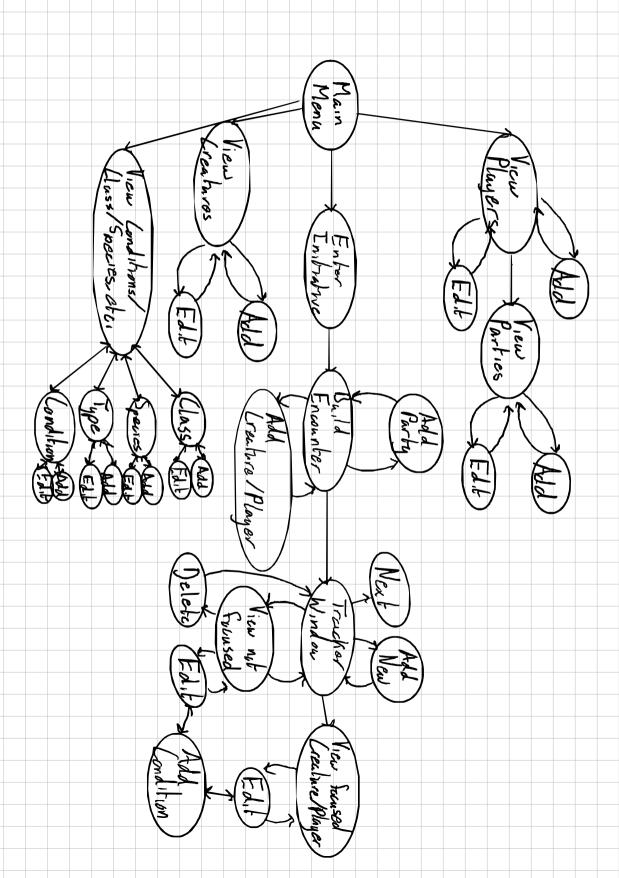
Glossary D: Main Mena 1: Building an encounter 2: Insert a Party 3: Add a single PC 4: Bulk add Creatures 5 Enter the withative tracker 6 Edit info for current, initiative 7: Add Status/Condition 8 Remove Svam initiative 9 Ed. F. Non-Focused PC/Lreature 7 Add Status/Condition 8 Remove from initiative 10 Move to next intrahue slot 11 Add combatant to initiative 3 Add PC 4: Add, Creature 12 Player Database 13: Add new PL 14: Edit existing PC 15 Delete PL Pata 16: View Parties 17: Create New Party 18: Add Player to Party 19 Monster Database 20 Add New Monster 21: Lookup Databases 22: Species Database 23 Add new species 24: Llass Database 25: Add new class 26: Lienture Type Database 27: Add new creature type 28 Lunditions Database

29: Add new condition

Use Flowchart



O: Opening Screen Dations 1 Build Enganters Project Title! 2 Player DB @ 3 Creatures DB2) 4 Lookup DBs @ O Roll Instintive @ Players 3/ reatures 9 Databases

Note: This screen will always be hidden when the user sclects an option

I: Build an Encounter

- Φ imesLevel Player 2 Corrent HP Max HP Remove Institutive Level Player 3 Corrent HP Max HP Player 1 Level Current HP Max HP Initiative Remove Intrative Remove Player 4 Max HP Initiative Current H Max MP Remove Inhabive Lurrent# Max MP LR LurrentH Remove Initiative Remove LR LR Freature 5 LR Frenture 4 Current# Max MP LurrentH Max MP LurrentH Remove Intative Remove Inhabive Remove Lreature 6 LR Lrenture 7 LR Irenture 8 LR Current H Max MP Lurrent H Max HP LurrentH Remove Intrative Remove Inhabive Remove Lurrent H Max HP LR Lreature 1) LR Lurrent H Max MP LurrentH Max HP Remove Inhabive Remove Inhabive Remove 3 Add Creature 2 Add Party 4 Fight! 1 Add PC

Debions
1 Add PL - 2 Screen begins to seroll as the screen Fills
Entries display quick info like Name MaxHP, Lurent HP,
and initiative 2 Add Party > 3 3 Add Creature 1 · Creatures will have max HP calculated, but can be edited · Buttons to remove entries Enter Tracker > (5) 5 Return to Main (1)

Notas:

2 Add Pl to Encounter

	— Ф
Character Name Species: Tribon Class: Barbaria	Max HP: 45 Level: 4 Max HP: 45 AL: 17
Llass Isar Baria	
	0 Cancel

Options
1 Add to Encounter > 1
2 Return by initiative > 1

Add Party to Encounter

Party Name Player 1 Player 4	I	Player 2	Player 3	() Select
Player 4				
Party Name Player 1 Player 4	2	Player 2	Player 3	1) Select
Player 4		Player 2 Playor 5	Player 3 Player	6

Options

1 Add Party + Ratum = 0 · Selecting a party adds all members to the

2 Cancel + Return = 0 encounter

• Window will also scroll when filled

4: Add a Creature to Encounter

			- 西×
Creature 1 Type: Manstrosity	AC: 14 Average UP: 58	LR: 3	
Size: Medium Creature 2 Type: Construct Size: Small	AL: 11 Average 4P: 20	LR:0,25	
Creature 3	AL: 16 Average HP: 72	LR: 5	
Size: Large Creature 4 Type: Fey	AL: 12 Average HP: 11	LR: 0.25	
Type: Fey Size: Tiny Creature 5 Type: Elemental Size: Medium	AL: 13 Average MP: 25	CR: I	
Creature 6	AL: 21	LR: 30	
1) Add Randsmize HP	3 (mncol)		

Dations
1 Bulk Add → ①
2 Return → ①

Notes
Instead of individual adds, select bulk and add all
Adds option to roll for HP instead of static
Displays basic info like creature type, size, challenge
rating, Armor class, and average HP roll

5: Combat Tracker Window

			Player 3	ーロン Init
Player 2 Classi Species:	Moux HP: Lurrent HP: Size:	A: Ind:	AC HP Grenture 1	@ Edit Init
		(1)	AC HP	Edit
Str: Dex: Lon: Proficioncies:	Int: Wis:	Cha:	Greature 4 HP	Init Edit
Weakness/Resistances	:		Player 4 AC NO	Init Edit
Notes:			Creature 3	Init
			Player 1	Ed.t Init
Conditions:			J NP 3 Next 9A	Edit Id Combatan
		DEAH		in

1 Edit Focused >6 2 Edit Non-Focused >9 3 Next Combatant >6 4 Add Combatant >11

6: Edit Carrent Initiative

		— 函×
Character Class: Fighter	Name Species: Human	Max HP: 37 AC: 17 Current HP: 29 Indiative: 15 Size: Medium Level: 4
Str:18 Dex:13	Con: 18 Int: 9	Wis II Chail2
Acrobatics: +3 Acrona: -1 Athletics:+6	Notes.	
	Resistance/Weaknesses:	
	Languages:	
	Conditions:	O Add
		@ Remova 3 Baok
Options	Notes	
Add Condition	Q · Displays all	available in Go ayal here. Craybure in G on slid
Return to tracker	O · Displays all O · Player display O · Notes, condition	ayed here. Creature into an slid
		for more info

7: Add Condition Menu 一回× Conditions Name Description best O Add 2 Return

Dations
1 Add Selected - 6 ' Each condition has a name and written description
2 Return to edit - 6

8 Remove From Institutive - 回× Dotions | Remove + Reham to tracker > © 2 Return to edit > © Remove [Lombatant Name] From instative? 2 No Olyes

· Papont monu Does not Override the edit menu

9: View/Fdt Non-Focused

		— @×
Lreature Type: Monstrosit	Name	Max HP: 27 AC: 13 Current HP: 9 Intrative: 12 Size: Medium CR: 2
Str: 18 Dex: 13	Con: 18 Int: 9	W15:11 Cha: 12
Acrobatics: +3 Arcana: -1 Athletics: +6	Notes	
Henletiw +6	Resistance/Weaknesses:	
	Languages:	
	Conditions:	O Add
		@ Remova 3 Back
Options 14 30	Notes	

Same as slide 5, but shows creature info · Creatures have actions displayed · Creatures can also be legendary + include · Legendary Resistances Remaining · Legendary Actions · Lair Actions Add a condition = 7
Remove from Combat=8
3 Return by tracker = 6

10: Next Initiative Slot

DI	7	Mox HP.		AL: Ind:	AC Leature	Inik
Flayer		Mox HP: Lurrent) Size:	ip:	Ind:	HP Cocker 4	0 Ed.
Player Classi Species:		JIZE:			AL Creature 4	Init
		 ,		. 1	ΉP	Edi
Str: Dex:	Lon:	Inti	V15?	Cha:	Player 4	Init
Proficiencies:					HP	Edi
)				Creature 3	Inib
Weahness/Resis	tances:				μρ	Edi
Notes:					Player 1	In;L
					NO NO	Edi
					Creature 2	Inil
					Mo	Edi
Conditions:						
					3 Next BAd	d Cambal

1 Edit Lurrent Combatant > 6
2 Edit Other Combatant > 9
3 Next Combatant > 0
4 Add Combatant > 0

· Same as slide 5

11: Add Combatant to Initiative Potiens
1 Add ρ(=> 3)
2 Add Monster > 4) What would you like to add? 3 Add Monster O Add PC

Notes

· Addition screens are visually similar lidentical to the screens at the encounter tuilding screen

12: Player Database

Player Character		
Character Name Species Llass	Level: MaxHP: AL:	@E1.F
Class	A4:	3 Dolete
a Add New	6 Return	

Options

1 View Parties > 6
2 Edit PC -> 6
3 Delete PC -> 6
4 Add PC -> 3
5 Back to Main > 0

13: Add new PL

		Max HP: AC:
Namel		Alianment V Indiative:
(lass: \	Species:	Alignment V Intrative: Level:
		<u>, , , , , , , , , , , , , , , , , , , </u>
Str: Dex:	Con: Int:	Wis Chai
O •	0	0 0
Acrobatus: O	Notes.	Speeds:
Argana:		Walk
Athletics: O		Swim
		Climb
:	Resistance/Weaknesses:	Burrow
		Fly
	Languages:	
	Senses:	
		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
		1 Save 2 Cancel
Options	Notes	
1 Save Changes -	D · Boxas, w/ Ari	rous indicate drapdowns
2 Lancol Add -0	3 · Bubbles indic	ate proficiency

14 Fd. Fexiting PC 一回× Max HP: 37 AC: 17] Alignment U/6 V Intrative: +5 Size: Med V Level: 5 Class: Reque V Species: Tabax Str: 9 Dex: 18 Con: 13 Int: 15 Wis: 12 Chai 13 Nobos. ALYOBATUS: 1 Speeds: Notes notes notes notes Argana: Athletics: 0 Llimb Resistance/Weaknesses: Burrow Languages: Senses:

Options
1 Save Changes - 1 Same Fields + Form as the add screen 2 Lancel Add - 2

15: Delete PL

PC Name Max HP: 37 AC: 17 Alignment U/G \rightarrow Introduce: +5 Class: Regue \rightarrow Species: Tabox: \rightarrow Size: Med \rightarrow Level: 5 Str: 9 Dex: 18 Con: 13 Int: 5 Wis 12 Chai 13 O			
Alignment (16 × Introductive: +5 Class: Regue × Species: Tatax: × Size: Med × Level: 5 Str: 9 Dex: 18 Con: 13 Int: 15 Wis: 12 Chai 13 O Acrobativs: Arcana: Arcana: Notes: Notes notes notes Althletius: O Resistance/Weaknesses: Surray O Fly D Languages: Senses:			一個×
Acrobatics: Arcona: Notes: Notes	PC Name Class: Regue >	Species: Tabaxi V	Max HP: 37 AC: 17 Alignment W/G V Intrative: +5 Size: Med V Level: 5
Arcana: Nobes notes notes notes Athletics: O Notes No			Wis: 12 Cha; 13
Resistance/Waknesses: Resistance/Waknesses: Fly D Languages: Senses: O Confirm 2 Cancel		Notes notes notes no	Swim 0
Senses: 1 Lonfirm 2 Cancel		Resistance/Weaknesses:	Burray 0
1 Confirm 2 Cancel			
1 Lonfirm 2 Cancel		JEn565:	
	Oatrons	Makos	1 Confirm 2 Cancel

1 Confirm Delete -10 · Allows user to riview + confirm the deletion of a 2 Cancel Add -10 player Character

16: View Parties

P	layers	;	0	Pa.	bit	25																-	<u> </u>	<u> 夕)</u>	×
	Par																								
	1 a	/ <i>[</i> -	18	5																					
		1																			<u> </u>	- 1	, –		
	Par	by .	<i>م. ا</i>	Kno	a me	ع			ni			2			n/			7		Q	<u> </u>	Edi	r		
	Par Plan	PEI	11						PI PI	zy@	1	2 5			ni ni	aye	24	7		(-	<i>9</i> [Ople	\overline{I}		
	19/07	yes_	7						• 4	ry c	.v_	١			Pu	aye		<u>ט</u>			<i>9</i> [UB 16	21.6		
																								_	
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				4	Ha	ld	Į٧į	ew						<u></u>	Κe	zbw	ገ ባ								

Detrons

1 View Players > 3 · Parties are collections of Player Characters

2 Edit Party > 17 · Can be used to bulk add this to combat

3 Delete Party > 17

4 Add new Party > 17

5 Return to Main > 0

17: Create New Party

Party Name	0 +
Player 1 Species Llass Player 2 Species Llass Player 3 Species Class	Level: AL: Max HP: Level: AC: Max HP: Level: AC: Max HP: Max HP:
Species	AL: Remarc
Llass	Max HPI
Ylayer 2 Soccies	AC.
Class	Max HP.
Player 3	Level
Class	May HP!
0 103.5	

Datums

1 Add PL - (B)

2 Save Changes - (6)

3 Roturn to Mena - (6)

18: Add Playerls) to Party

		<u> </u>
Pl I		
Player I Species Class Player 2 Species Class Player 3 Species Class Player 4 Species Class Player 5 Species Class Player 5 Species Class Player 5	Level M: MaxHP: Level M: MoxHP: Level M: MaxHP: Level M: MaxHP: Level M: MaxHP: MaxHP:	\boxtimes
Class	MaxHP:	
Player 2	Level	
Species	AC:	X
Class	MaxHP:	
Mayer 3	Level	
Spécies	M. JUD.	
Planer 4	Level.	
Species	K C:	
Class	MaxHP:	
Player 5	Level'	
Spécies	AC-2	
Class	MaxHP:	
Mayer b		
O Add	2 Lancel	
Traja.	S Lance!	

Delicons
1 Save Changes > 17 · Allaws Bulk add From Player Database
2 Return - 17

19: Monster Database

Monsters	
Monster 1 Size Type	CR: ① EA.t. Max MP: A/: ② Pelcto
3 Add	9 Raturn

20: Add New Monster

Name I Monster Type	: \	Alignment VIII	Native:
Str: Dex:		Wis : Chai	
Acrobatics: O Arcana: Althletics: O	Damage Types: Pierce: V Bludgeonin : Weshal : Vesk Resit Immune	Speeds Walk Swim Climb Burrow Fly	:
Legendary O L. Resistance	Actions: Name: Bonus Damas Damage: Type: Additional Info:	Senses Range Blindsight Darkinston Tremorson Truesigh	f: ; se:
	Special Traits: Nome: Description:	Action	
	Notes		
	Legendary Actions Name: Description		
	Lair Actions: Name: Description		
		O Lonform @[Return

21: View Lookup Databases

Species (Classes (Mondon Types 3/	Conditions (9)	- 西×
h l				
Databo	50			
	Add N	Bu J	Return	

Dotions

1 View Species > 22 · Ceneralized View
2 View Classes > 24 · Defauts to Species
3 View Types > 25
4 View Lenditions > 23

22: Species Dalabuse

Species	Llusses	1 Mendon Type	2 Conditions 3	— @×
Spec	168			
Agrako Medi	Lia	@ Edit	Aasimar Medium or Small	Edut
Spepel	30	S Delete	Speed 30	Delote
Autogna	ome	Edit	Speed 3B Astral Els Medium	Edit
Autogna Small Speca	2 <i>C</i> ₃	Delete	Medium Speed 30	Delete
Aven	30	Edit	Buabeac	Edit
Medin Speed	η		Bugbear Medium Speed 30	
Speed	25	Delete	Speed 30	Delete
Change	ling Medium	Edit	Deep Gnome Small	Edit
Speed	30	Delebe	Speed 30	Delete
Speed			Coblin	
	6 Add	Ma.	1 Return	
	e Man		- [rerary]	
<i>a</i> 1		A / ,		
Options	a. = (711)	Notes		

1 View Classes = 20 2 View Types = 20 3 View Londitions = 20 4 Edit Selected = 23 6 Add Species = 23 7 Return to main = 0

23: Add new Species

	— 西×
No.	
Species Name	
Speed:	
Size!	
Small X	
Small Small Medium Huge Gargantuan	
Gargantuan	
O Save/Consirm	@ Return
4.1	

Options
1 Save Changes > 22 .

Lonfirm Delote
2 Return to View > 22

24: View Classes

Species 1 Wasses	Monday Types 2 Landitions 3	- 函×
Character	/ lascec	
Arbificer 18	@ Ed.t Barbarian d12	
Lan/Int	© Delete Str/Con	
© Add	Na @ Return	

25: Add new Class

			— 函)
Class Name			
Saving throw Proficiencies	H.2	Dize	
	D4	0	
Dex:	D4 D8 D10	Ŏ	
Int:	010	0	
Str: Dex: Con: Int: Wis: Cha:	D12	0	
Lina: L_J			
O Consinn	2 Retur	n	
ations Notes			

Lonsirm Delete

2 Return to Many = 29

26: View Creature Types

pecies O Wasses 6	Mondon Types Landition	ns ③ — 🗗>
Creature Typ		
Abberation	(9) Ed.t. Deast	
Lelostial	O Dolek Lonstrad	
Dragon	Elemental	
Fay	Frend	
@ Add Na	D Retai	

27 Add Creature Type

			— 6 0
Subtype Nav	10		
Juliape va		_	
Description:			
0 Confirm		2 Return	
U CAS WAY		S [PETAN]	
OTIONS	Notes		

1 Save Changes/
Lonsorm Delete
2 Return to Mona = 20

28 View Londitions

Species O Classes	2 Minder Types (3 Landitions	- 函×
Conditions			
Blinded	9 Ed.b Delete	Charmed	
Deasened		Frightened	
Grappled		Incapacitated	
Invisible		Paralyzed	
© Add N	Jan	7 Return	

29: Add new Longition 回× Condition Name Description:

O Confirm

@ Return

Options
Notes

Notes

Notes

Notes

Return to Mena - 28

