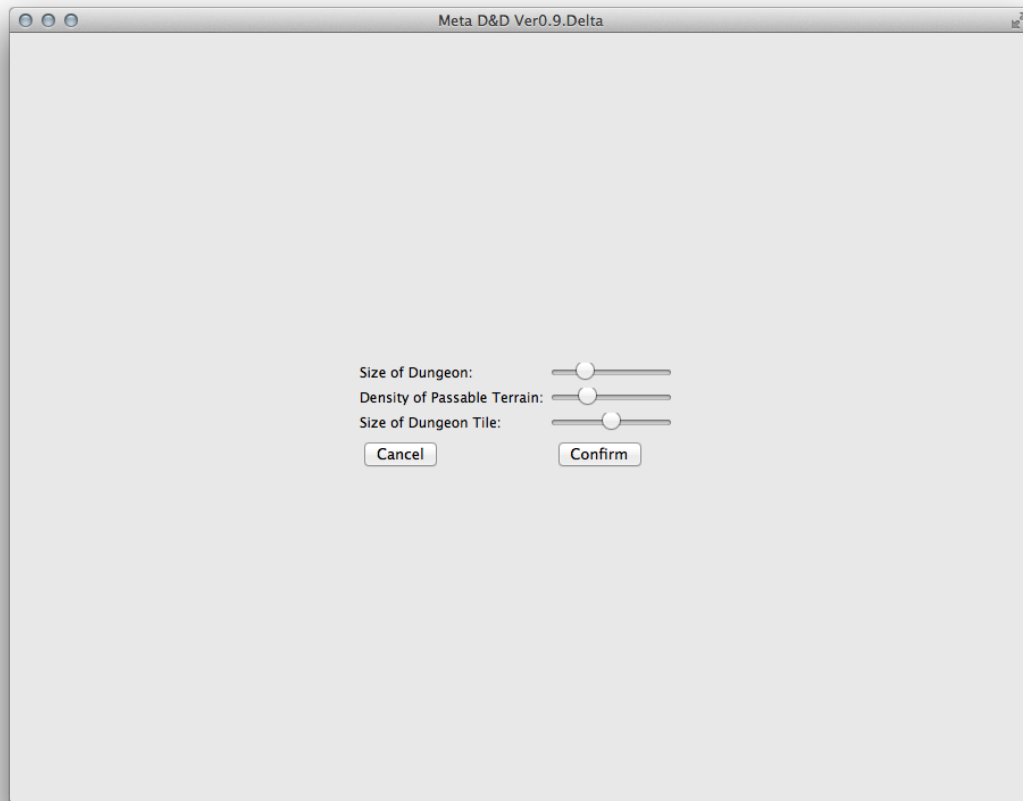
Lastly, random content from the reference material may be generated via the generate buttons located in the center-right of the page. New content will be shown in a separate pop-up window.





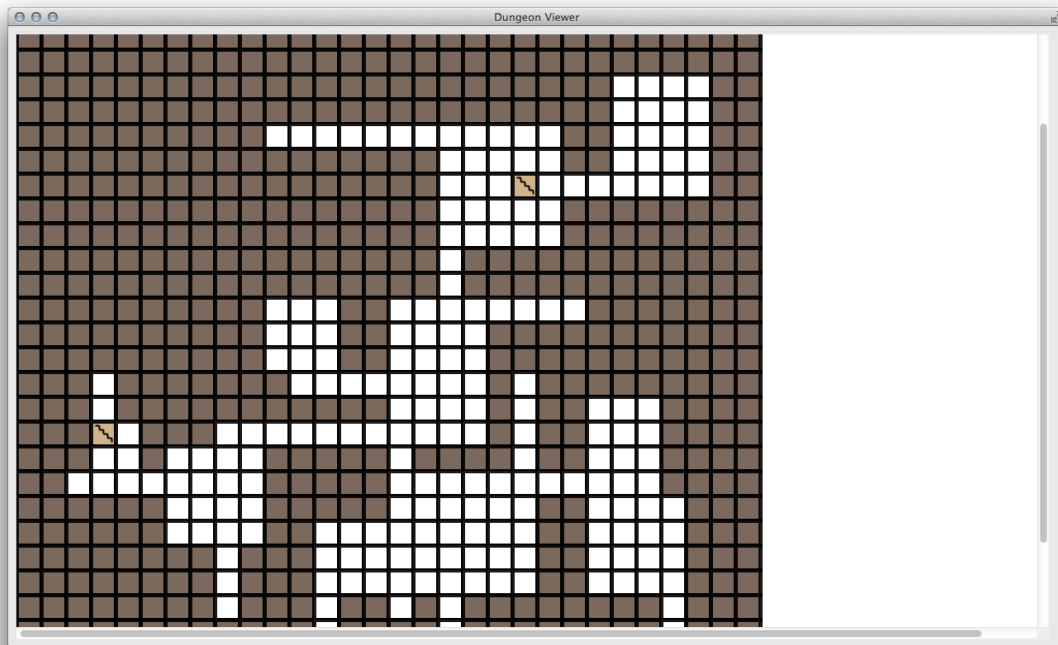
### 3.2.5 Dungeon Generation Configuration Screen

The Dungeon Generation Configuration Screen functions as the users interface to the dungeon generation process. The sliders may be moved to determine the overall size, in dungeon tiles, the density of dungeon coverage, and the size of the dungeon tile to be used when generating dungeons, and are labeled correspondingly. Users may click confirm to follow through with the generation and pop up the dungeon viewer screen, or cancel, to navigate back to the dungeon master screen.



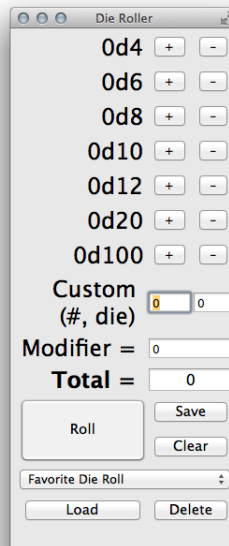
### 3.2.6 Dungeon Viewer

The Dungeon Viewer is a separate window that is launched whenever a dungeon is set to be viewed on-screen. It consists of a single panel, in which the SVG image of the generated dungeon is placed. It is scrollable with the mouse wheel and may be saved via File->Save. In addition, other dungeons may be opened via File->Open and selecting the proper file.



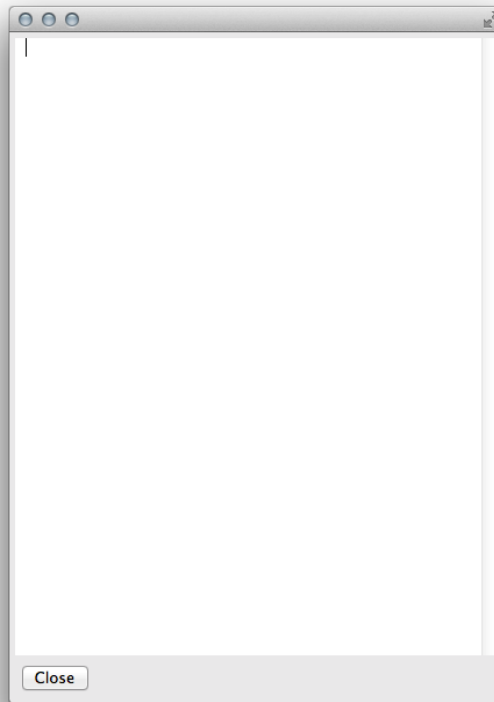
### 3.2.7 Die Roller

The Die Roller window is opened by 'Tools' -> 'Die Roller' in the toolbar. The user may add or subtract desired dice to be roll with the +/- buttons, add a custom die roll by adding the number of die to want to roll and the number of sides on the die, and/or a modifier that will add or subtract from the die roll. Users may also save, load, and delete favorite die rolls based on the currently loaded character.



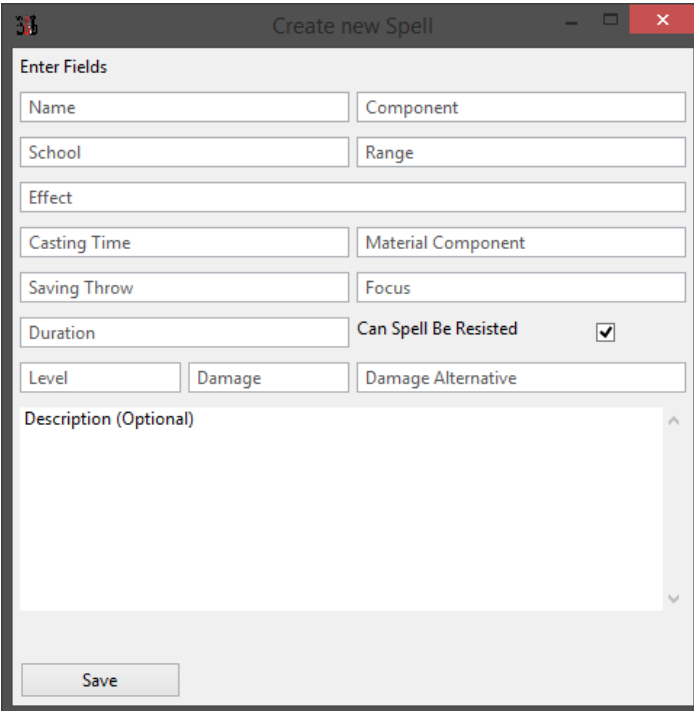
### 3.2.8 Notepad

The Notepad may be launched by selecting “Tools -> Notepad” from the top navigation bar. Upon launching a new text file named “Notes.txt” will be generated in the “User Data” directory if it does not exist, or load the contents if it was previously saved. To save any notes users have written either click the “Close” button or by using the operating system’s close window button.



### 3.2.9 Spell Wizard

The Spell Wizard may be launched by selecting “Tools -> Spell Wizard” from the top navigation bar. Here users may create custom spells for their games. When generating custom spells the required fields are: Name, School, Component, Casting Time and Level. All other fields are optional. Upon entering invalid data, the text fields with errors will highlight red. When finished click the “Save” button and the Spell Wizard will close itself.

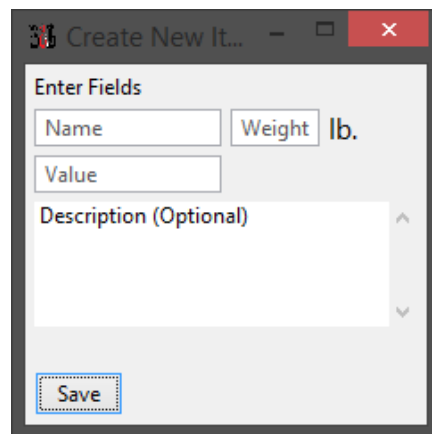


The image shows a software window titled "Create new Spell" with a standard Windows-style title bar (minimize, maximize, close buttons). The window contains a form with the following fields and controls:

- Enter Fields** (Section Header)
- Name** (Text input field)
- Component** (Text input field)
- School** (Text input field)
- Range** (Text input field)
- Effect** (Text input field)
- Casting Time** (Text input field)
- Material Component** (Text input field)
- Saving Throw** (Text input field)
- Focus** (Text input field)
- Duration** (Text input field)
- Can Spell Be Resisted** (Checkbox, currently checked)
- Level** (Text input field)
- Damage** (Text input field)
- Damage Alternative** (Text input field)
- Description (Optional)** (Large text area with a vertical scrollbar)
- Save** (Button at the bottom left)

### 3.2.10 Item Wizard

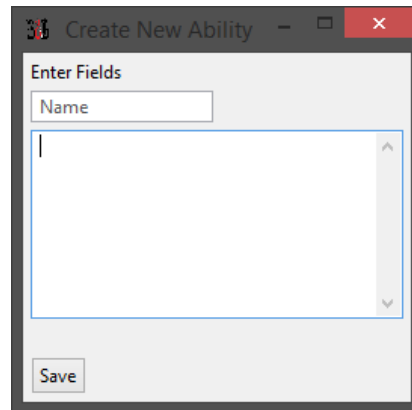
The Item Wizard may be launched by selecting “Tools -> Item Wizard” from the top navigation bar. Here users may create custom items for their games. When generating custom items the required fields are: Name, Weight and Value. All other fields are optional. Upon entering invalid data, the text fields with errors will highlight red. When finished click the “Save” button and the Item Wizard will close itself.



The screenshot shows a window titled "Create New It..." with a standard Windows-style title bar (minimize, maximize, close buttons). Inside the window, there is a section titled "Enter Fields". Below this title, there are three input fields: "Name", "Weight", and "Value". The "Weight" field has a unit "lb." next to it. Below these three fields is a larger text area labeled "Description (Optional)". At the bottom left of the window, there is a "Save" button. The "Save" button is highlighted with a red dashed border, indicating it is the focus or that it is the next step in the process.

### 3.2.11 Ability Wizard

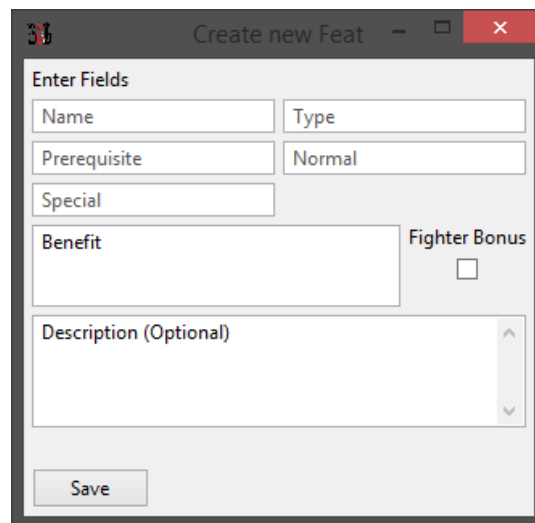
The Ability Wizard may be launched by selecting “Tools -> Ability Wizard” from the top navigation bar. Here users may create custom abilities for their games. When generating custom abilities the only required field is Name. All other fields are optional. Upon entering invalid data, the text fields with errors will highlight red. When finished click the “Save” button and the Ability Wizard will close itself.



The image shows a screenshot of a software window titled "Create New Ability". The window has a standard Windows-style title bar with a red close button. Inside the window, there is a section labeled "Enter Fields". Below this label, there is a text input field labeled "Name". Below the "Name" field is a large, empty text area with a vertical scrollbar on the right side. At the bottom left of the window, there is a "Save" button.

### 3.2.12 Feat Wizard

The Feat Wizard may be launched by selecting “Tools -> Feat Wizard” from the top navigation bar. Here users may create custom abilities for their games. When generating custom abilities the required fields are Name and Type. All other fields are optional. Upon entering invalid data, the text fields with errors will highlight red. When finished click the “Save” button and the Feat Wizard will close itself.



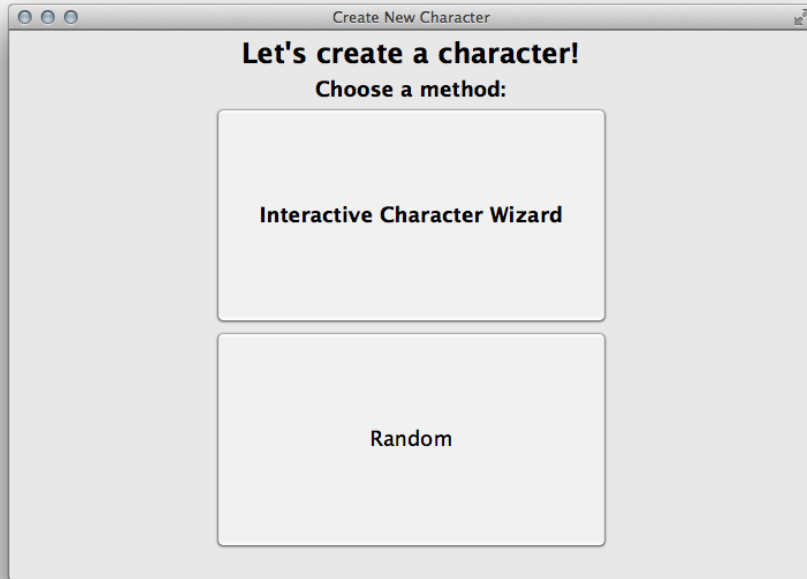
The image shows a software window titled "Create new Feat" with a standard Windows-style title bar (minimize, maximize, close buttons). The window contains a form with the following fields and controls:

- Enter Fields** (Section Header)
- Name**: A text input field.
- Type**: A text input field.
- Prerequisite**: A text input field.
- Normal**: A text input field.
- Special**: A text input field.
- Benefit**: A large text input area.
- Fighter Bonus**: A checkbox.
- Description (Optional)**: A large text input area with a vertical scrollbar.
- Save**: A button at the bottom left.



### 3.2.13 Character Wizard

Upon launching the “Character Wizard” the user will be presented with a screen to use the Interactive Wizard or use the Random option. For information on the Random character generator see section 3.2.13.b.



### 3.2.13.a Interactive Character Wizard

Selecting the Interactive Wizard will first present a screen in which the player can select their Race and Class as well as roll for their Ability Scores by clicking the “Roll” button. Further details about a Race or Class can be found by clicking the corresponding “Details” button. Click next to distribute your character’s Ability Scores.

Create New Character

Roll initial ability scores and select character race and class

Starting Level: 1

9 12 14 9 15 11

Roll

Race: Human Details Class: Wizard Details

Cancel Next

On the Ability Score Distribution Screen you can select how distribute your rolled values by clicking in one of the radio buttons next to the Ability. Selecting the a value from the same column as a previously chosen Ability will be deselected. Click next once all scores have been distributed to continue to the Character Details Screen.

Create New Character

Apply Ability Scores

You chose: Human Wizard

Strength	<input checked="" type="radio"/> 9	<input type="radio"/> 12	<input type="radio"/> 14	<input type="radio"/> 9	<input type="radio"/> 15	<input type="radio"/> 11
Dexterity	<input type="radio"/> 9	<input type="radio"/> 12	<input checked="" type="radio"/> 14	<input type="radio"/> 9	<input type="radio"/> 15	<input type="radio"/> 11
Constitution	<input type="radio"/> 9	<input type="radio"/> 12	<input type="radio"/> 14	<input type="radio"/> 9	<input checked="" type="radio"/> 15	<input type="radio"/> 11
Intelligence	<input type="radio"/> 9	<input type="radio"/> 12	<input type="radio"/> 14	<input checked="" type="radio"/> 9	<input type="radio"/> 15	<input type="radio"/> 11
Wisdom	<input type="radio"/> 9	<input checked="" type="radio"/> 12	<input type="radio"/> 14	<input type="radio"/> 9	<input type="radio"/> 15	<input type="radio"/> 11
Charisma	<input type="radio"/> 9	<input type="radio"/> 12	<input type="radio"/> 14	<input type="radio"/> 9	<input type="radio"/> 15	<input checked="" type="radio"/> 11

Cancel Next

On the Character Details Screen you can fill in details for your character. Name and any bonus languages (if applicable) must be filled in to continue. For Clerics you must also select an Alignment and a patron Deity. Click next to advance to the Skill Points Distribution Screen.

Create New Character

Add Description

Screen Shot: [ ] Name: Male Age: 23

Height: 5'10" [Random Height] Color: Blue Hair: Blonde Clean and Cl

Weight: 246 lbs [Random Weight] Search: Here's a Screenshot

Alignment: Lawful Good

Class: Vecna: God of Secrets (Neutral Evil) Details: Vecna: God of Secrets

Pick 0 Bonus Languages

Known Languages: Common

Possible Languages: Abyssal, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Terran, Undercommon

Remove

Cancel Next

On the Skill Points Distribution Screen you will be allocated a set amount of Skill Points to distribute based on your character's Race, Class and Intelligence score. At First-level you can only distribute 4 points per Skill. Skills listed as class skills cost 1 point to increase its rank. Cross-Class Skills cost 2 points per rank. Use the "+" and "-" buttons to increase or decrease ranks. Ranks at values lower than 0 will be set to 0 upon completing character creation. Click next to advance to the Feat Selection Screen.

Create New Character

Add Ranks to Skills

Skill Points Remaining: 0

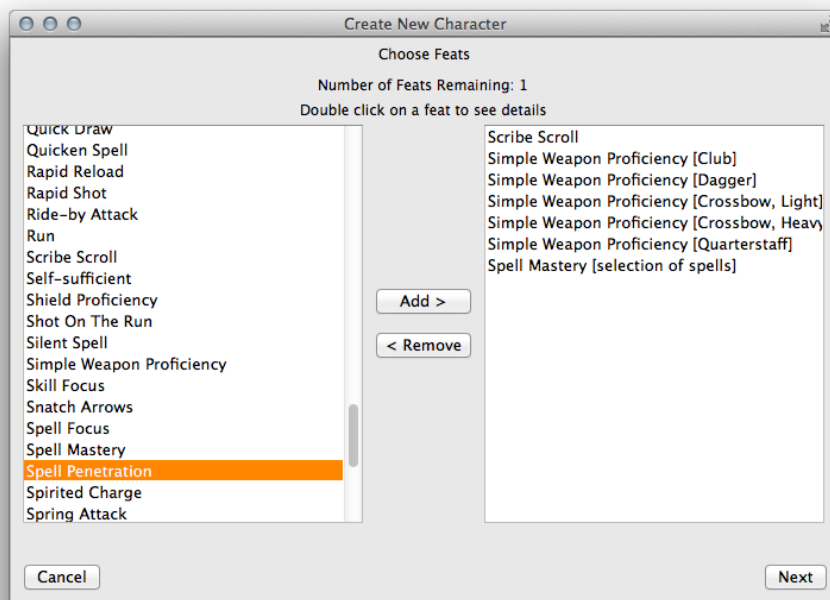
Skill (Type) = (Ability Mod) + (Misc Mod) + (Rank) = (Total)    \*: AC penalty   \*\*: double AC penalty

Class Skills: 1 point = 1 rank    Cross-Class Skills: 2 points = 1 rank    • : skill can be used untrained

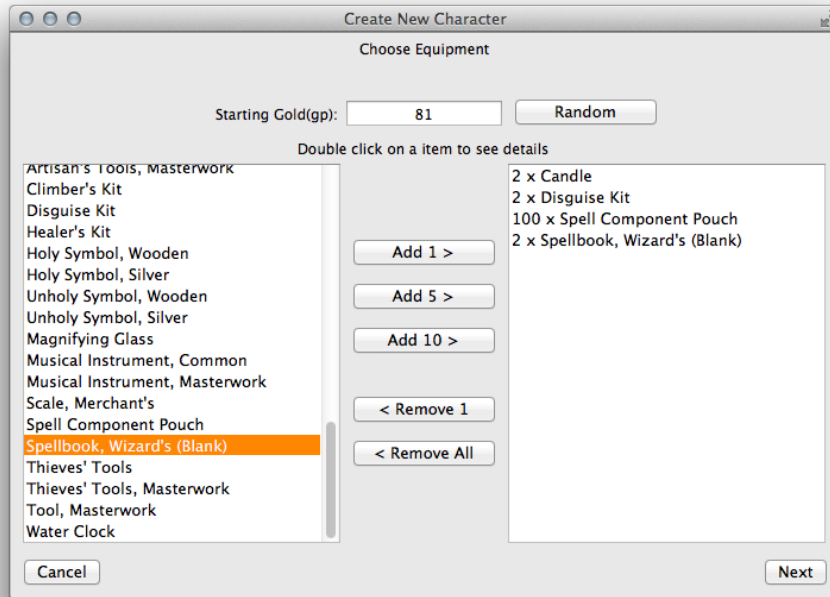
+	-	•Appraise (INT) = -1 + 0 + 0 = -1
+	-	•Balance (DEX)* = 2 + 0 + 2 = 4
+	-	•Bluff (CHA) = 0 + 0 + 0 = 0
+	-	•Climb (STR)* = -1 + 0 + 0 = -1
+	-	•Concentration (CON) = 2 + 0 + 0 = 2
+	-	•Craft (INT) = -1 + 0 + 0 = -1
+	-	Decipher Script (INT) = -1 + 0 + 0 = -1
+	-	•Diplomacy (CHA) = 0 + 0 + 0 = 0

Cancel    Next

On the Feat Selection Screen there are 2 lists. The left list contains all Feats currently in the system, while the right list contains all Feats currently applied to your character. Select a Feat in the left pane and press the “Add” button to move it to the right pane, and similarly to remove feats from your character using the “Remove” button. Some Feats are inherent to Races/Classes and cannot be removed. These Feats will initially populate the right-hand pane. Double clicking a Feat in either list will bring up a new window showing more details about that Feat. Click next to advance to the Equipment Selection Screens. You may only add a number of extra Feats to your character limited to the value specified above the panes.

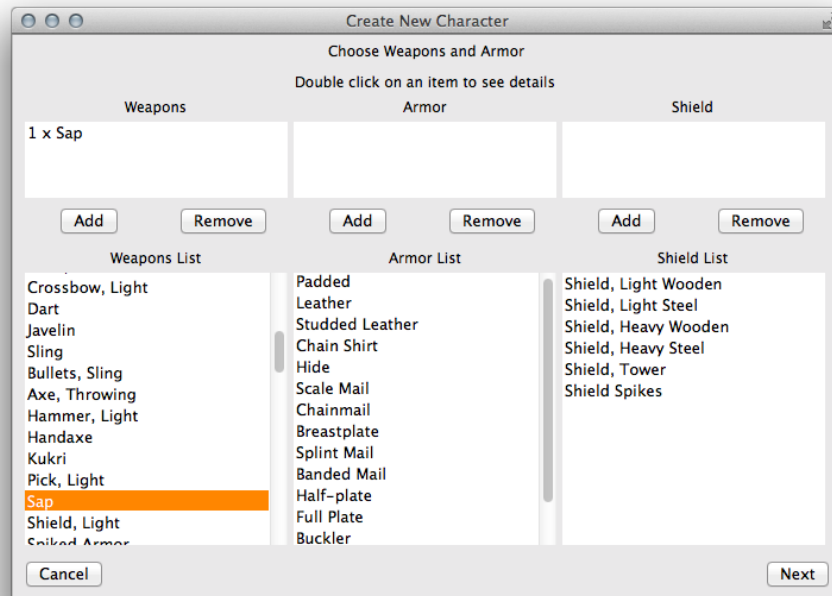


The Equipment Selection Screens function similarly to the Feat Selection Screen. Any number of items can be added or removed from your character using the buttons in the center. Starting gold can also be specified for your character by either pressing the “Random” button or entering a value in the text field.

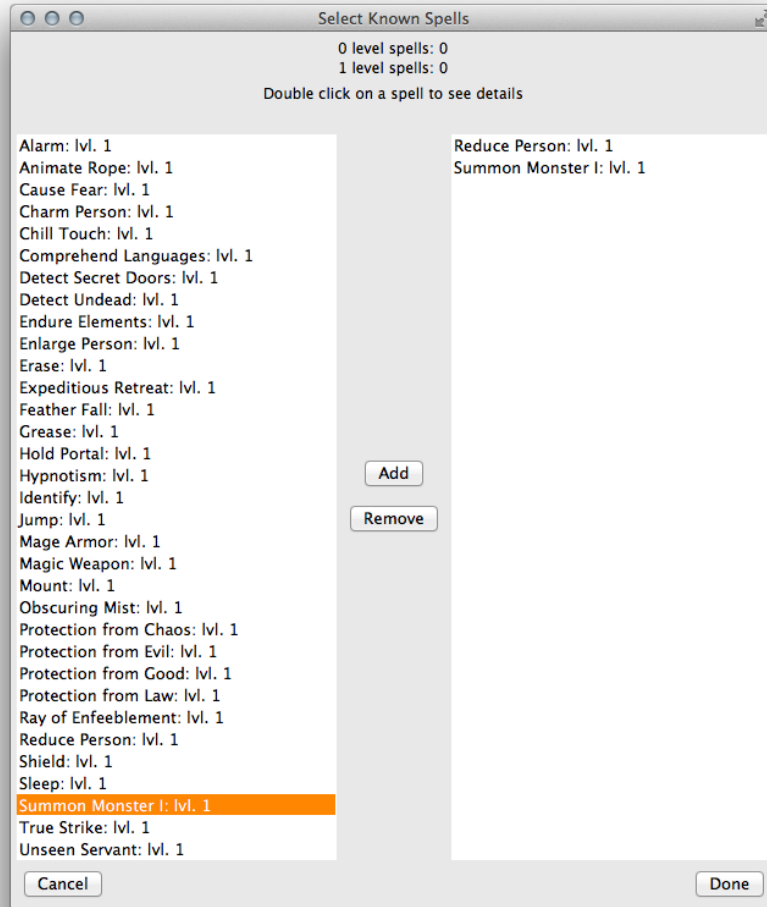


The Armor and Weapon Screen is the second part of Equipment Selection.

Here lists of available Weapons/Armors are listed in the lower panes, with equipment currently applied to your character above. Click “Add” or “Remove” to apply that to your character. Click next to advance to the Spell Selection Screen.

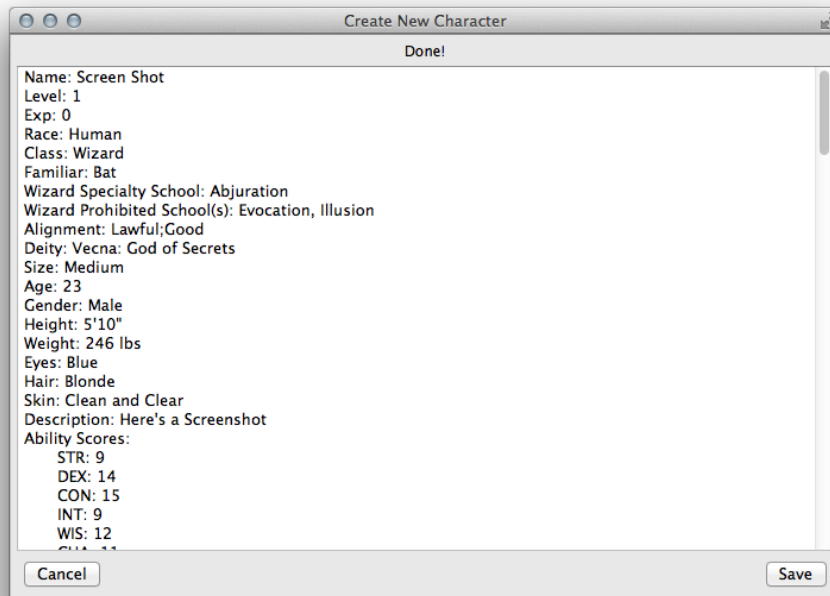


If the user's character is able to learn spells, the spell window will populate the screen, allowing the user to add the current level spells that their character can currently learn. To add a spell, click the spell in the left list and click the 'add' button. The remove feature works similarly to the add feature, but with the right list and the 'remove' button. To see spell description, double click the spell in the list to bring up a new window with additional details. Click next to advance to the final panel.



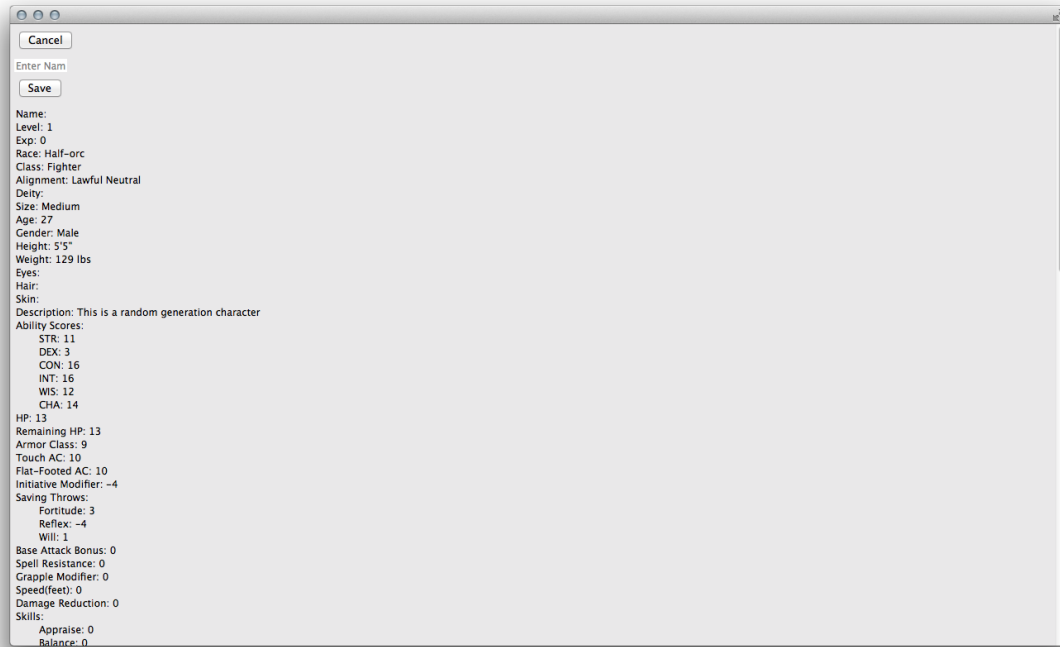


The final panel in the Interactive Character Wizard gives the choice of saving the character or discarding it. Press the Save button to save the character so that it may be loaded later for the Character Sheet Screen. Press the Cancel button to discard the character generated so far.



### 3.2.13.b Random Character Wizard

Clicking the Random button while in the Character Creation Screen will bring up a page much like this. To keep the character, enter in a new name and press the save button. Click the cancel button to close the window or click the close button on the window and to discard the randomly generated character.



A screenshot of a software window titled "Random Character Wizard". The window has a standard macOS-style title bar with three buttons (red, yellow, green) in the top-left corner. Inside the window, there is a "Cancel" button in the top-left corner. Below it is a text input field labeled "Enter Name" with a "Save" button to its right. The main area of the window contains a list of character statistics for a randomly generated character. The stats are as follows:

- Name:
- Level: 1
- Exp: 0
- Race: Half-orc
- Class: Fighter
- Alignment: Lawful Neutral
- Deity:
- Size: Medium
- Age: 27
- Gender: Male
- Height: 5'5"
- Weight: 129 lbs
- Eyes:
- Hair:
- Skin:
- Description: This is a random generation character
- Ability Scores:
  - STR: 11
  - DEX: 3
  - CON: 16
  - INT: 16
  - WIS: 12
  - CHA: 14
- HP: 13
- Remaining HP: 13
- Armor Class: 9
- Touch AC: 10
- Flat-Footed AC: 10
- Initiative Modifier: -4
- Saving Throws:
  - Fortitude: 3
  - Reflex: -4
  - Will: 1
- Base Attack Bonus: 0
- Spell Resistance: 0
- Grapple Modifier: 0
- Speed(feet): 0
- Damage Reduction: 0
- Skills:
  - Appraise: 0
  - Balance: 0

### 3.2.14 Spell Manager

The spell manager is accessed through the Character Sheet Screen by pressing the spell manager button. It is used to keep track of the spells known, how many and which have been prepared (if needed) and how many of each level have been cast. It will display the maximum number of spells of each level that the player should be able to cast without resting. To add a spell to the known spells users may select a spell from the all spells drop down and press “Add to spell list”. By selecting the a spell from the known spells and pressing cast, it will increment the number of spells cast at its level in the table. To prepare a spell, select a spell in the Known Spells drop down and select the spell users wish to prepare and press the prepare button. This will increment the spells prepared at the level in the table and add the spell to the Prepared Spells drop down. Selecting a spell in the Prepared Spells drop down and pressing the cast button next to the drop down. This will remove the selected spell from the drop down and decrement the prepared spell count at that level and increment the spells cast at that level in the table. Pressing the reset button under the cast button will remove all spells from the Prepared Spells drop down. Pressing the Remove from prepared button will remove the currently selected spell from the Prepared drop down and decrement the Prepared count at that spell’s level in the table. Pressing the reset button at the bottom of the table will reset the casing count for all levels. To ensure that the changes will be reflected in future loadings of the character, make sure to press save in the Character Sheet Screen of the character with the Spell Manager open.

Level	Total	Cast	Prepared
0	0	0	0
1	0	0	0
2	0	0	0
3	0	0	0
4	0	0	0
5	0	0	0
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0

### **3.4 Exiting the System**

Users may exit the application by either hitting the close button on each of the application windows, or by going to the upper toolbar File -> Quit.

### **3.5 Special Instructions for Error Correction**

In the event of a program crash, please restart the application. All completed content should be saved to corresponding files.

### **3.6 Caveats and Exceptions**

To ensure character data and custom content is saved, exit the application through either the “File” menu or through closing the window via user’s operating system’s standard “Close Window” button.

To ensure generated dungeons are saved, use the “Save” option in the “File” tab.

## **4.0 FUTURE ENHANCEMENTS**

### **4.1 Future Functionality**

- Campaign creation and storage
- Expanded 3.5e content eg. Complete Arcane, Book of Vile Darkness, etc.
- Extended custom content generation

### **4.2 Similar Systems – Additional Functionality**

More advanced dungeon generation (<http://donjon.bin.sh/d20/dungeon/>)

Advanced die roller (<http://www.d20srd.org/extras/d20dicebag/>)

More reference documentation (<http://www.d20srd.org/>)

### **4.3 Maintenance Capabilities**

Since this application is directly dependant on official Dungeons and Dragons 3.5e documentation, updates to the system will be reflected in the application.