Glossary

0: Main Menu
  1: Building an encounter
    2: Insert a Party
    3: Add a single PC
    4: Bulk add Creatures
    5: Enter the initiative tracker
      6: Edit info for current initiative
        7: Add Status/Condition
        8: Remove from initiative
      9: Edit Non-focused PC/Creature
        7: Add Status/Condition
        8: Remove from initiative
      10: Move to next initiative slot
      11: Add combatant to initiative
        3: Add PC
        4: Add Creature
  12: Player Database
    13: Add new PC
    14: Edit existing PC
    15: Delete PC Data
    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
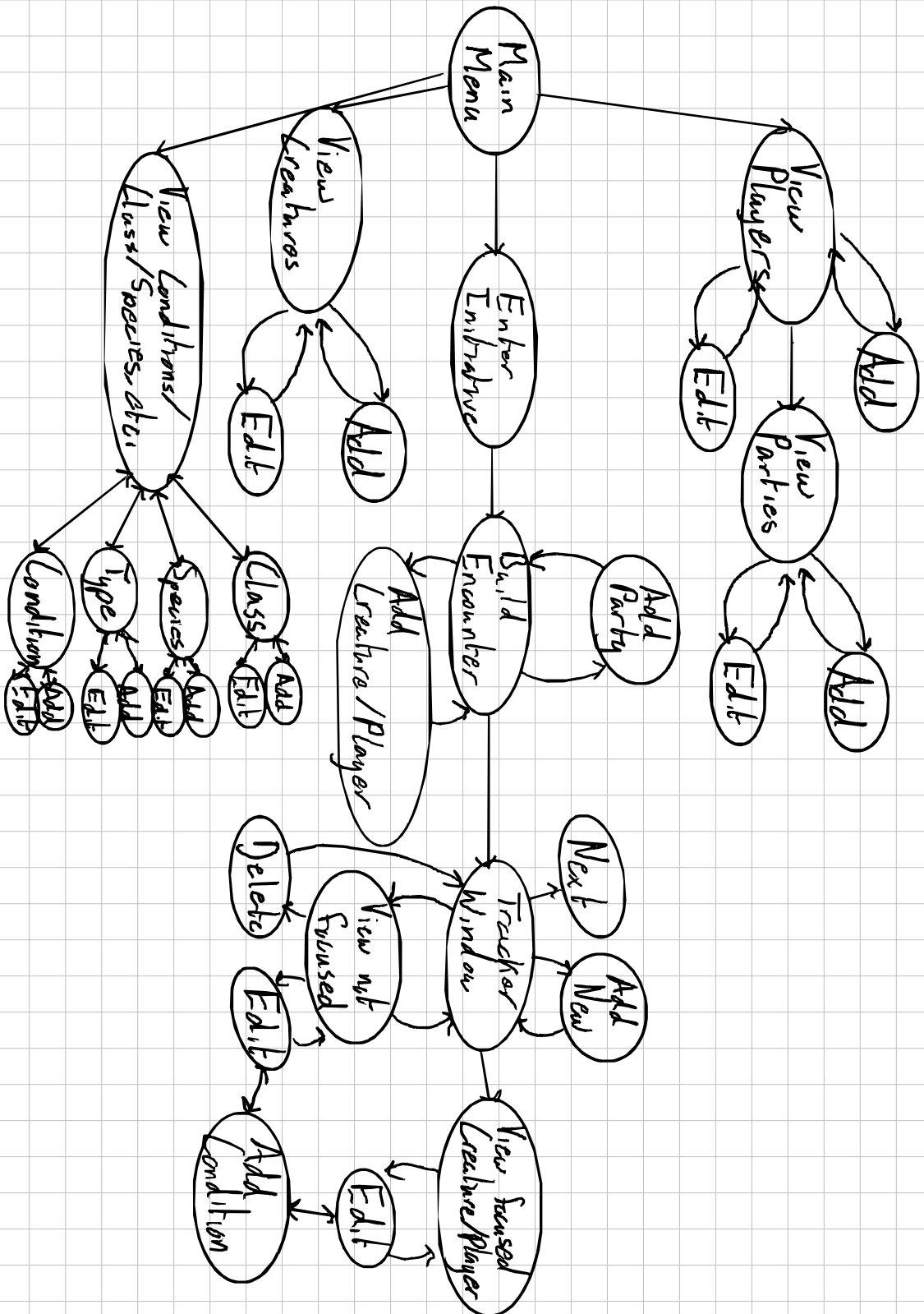   24: Class Database
      25: Add new class
    26: Creature Type Database
      27: Add new creature type
    28: Conditions Database
      29: Add new condition

Use Flowchart

Main Menu

View Conditions/ Class/Species, etc.

View Creatures

Enter Initiative

View Players

Edit
Add

Edit
Add

View Parties

Condition
Type
Species
Class

Edit
Add

Add
Edit

Add
Edit

Add
Edit

Add
Edit

Edit
Add

Build Encounter

Add Creature/Player

Add Party

Delete

View not focused

Tracker Window

Next

Edit

Add New

Add Condition

Edit

View focused Creature/Player

0: Opening Screen

— ▢ ✕

Project Title!

① Roll Initiative

② Players   ③ Creatures

④ Databases

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

1: Build an Encounter

Player 1 Max HP Initiative	Level Current HP Remove	Player 2 Max HP Initiative	Level Current HP Remove	Player 3 Max HP Initiative	Level Current HP Remove
Player 4 Max HP Initiative	Level Current HP Remove	Creature 1 Max HP Initiative	CR Current HP Remove	Creature 2 Max HP Initiative	CR Current HP Remove
Creature 3 Max HP Initiative	CR Current HP Remove	Creature 4 Max HP Initiative	CR Current HP Remove	Creature 5 Max HP Initiative	CR Current HP Remove
Creature 6 Max HP Initiative	CR Current HP Remove	Creature 7 Max HP Initiative	CR Current HP Remove	Creature 8 Max HP Initiative	CR Current HP Remove
Creature 9 Max HP Initiative	CR Current HP Remove	Creature 10 Max HP Initiative	CR Current HP Remove	Creature 11 Max HP Initiative	CR Current HP Remove
Creature 12	CR				

⑤ ←

① Add PC ② Add Party ③ Add Creature ④ Fight!

Options
1. Add PC → ②
2. Add Party → ③
3. Add Creature → ④
4. Enter Tracker → ⑤
5. Return to Main → ⓪

Notes:
- Screen begins to scroll as the screen fills
- Entries display quick info like Name MaxHP, Current HP, and initiative
- Creatures will have maxHP calculated, but can be edited
- Buttons to remove entries

2: Add PC to Encounter

Character Name   Level: 4
Species: Triton   Max HP: 45   ① [Select]
Class: Barbarian   AC: 17

① [Cancel]

Options   Notes
1 Add to Encounter → ①
2 Return to initiative → ①

3: Add Party to Encounter

Party Name 1   ① [select]
  Player 1   Player 2   Player 3
  Player 4

Party Name 2   ① [select]
  Player 1   Player 2   Player 3
  Player 4   Player 5   Player 6

② [Cancel]

Options
1 Add Party + Return → ①
2 Cancel + Return → ①

Notes
• Selecting a party adds all members to the encounter
• Window will also scroll when filled

4: Add a Creature to Encounter

Creature 1 Type: Monstrosity Size: Medium	AC: 14 Average HP: 58	CR: 3	☒
Creature 2 Type: Construct Size: Small	AC: 11 Average HP: 20	CR: 0.25	☐
Creature 3 Type: Humanoid Size: Large	AC: 16 Average HP: 72	CR: 5	☐
Creature 4 Type: Fey Size: Tiny	AC: 12 Average HP: 11	CR: 0.25	☒
Creature 5 Type: Elemental Size: Medium	AC: 13 Average HP: 25	CR: 1	☒
Creature 6	AC: 21	CR: 30	

① [Add]   ☐ Randomize HP   ② [Cancel]

Options
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 2

Max HP: AC:
Current HP: Init:
Size:

Class:
Species:

Str: Dex: Con: Int: Wis: Cha:

Proficiencies:

Weakness/Resistances:

Notes:

Conditions:

Player 3   Init
AC
HP   ② [Edit]

Creature 1   Init
AC
HP   [Edit]

Creature 4   Init
AC
HP   [Edit]

Player 4   Init
AC
HP   [Edit]

Creature 3   Init
AC
HP   [Edit]

Player 1   Init
AC
HP   [Edit]

③ Next   ④ Add Combatant

① Edit ↓

Options:
1 Edit Focused → ⑥
2 Edit Non-Focused → ⑨
3 Next Combatant → ⑤
4 Add Combatant → ⑪

Notes

6: Edit Current Initiative

Character Name
Class: Fighter   Species: Human

Max HP: 37   AC: 17
Current HP: 29   Initiative: 15
Size: Medium   Level: 4

Str: 18   Dex: 13   Con: 18   Int: 9   Wis: 11   Cha: 12
⭐   ⭐

Acrobatics: +3   Notes:
Arcana: -1
Athletics: +6
⋮

Resistance/Weaknesses:

Languages:

Conditions: ① Add

② Remove   ③ Back

Options
1 Add Condition
2 Remove from Initiative
3 Return to tracker

Notes
⑦ • Displays all available info
⑧ • Player displayed here. Creature info on slide 9
⑤ • Notes, conditions, HP, and initiative can be edited
• Menu scrolls for more info

7: Add Condition Menu

— ▣ ✕

Conditions

Name
Description text   ① Add

② Return

Notes
• Each condition has a name and written description

8: Remove From Initiative

Remove [Combatant Name] From initiative?

① Yes   ② No

Notes
· Popout menu. Does not override the edit menu

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Creature Name
Type: Monstrosity

Max HP: 27   AC: 13
Current HP: 9   Initiative: 12
Size: Medium   CR: 2

Str: 18   Dex: 13   Con: 18   Int: 9   Wis: 11   Cha: 12
  ☆   ☆

Acrobatics: +3
Arcana: -1
Athletics: +6
  ⋮

Notes:

Resistance/Weaknesses:

Languages:

Conditions:

① Add

② Remove

③ Back

Options
1 Add a condition → ⑦
2 Remove from Combat → ⑧
3 Return to tracker → ⑤

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

Player 3
Class:
Species:

Max HP: AC:
Current HP: Int:
Size:

Str: Dex: Con: Int: Wis: Cha:

Proficiencies:

Weakness/Resistances:

Notes:

Conditions:

Creature 1	Init
AC	
HP	② Edit
Creature 4	Init
AC	
HP	Edit
Player 4	Init
AC	
HP	Edit
Creature 3	Init
AC	
HP	Edit
Player 1	Init
AC	
HP	Edit
Creature 2	Init
AC	
HP	Edit
③ Next	④ Add Combatant

① Edit

Options
1 Edit Current Combatant → ⑥
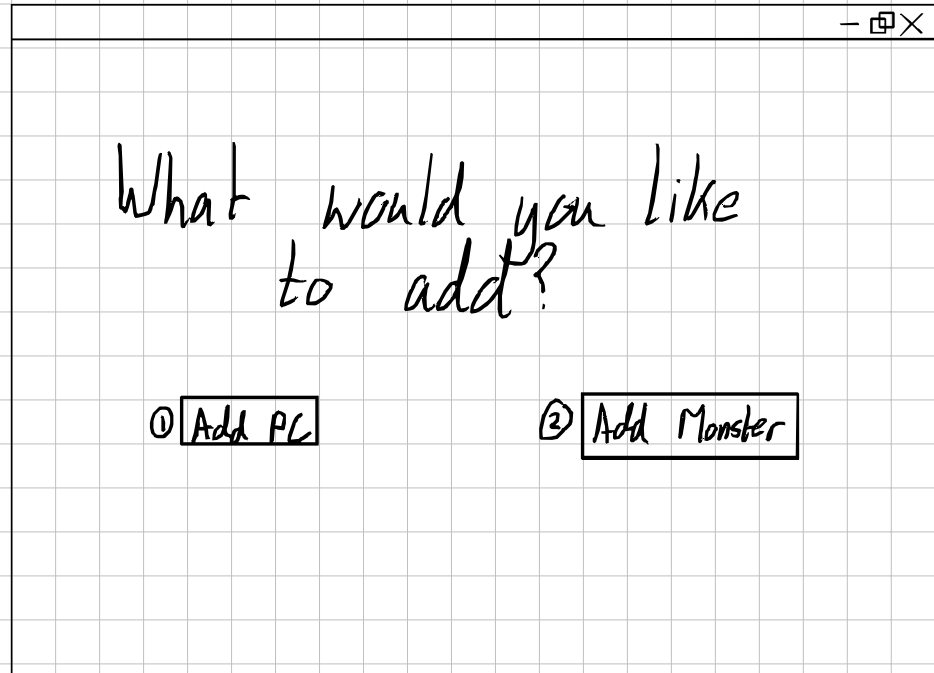2 Edit Other Combatant → ⑨
3 Next Combatant → ⑩
4 Add Combatant → ⑪

Notes
· Same as slide 5

11: Add Combatant to Initiative

Options
1. Add PC → ③
2. Add Monster → ④

```
┌─────────────────────────────────────────────┐ ─ ⊡ ✕
│                                               │
│                                               │
│     What would you like                       │
│          to add?                              │
│                                               │
│    ① ┌─────────┐      ② ┌──────────────┐     │
│      │ Add PC  │        │ Add Monster  │      │
│      └─────────┘        └──────────────┘      │
│                                               │
│                                               │
└───────────────────────────────────────────────┘
```

Notes
- Addition screens are visually similar/identical to the screens at the encounter building screen

12: Player Database

Player Characters

Character Name	Level:	② Edit
Species	MaxHP:	
Class	AC:	③ Delete

④ Add New   ⑤ Return

Options
1 View Parties → ⑯
2 Edit PC → ⑭
3 Delete PC → ⑮
4 Add PC → ⑬
5 Back to Main → ⓪

13: Add new PC

Name|

Class: [▾]   Species: [▾]

Max HP: [ ]
Alignment [▾]
Size [▾]

AC: [ ]
Initiative: [ ]
Level: [ ]

Str: [ ] Dex: [ ] Con: [ ] Int: [ ] Wis: [ ] Cha: [ ]
   ◯   ◉   ◯   ◉   ◯   ◯

Acrobatics: ◯
Arcana: ◉
Athletics: ◯
   ⋮

Notes:
[   ]

Resistance/Weaknesses:
[   ]

Languages:

Senses:

Speeds:
Walk [ ]
Swim [ ]
Climb [ ]
Burrow[ ]
Fly   [ ]

① [Save]   ② [Cancel]

Notes
· Boxes w/ Arrows indicate dropdowns
· Bubbles indicate proficiency

14: Edit existing PC

PC Name

Class: Rogue ▽   Species: Tabaxi ▽

Max HP: 37   AC: 17
Alignment: L/G ▽   Initiative: +5
Size: Med ▽   Level: 5

Str: 9 ○ Dex: 18 ◉ Con: 13 ○ Int: 15 ◉ Wis: 12 ○ Cha: 13 ○

Acrobatics: ◉
Arcana: ◉
Athletics: ○
⋮

Notes:
Notes notes notes notes notes

Resistance/Weaknesses:

Languages:

Senses:

Speeds:
Walk	30
Swim	0
Climb	15
Burrow	0
Fly	0

① Save   ② Cancel

Options
1 Save Changes → ⑫
2 Cancel Add → ⑫

Notes
• Same fields + form as the add screen

15: Delete PC

PC Name

Class: Rogue ⌄   Species: Tabaxi ⌄

Max HP: 37   AC: 17
Alignment: L/G ⌄   Initiative: +5
Size: Med ⌄   Level: 5

Str: 9   Dex: 18   Con: 13   Int: 15   Wis: 12   Cha: 13
○   ◉   ○   ◉   ○   ○

Acrobatics: ◉
Arcana: ◉
Athletics: ○
⋮

Notes:

Notes notes notes notes notes

Resistance/Weaknesses:

Languages:

Senses:

Speeds:
Walk	30
Swim	0
Climb	15
Burrow	0
Fly	0

① Confirm   ② Cancel

Options
1 Confirm Delete → ⑫
2 Cancel Add   → ⑫

Notes
- Allows user to review + confirm the deletion of a player character

16: View Parties

— ⊡ ✕

Parties

Party Nickname			① Edit
Player 1	Player 2	Player 3	
Player 4	Player 5	Player 6	③ Delete

④ Add New   ⑤ Return

Options
1 View Players → ⑫
2 Edit Party → ⑰
3 Delete Party → ⑰
4 Add new Party → ⑰
5 Return to Main → ⓪

Notes
• Parties are collections of Player Characters
• Can be used to bulk add PCs to combat

17: Create New Party

Party Name I

① +

Player 1	Level:	
Species	AC :	Remove
Class	Max HP:	
Player 2	Level :	
Species	AC :	
Class	Max HP:	
Player 3	Level:	
Species	AC:	
Class	Max HP:	

② Save   ③ Return

Options
1 Add PC   → ⑱
2 Save Changes → ⑯
3 Return to Menu → ⑯

Notes
.

18: Add Player(s) to Party

— ⧉ ✕

Player 1 Species Class	Level: AC: MaxHP:	☒
Player 2 Species Class	Level: AC: MaxHP:	☒
Player 3 Species Class	Level: AC: MaxHP:	☐
Player 4 Species Class	Level: AC: MaxHP:	☐
Player 5 Species Class	Level: AC: MaxHP:	☒
Player 6		

① [Add]   ② [Cancel]

Options
1 Save Changes → ⑰
2 Return → ⑰

Notes
· Allows Bulk add from Player Database

19: Monster Database

Monsters

Monster 1	CR: ① Edit
Size	MaxHP:
Type	AC: ② Delete

③ Add   ④ Return

Name |

Monster Type: [▾]

Max HP: [ ]
Alignment [▾]
Size: [▾]

AC: [ ]
Initiative: [ ]
CR [ ]
XP : [ ]

Str: [ ] Dex: [ ] Con: [ ] Int: [ ] Wis: [ ] Cha: [ ]
○ ◉ ○ ◉ ○ ○

Acrobatics: ○
Arcana: ◉
Athletics: ○
⋮

Damage Types:
Pierce: [▾]   Bludgeoning [✓]
Neutral
Weak
Resist
Immune
⋮

Speeds:
Walk [ ]
Swim [ ]
Climb [ ]
Burrow [ ]
Fly [ ]

Actions:
Name: [ ] Bonus [ ] Range [ ]
Targets: [ ]
Damage: [ ] Type : [ ]
Additional Info : [ ]

Legendary ○

L Resistance [ ]

[+ Action]

Senses:
Blindsight : [ ]
Darkvision : [ ]
Tremorsense: [ ]
Truesight: [ ]

Special Traits:
Name : [ ]
Description:
[ ]

Notes
[ ]

Legendary Actions:
Name: [ ]
Description:
[ ]

Lair Actions:
Name : [ ]
Description
[ ]

① [Confirm]   ② [Return]

21: View Lookup Databases

Database

Add New		Return

Options	Notes
1 View Species → ㉒	· Generalized View
2 View Classes → ㉔	· Defaults to Species
3 View Types → ㉖
4 View Conditions → ㉘

22: Species Database

| Species | Classes | ① Monster Types | ② Conditions | ③ | — � ✕ |

Species

Agrakocra Medium Speed 30	④ Edit ⑤ Delete	Aasimar Medium or Small Speed 30	Edit Delete
Autognome Small Speed 30	Edit Delete	Astral Elf Medium Speed 30	Edit Delete
Aven Medium Speed 25	Edit Delete	Bugbear Medium Speed 30	Edit Delete
Changeling Small / Medium Speed 30	Edit Delete	Deep Gnome Small Speed 30	Edit Delete
Dwarf		Goblin	

⑥ Add New   ⑦ Return

Options

1 View Classes → (24)
2 View Types → (26)
3 View Conditions → (29)
4 Edit Selected → (27)
5 Delete Selected → (23)
6 Add Species → (23)
7 Return to main → (0)

Notes

23: Add new Species

Species Name

Speed: [_____]

Size !
Ting
Small   ⊠
Medium
Huge
Gargantuan

① [Save/Confirm]   ② [Return]

<u>Options</u>   <u>Notes</u>
1 Save Changes/   → ㉒   .
  Confirm Delete
2 Return to View   → ㉒

24: View Classes

— 🗗 ✕

Character Classes

Arbificer d8 Con/Int	④ Edit ⑤ Delete	Barbarian d12 Str/Con

⑥ Add New   ⑦ Return

25: Add new Class

Class Name

Saving throw Proficiencies   Hit Dice

Str :
Dex :   D4   ◯
Con :   D6   ◯
Int : ⊠   D8   ◉
Wis : ⊠   D10   ◯
Cha :   D12   ◯

① | Confirm | ② | Return |

Options   Notes

1 Save Changes/   → ㉔   •
  Confirm Delete
2 Return to Menu → ㉔

26: View Creature Types

Creature Types

Abberation ④ Edit ⑤ Delete	Beast
Celestial	Construct
Dragon	Elemental
Fey	Fiend

⑥ Add New   ⑦ Return

27: Add Creature Type

Subtype Name

Description:

① Confirm   ② Return

Options   Notes
1 Save Changes/   →(26)   .
  Confirm Delete   →(26)
2 Return to Menu   →(26)

28: View Conditions

Conditions

Blinded ④ Edit ⑤ Delete		Charmed
Deafened		Frightened
Grappled		Incapacitated
Invisible		Paralyzed

⑥ Add New   ⑦ Return

29: Add new Condition

Condition Name

Description:

① Confirm   ② Return

<u>Options</u>   <u>Notes</u>
1 Save Changes /   ➔ 28   •
  Confirm Delete   ➔ 28
2 Return to Menu   ➔ 28