# VORTEX - Virtual Overlay for Reimagined Tabletop EXperience - Instructions

## Mol the Hrafn

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# Contents

# 1 Introduction

# 2 Download and Installation

## 2.1 For the first time downloading

1. Download the zip file from github `https://github.com/JackHon55/DND_Master_Release/tree/master`

2. unzip the folder where you like

3. unzip the libcef zipped file and place the libcef.dll file in the same directory with DND_HP.exe

Refer to Figure 1 for details
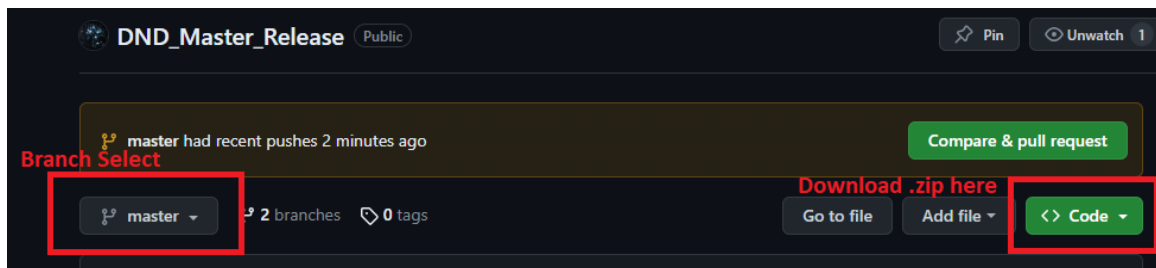


Figure 1: Navigate to the Branch Select drop down menu and ensure you are on the "master" branch. Then, go to the Code drop down menu and "Donwload ZIP"

## 2.2 Create a shortcut

1. Right click DND_HP.exe and "Create Shortcut"

2. Move the shortcut file where you want, and rename it what you want

3. Right click the shortcut file and select "Change Icon", it will say no icons found and ask you to select one

4. Browse and head back to the DND_Master installation folder, there will be a .ico file that you can use as the icon

## 2.3 Updating

1. Download the zip file from github `https://github.com/JackHon55/DND_Master_Release/tree/master`

2. unzip the folder at a different location to your current DND Master folder

3. Copy and paste all of the contents from the updated folder into the old folder, overwriting the old contents

# 3   First Time User

Start by opening the program DND_HP.exe, then select **cancel** when prompted to load a file.

The default blank template will load, and the user will be prompted to enter the character's name, then level. Your proficiency bonus will be automatically calculated from here, but can still be customised later on if needed. (Sometimes the pop up for name does not appear and you need to find it in the taskbar.)
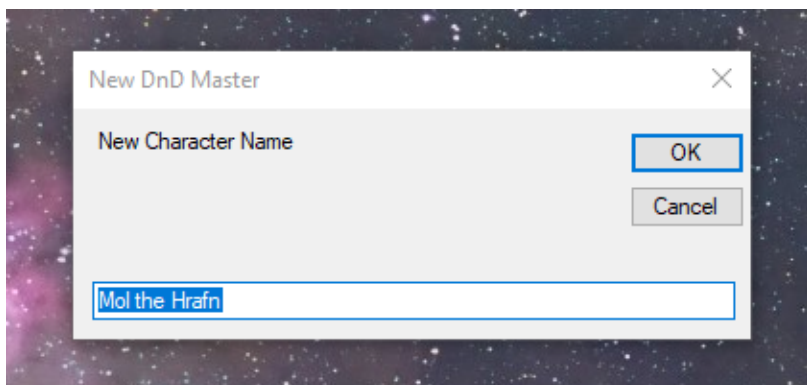


Figure 2:

VORTEX will start with the **Instructions** page. There is a checkbox list to complete your character sheet. Selecting an entry in the checkbox will temporarily highlight the relevant part of VORTEX and provide a short list of instructions. More detailed instructions are given in this document at the relevant sections. Whenever you are done inputting into a section, feel free to tick this checkbox list. Even if you don't, nothing bad will happen.

## 3.1   DND Attributes

VORTEX assumes DND 5e stat block, STRENGTH, DEXTERITY, CONSTITUTION, INTELLIGENCE, WISDOM, and CHARISMA. To input your character stats, right click on the coloured box. This will load up a secondary window. The relevant parts on each of the steps below are highlighted in Figure 3

1. Enter your Score for the attribute, the Modifier will update accordingly.

2. Any bonuses to the modifier should be recorded with the "Extra To Mod" number. These bonuses only take effect once saved and this window closes. You should notice that the number for the modifier displayed in VORTEX main window (not this edit window) to be Blue = Positive bonus, Red = Negative bonus, Black = Normal.

3. Any bonuses to skill modifiers can be included using the up and down arrows for the corresponding skills. These follow the same colour scheme as step 2 (and does change in this edit window).

4. Clicking the proficiency box changes between WHITE = Not proficient, BLACK = proficient, and GOLD = Expert. This automatically includes your proficiency bonus (as shown below, and can be modified later but somewhere else) into the skill.
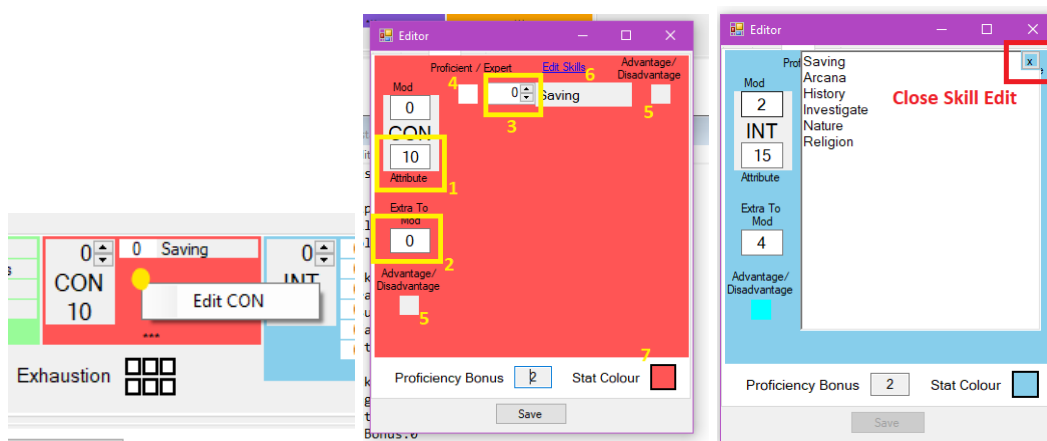
Figure 3:

5. Clicking the advantage/disadvantage box changes between WHITE = normal, BLUE = advantage, and RED = Disadvantage. The box beneath "Extra To Mod" will indicate advantage/disadvantage to the entire attribute, while the boxes to the right of the skill names indicate for that specific skill.

6. Clicking the "Edit Skills" brings up a list of the current skills. Here you can add or reorder anyhow you like. When done, click on the small "x" button at the top right of this list.

7. If you disagree with my colour scheme, you can always change the colour for the attribute by clicking the button next to "Stat Colour".

## 3.2   HP and AC

VORTEX assumes DND 5e HP system with your normal HP, temporary HP, and spell/item effects that can alter your Maximum HP temporarily.

1. Enter your current and maximum HP into the two relevant boxes. Temporary HP and changes to MAX HP can be entered later (see section 4.2)

2. Right click on the AC value box and "Edit AC" (see Figure 4)

3. Enter your base AC when prompted

4. Any bonuses to AC can be included using the up and down arrows on the program's AC indicator.

## 3.3   Other Stats

A lot of the features in DND such as walking speed and carrying capacity are not too important until you need to find them. These can be listed in this small section of VORTEX. Any temporary changes to these stats can be noted using the small text box next to the corresponding stat.

To Edit the list:

Figure 4:

1. Right click anywhere around this section of VORTEX then "Edit Stat"

2. In the list that appeared, you can modify and reorder the stats freely. Make sure to use the format **Statname : Value**. "+" and "-" symbols are allowed, and the value doesn't have to be numbers.

3. When done, press the "x" at the top right of the list

**Prof. Bonus must be kept with the same spelling and must exist in this section. You can customise your proficiency bonus value by changing this number.**

## 3.4   Resources and Spell Slots

Across three pages, you can track your resources in DND with coloured buttons that changes colours as you click on them. The design intent is to have:

- Combat Resources - Track resources that are commonly used in combat, such as Battle Master Fighter - Superiority Dice, Psi Warrior Fighter - Psionic Dice, or Monk's Ki points.

- Adventuring Resources - Track miscellaneous resources such as rations, potions, torches etc.

- Spell Slots - Track your spell slots!

Of course you can choose to list your spell slots in the **Combat Resources** page, however by listing them in **Spell Slots** page, the spell casting feature of VORTEX will automatically remove
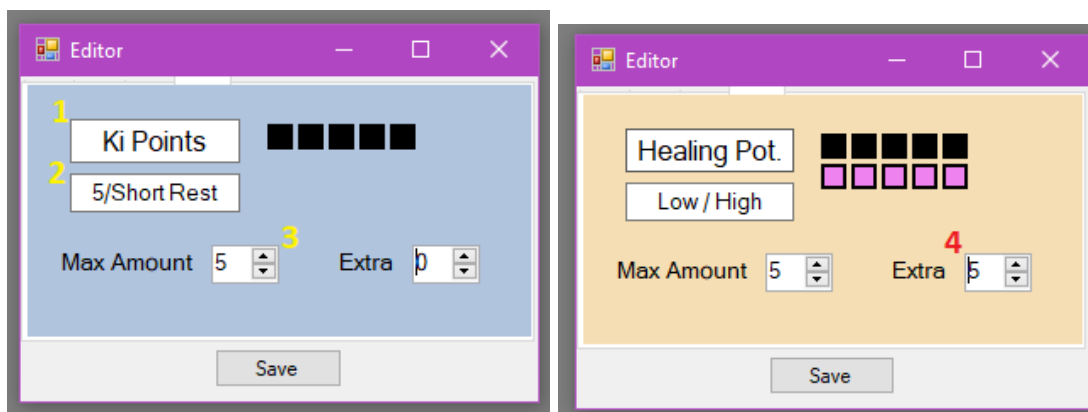
Figure 5:

the expended spell slot (see Section 4.9). VORTEX is made with customisability in mind, so do not feel like you have to stick with any of my conventions.

To Enter a Resource (Figure 5 indicates the steps):

1. Right click anywhere on the page and "Add Resource". A secondary window will appear with the Hit Dice example.

2. Enter the name and whatever short description you like.

3. The amount of the resource is indicated by the coloured buttons. To add or subtract buttons, you use the value inputs. Each entry in the page can fit 15 buttons, exceeding this, you should create a separate entry but keep the names unique.

4. Extra amounts can be used in a various amount of ways. For example, if your campaign has items with the effect of granting additional hit dice separate to your current pool. Or, you can use it to track two versions of the same type of resource like *Normal rations and high quality rations.*

Once you have populated the list, you can edit, remove, or reorder the items by right clicking around the page. You can also change the colour scheme if these coloured buttons (see Section 4.5)

**For spell slots, the naming convention has to be 1st Level, 2nd Level, 3rd Level, 4th Level, etc, for it to interact with the spell casting feature**

## 3.5  Actions, Bonus Actions, Reactions

Assuming DND 5e rules, once per turn the player has Actions, Bonus Actions, and a Reaction. Items listed in these 3 pages have format that is designed primarily to handle weapon attacks, but can be versatile and accommodate cantrips, spells, and more. As always, you don't have to follow the three page format, and can write whatever you want wherever you want.

By default, there are 2 items as examples on how to input them. Click on the example weapon labels to bring up separate windows. To enter a new option:

1. Right click anywhere in the desired page and "Add Item". A secondary window will show up.

6

2. Start by writing the name. The tooltip is optional.

3. Input the weapon's information by choosing the relevant option in the drop down menu "Add Option". There is Melee, Range, and None (M/R/N). Choosing Melee and Range will allow the weapon's To Hit modifier to interact with some features (see Section 4.7).

4. The new row that appears have the format of **DESCRIPTION — TO HIT — DAMAGE — M/R/N**.

5. "Add Quiver" adds a new row underneath the weapon option. This is another way to track your weapon resources, such as for a quiver of 20 steel bolts, an inventory of 3 hunting nets, or even three 1st level spell slots uses of Cure Wounds.

Save when you are done. To edit any items, click on the name of the item/weapon. To remove, you can right click and "Remove Item" or go into the editing window and select "Remove". To reorder, right click and "Reorder".
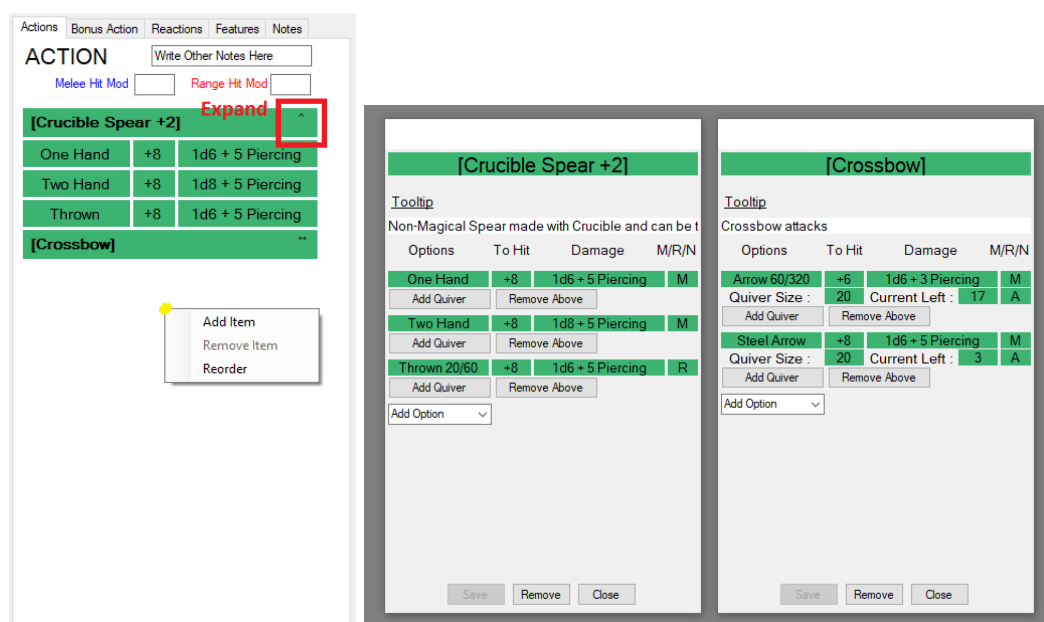


Figure 6:

**The only necessary parts to write in the input/edit windows are the name and M/R/N. Everything else does not have a strict format. This allows for actions without a To Hit, or actions without any damage. You can therefore write the DC to land a spell in the to hit section, or effects like stunned and restrained in the damage section.**

## 3.6   Owlbear

The purpose of VORTEX is to eliminate alt-tabbing while playing DND online. Mol plays on Owlbear Rodeo, but the 'integration' of the Virtual Table Top (VTT) is just a simple webpage. Therefore you can technically run any VTT and any websites with VORTEX.

- To initialise VORTEX with your VTT, head to the OwlBear page, enter the link to your Owlbear room at the long text box and click launch.

- Once loaded, the link you entered will become the default link and will be automatically launched the next time you load up DND Master

- To exit this link at any time, use the "x" button at the top right of this page.

- To edit the link, exit the previous link then enter the new one and launch it.
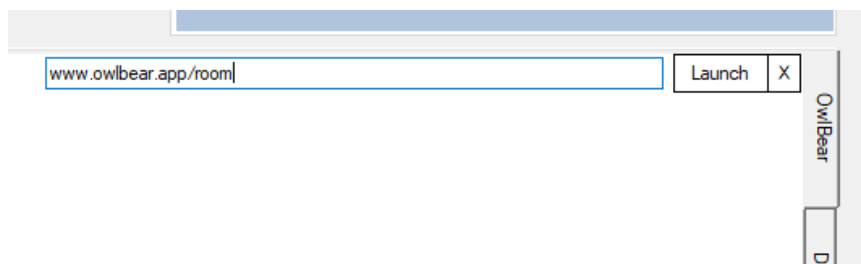


Figure 7:

**VORTEX is not your web browser and therefore is unable to remember login details. If you have an owlbear account, you have to login manually every time. If your account is made via Google for example, I suggest you login by entering your email address and email password into owlbear. If you login via google, you will be asked to authorise your google account every single time.**

## 3.7 Equipment

Each box in this page is an item slot. To enter items into the Equipment page:

1. Click on one of the grey boxes. A secondary window will appear

2. Enter the name of the item. The short description is a tooltip and is optional

3. Enter the long description however you want. Avoid "|", ":", and "^". These symbols are used in the coding syntax and will be automatically changed into "-" and "*". Multiple lines and paragraphs are fine.

4. You can resize the window like a normal window. You can also resize the font with the "+" and "-" buttons.

5. Choose a colour for the item with the square box above the "+" and "-" buttons

Once saved, the item slot will turn into a box with the item name and colour. Clicking on this box brings up its card where you can edit or remove the item from the item slot. To create/remove/reorder item slots, right click anywhere in the page. You can only remove an item slot that doesn't have an item written on it.

## 3.8   Spells Known

VORTEX has every DND 5e spells (except UA) in its library. Each box is a slot to record a spell, similar to Equipments.

To input a spell via the library:

1. Right click at one of the slot for spells (grey boxes)

2. Navigate the drop down menu to get to the spell you want and select it. You can also use the search spell function

3. Once a spell is selected, the initial box will turn into a box with that spell. Click on that to do some minor edits such as To Hit modifier, DC, and colour

4. When prompted with upcasting information, press OK for the default values

To input a spell manually:

1. Click on one of the slots for spells (grey boxes)

2. Enter the information of the spell in the corresponding text boxes

3. Choose the damage dice of the spell with the slider

4. Save when you are happy with everything

5. Upcast information (a pop-up window, see Figure 8) will appear. **READ below this carefully**.

If cantrip, there is no upcast information, enter "--". For levelled spells, it is important to get this right for the spell casting functionality. You need to provide 3 numbers, separated by "-".

- The first is how many more dice do you roll when the spell is affected by upcasting. Spells like Fireball adds 1d6 per upcasted level, so the first number is 1. Spells like Flame Blade adds 1d6 per 2 levels upcasted, so the first number is still 1. Vitriolic Sphere adds 2d4 per level upcasted, so the first number is 2. Any other spells without a damage dice or where damage is not effected by upcasting, or the dice is not effected by upcasting, the first number is 0.

- The second number is the minimum level of spell slot required to cast the spell. Fireball is level 3, so the second number is 3. Flame Blade is 2, so the number is 2.

- The last number is the levels required to upcast before the dice increase has effect. Fireball is 1d6 per level upcasted, so the number is 1. Flame Blade is 1d6 per 2 levels upcasted, so the number is 2. For any spells without dice changes form upcasting, this number can just be 1.

- For example, Fireball upcasting information is '1-3-1', Flame blade '1-2-2', Vitriolic Sphere '2-4-1', and spells like Haste '0-3-1'

**A few spells are exceptions to this, for example Elemental Weapon and Shadow Blade. Keep those in mind if you use them. Remember, VORTEX isn't designed to teach anyone DND so be sure to familiarise yourself with any spells you use.**

Clicking in the box with the spell will bring up the spell's card where you can edit or clear the box. To create/remove/reorder these slots, right click anywhere in the page. You can only remove a slot that doesn't have a spell written on it.
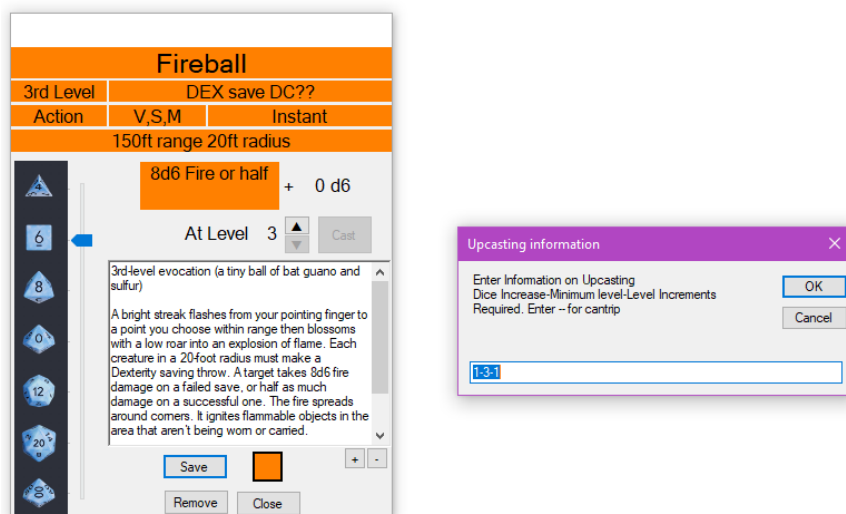
Figure 8:

## 3.9   Features

To enter a feature:

1. Right click anywhere on the page and "Add Item". A secondary window will show up

2. Enter the name at the very top textbox. Short description is optional and is a short line of text displayed underneath the name after saving.

3. Enter the full description. Avoid "|", ":", and "^", they will be automatically changed into "-" and "*"

4. You can resize this window like any normal windows. You can resize the font using the "+" and "-" buttons

Once saved, a box will appear in the page with the feature name and short description. Clicking on this box brings up the feature's card where you can edit and remove the feature. To reorder your features, right click anywhere on the Feature page.

# 4   Functionalities

## 4.1   Save and Load

When using VORTEX, it is a good idea to save regularly. To save, click on the "Save" button under the HP and AC panel (see Figure 9):

To Load a file into VORTEX at anytime:

1. Navigate to the Instructions page

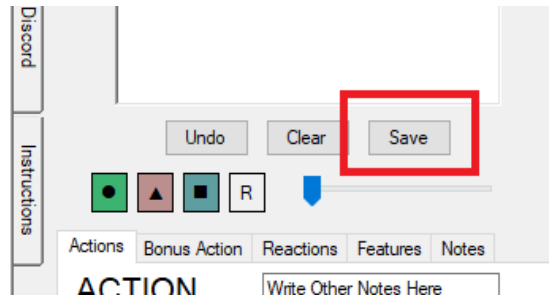2. Close off any Notepad file that is currently open on this page

Figure 9:

3. "Open" the desired .txt file.

4. Ensure that the notepad that opened up is the correct file

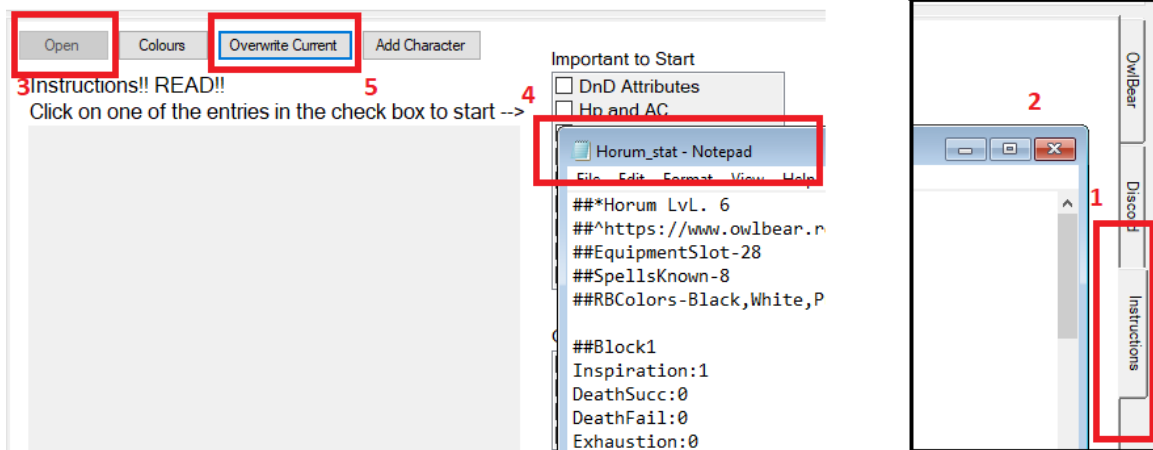5. Select "Overwrite Current"



Figure 10:

## 4.2 HP Calculator

When receiving any form of damage and healing:

1. Input the value of HP change into the "Adjust" text box

2. Select from the circle buttons what type of HP change it is (Half and Quarter DMG assumes round up)

3. "Update" and there will be a new log in the text box below

Clicking "Undo" undoes the last HP change as shown in the log. "Clear" cleans up the log

**Aid/Max Hp can only work for 1 source at a time. If two values are input subsequently, it will only take the larger number into account. Therefore, if you got +5 MAX HP from the Aid spell, and +20 MAX HP from Heroes' Feast for a total of 25, input +25 into the HP calculator instead of +5, then +20**

## 4.3 Gold Calculator - Self

When having any exchanges to your coins, you can use the tool in the "Gold" page. To add coins into your total, first enter the sum of coins into "Coins To Self" then click on "Add"

Here are a few notes on how this tool works:

- The format when typing into "Coins To Self" should be in – 33CP 40SP 40GP 2PP – where the value of coin is immediately followed by the type of coin and separated by spaces.

- You can have multiple values of the same coin such as – 33cp 20CP 4CP – This is a valid input

- Click on "Add" to add to your coins, or "Sub" to remove from your coins

- Alternatively, a negative value with "Add" will remove coins. For example – 10CP -20SP – will add 10 copper pieces and remove 20 silver pieces

## 4.4 Gold Calculator - Splitting Gold

If you are a in party that believes in splitting gold fairly, you can do so by the following (see Figure 4.4):

1. Type the total sum of gold into "Coins To Self" box as per usual

2. Enter the size of the party into the box next to "Split" (include yourself in the count)

3. Click on "Split" and a line of text will appear in "Coins To All".

4. Share this line to your party

5. The sum of coins in "Coins To Self" will have also updated for yourself. So click on "Add" to update your own coins.



Here are a few notes on splitting gold:

- If you are splitting gold when your party size is not divisible by 5 or 2, there will be rounding error

- The tool is designed to minimise gold loss through rounding error by breaking down until a copper piece remainder. This is the "CP Remain" text. Feel free to note this down (using the Notes in Section 4.11 for example) and split it when you have enough for an even split

12

- Just as you can split gold earned evenly, you can also split gold to pay evenly. The only difference is clicking on "Sub" at the end of the steps. (negative coin inputs might not work accurately)

- "Mol" is a way to split gold among your party but excluding yourself in the count for the rounding error, which leads to a small loss on your part when compared to other party members. Mol is a silly Hrafn that doesn't pay too much attention to gold

## 4.5   Resource Button Colours

VORTEX aims to be customisable, and this holds true for the resource buttons tracking Inspiration, Death Saves, Exhaustion, Combat Resources, Adventuring Resources, and Spell Slots.

To change the colour scheme:

1. Navigate to the Instruction page

2. Click on "Colours" and a secondary window will appear

3. Select the colours you desire from options available in the four drop down boxes.

4. Save when done

## 4.6   Monster AC and HP tracker

Items in this box uses a separate save file. The intention of this page is for players to have a space to note down AC of monsters and the damage the monsters have taken. Most DMs will also call out "That monster is now bloodied", or "That guy is not looking too good" as a way to signal the half hp threshold. Naturally, DND players roughly keeping track of damage dealt to monsters can double that number in their head and get a rough estimate to the HP of the monster. This tracker also allows for it.

**Keep in mind that this combat tool is meant for Combat-to-combat estimation. Remember that your DM always has the freedom to tweak stat blocks during or out of combat for any story telling purposes. Do NOT use this tool as a way to define Monster HP in your campaign.**

Here are some notes on how to use the tool:

- To input a monster, Right click on a black space and "Add Monster". In the subsequent pop-up windows, enter a name and AC.

- Whenever it has taken damage, or when you get an update to its AC, right click the monster's name and use the drop down menu

- When the monster is bloodied, you can update the status from 'Healthy' to 'Bloodied'

- Continue hitting the monster harder than it hits you until it can't hit you anymore

To remove a monster, right click on the monster's name. To save this list of monsters into VORTEX, right click on a blank space and "Save". You can also right click on a blank space and "Load Previous" to bring back the previous save file.

## 4.7  Attack Modifiers and Chance to Hit

Attack rolls are the bread and butter of Martial's, and knowing your chances is crucial in deciding how reckless you need to be. After setting up your weapon attacks in the Action, Bonus Action and Reaction pages, you have two ways to interact with them.

For any temporary changes to attack modifiers, for example any campaign using a +2 to flanking, you can use the "Melee Hit Mod" and "Range Hit Mod" text boxes. Any changes to melee modifiers will be highlighted with blue text, and any changes to range modifiers will be in red text.

If you have a monster listed in the monster page, you can select the monster you are attacking, then hover over your weapon's to hit number. A tool tip will then show up informing you of the chance to land a hit with advantage and disadvantage.
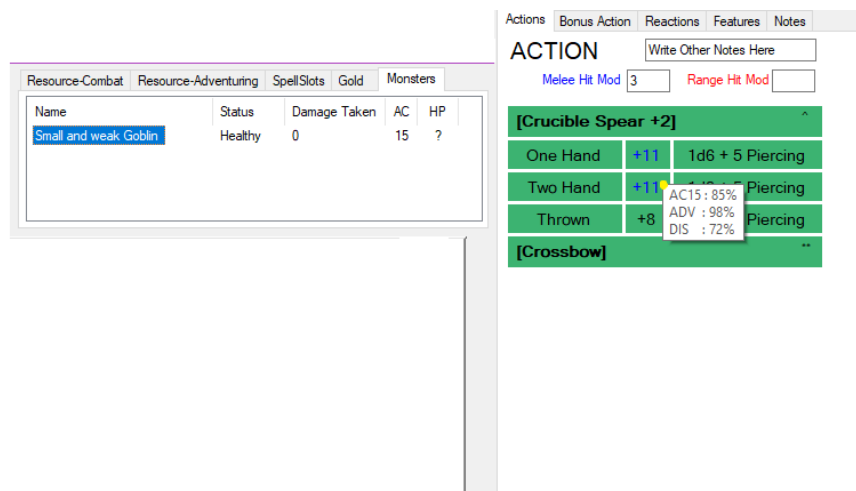


Figure 11:

## 4.8  General Usage of Attributes Page

Here are some notes on the Attribute page where you see your ability scores and skills (see Figure 4.8):

- While there is a size limit, you can still input more skills than the limit, and expand the coloured boxes by clicking on the '***'

- Your skill modifier has an up and down arrow to it. You can use this to record temporary modifier changes, and it will update to all your skills accordingly

- Clicking on the ability score name, and the box immediately surrounding it will flick between GREY = NORMAL, BLUE = ADVANTAGE, RED = DISADVANTAGE

- Clicking on the skill label will flick between GREY = NORMAL, BLUE = ADVANTAGE, RED = DISADVANTAGE
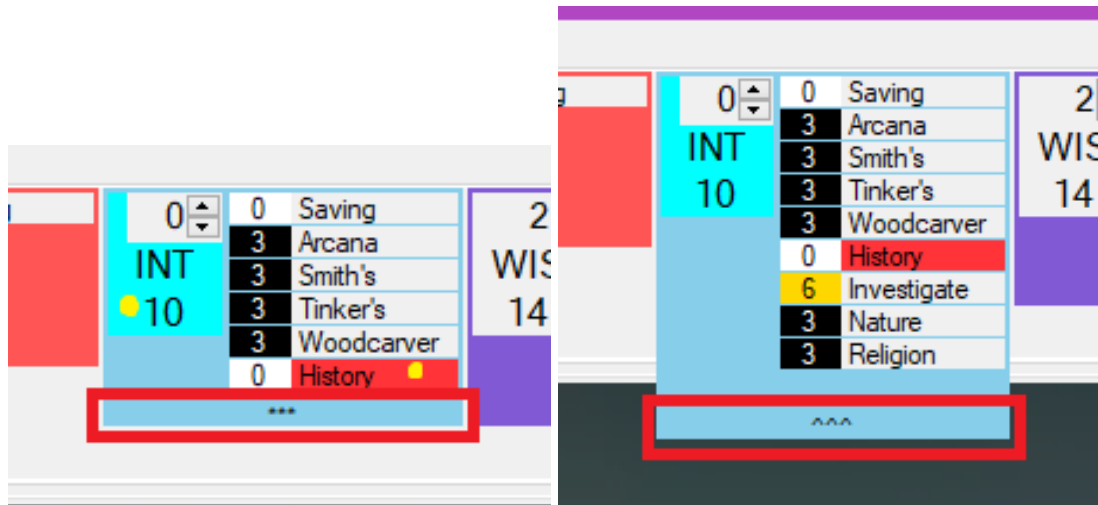
## 4.9 Spell Casting

Casting a spell in combat should be like "dropping a LvL 5 Fireball and turn away from the explosion of 10d6s", and erasing a spell slot shouldn't be something a powerful wizard have to do manually. As such, this is automated in VORTEX.

To cast any levelled spell and automatically expend the spell slot (following is example using Fireball):

1. Make sure the upcasting information is not set to cantrip "–" and have numbers in between the "-". Fireball is "1-3-1"

2. Make sure the SpellSlots page is correctly set up, just like the example below

3. Click on Fireball in your spell page to bring up the spell card

4. Use the up and down arrows to choose the level you want to cast it on

5. Hit "Cast"

## 4.10 Discord

In the spirit of reducing alt-tabbing, Mol also found a way to put discord in VORTEX. Using this functionality is optional but if you only have 1 screen, it could be handy.

To put Discord into VORTEX:

1. Launch Discord normally

2. Navigate to the Discord Page in the program

3. Click on Embed Discord. This grabs the discord window and puts it into this page.

To close discord at any time, use the "Close" button on this page. Exiting VORTEX will also safely close off Discord.

**If VORTEX closes without first closing off discord (shouldn't happen normally), there is a chance that discord will appear broken and you will be unable to launch it anymore. Restarting your computer should fix this.**
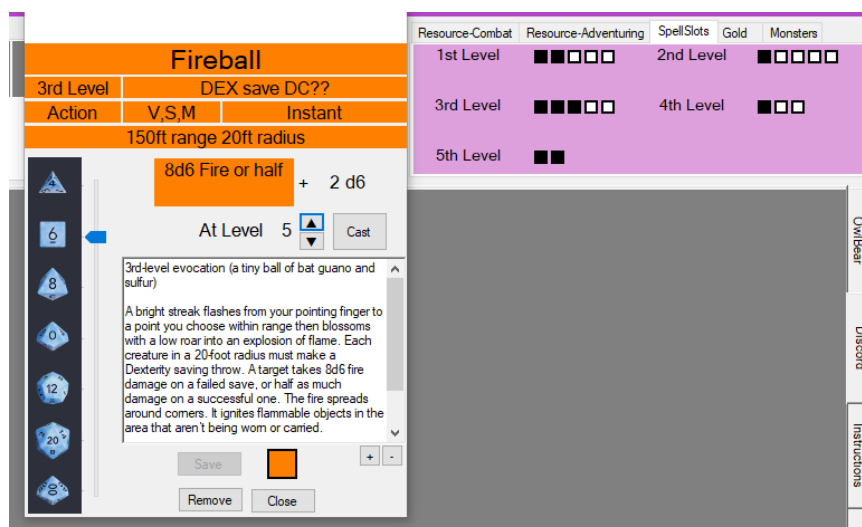
Figure 12:

## 4.11   Notes

DND players *always* take notes. So in the spirit of reducing alt-tabbing, VORTEX comes with sticky notes you can litter all over.

- Navigate to the Notes page, and right click in the blank spaces to "Add Note". A sticky note will appear for you to write on. When done, press the "x" button

- The notes is stored and can be brought up again by selecting the boxes in the Notes page

- Right click on the note boxes to remove

## 4.12   Layout

VORTEX can switch between left and right orientation using the "Invert Layout" button under the "Instructions" Page.

VORTEX can also switch to "In-Person Mode" to half the screen size and removing the large panel for OwlBear and Discord.

For some reasons, these buttons do not respond the first time you click on them, so click on them again!

## 4.13   Reporting Bugs and Submitting Feedback

No In-Built functions for these. Feel free to email me on iwanpeace.notwar@gmail.com