

DemoWorld View Screenshots:

demo world | 1.0

File Screens

JAMES

HITPOINTS (0) 4/7

Damage

Heal

+1 Temp Hp

XP: 0/4

-1 Xp

+1 Xp

Name	Total	Base	Modifier
force	-2	-2	0
quickness	0	0	0
resilience	0	-1	1
analytical	1	1	0
empathy	2	2	0

Features
read
socially fluent
basic mathematics
early riser
write
grit

remove

Dice Panel

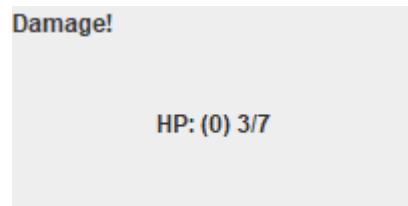
Roll

☐ advantage?☐ reroll ones?

Specialties
innkeeper

remove

Click Damage and get a notification:



And the result (with a colour change):

Character Sheet

File Screens

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HITPOINTS (0) 3/7

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Dice Panel

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Specialties

innkeeper

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Now Heal:

Heal!

HP: (0) 4/7

Character Sheet

File Screens

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Dice Panel

Roll

☐ advantage?

☐ reroll ones?

Specialties

innkeeper

remove

Add some Temp HP:

Gain Temp HP!

HP: (1) 4/7

Character Sheet

File Screens

JAMES

HITPOINTS (1) 4/7

Damage

Heal

+1 Temp Hp

XP: 0/4

-1 Xp

+1 Xp

Name	Total	Base	Modifier
force	-2	-2	0
quickness	0	0	0
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early riser
write
grit

remove

Dice Panel

Roll

☐ advantage?☐ reroll ones?

Specialties

innkeeper

remove

And Damage again (repeatedly):

Damage!

HP: (0) 4/7

Character Sheet

File Screens

JAMES

HITPOINTS (0) 4/7

Damage

Heal

+1 Temp Hp

XP: 0/4

-1 Xp

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Dice Panel

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Character Sheet

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Character Sheet

File Screens

JAMES

HITPOINTS (0) 2/7

Damage

Heal

+1 Temp Hp

Character Sheet

File Screens

JAMES

HITPOINTS (0) 1/7

Damage

Heal

+1 Temp Hp

XP: 0/4

-1 Xp

+1 Xp

Name	Total	Base	Modifier
force	-2	-2	0
quickness	0	0	0
resilience	0	-1	1
analytical	1	1	0
empathy	2	2	0

Dice Panel

Roll

☐ advantage?
☐ reroll ones?

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grit

Specialties

innkeeper

Until “downed”:

Character Sheet

File Screens

JAMES

HITPOINTS (0) 0/7

Damage

Heal

+1 Temp Hp

XP: 0/4

-1 Xp

+1 Xp

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resilience	0	-1	1
analytical	1	1	0
empathy	2	2	0

Dice Panel

Roll

☐ advantage?
☐ reroll ones?

Features

read
socially fluent
basic mathematics
early riser
write
grit
downed

Specialties

innkeeper

And Heal again (each with the appropriate notification not shown):

Character Sheet

File Screens

JAMES

HITPOINTS (0) 1/7

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Heal

+1 Temp Hp

XP: 0/4

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+1 Xp

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Character Sheet

File Screens

JAMES

HITPOINTS (0) 2/7

Damage

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+1 Temp Hp

Character Sheet

File Screens

JAMES

HITPOINTS (0) 3/7

Damage

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Character Sheet

File Screens

JAMES

HITPOINTS (0) 4/7

Damage

Heal

+1 Temp Hp

Character Sheet

File Screens

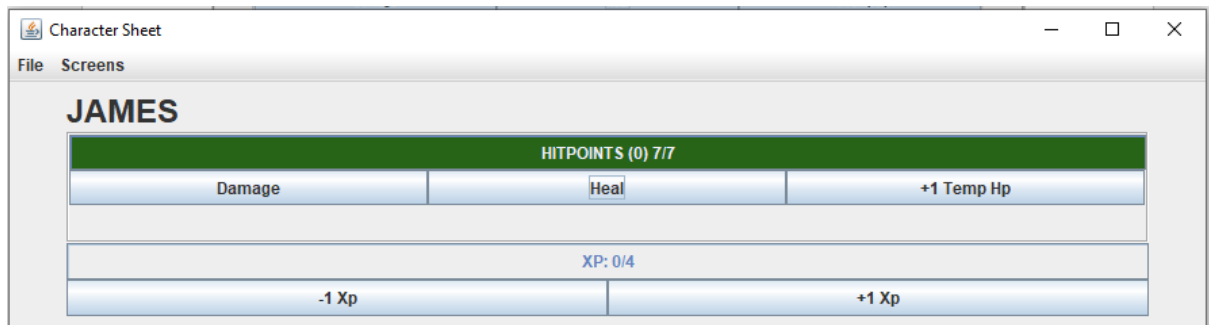
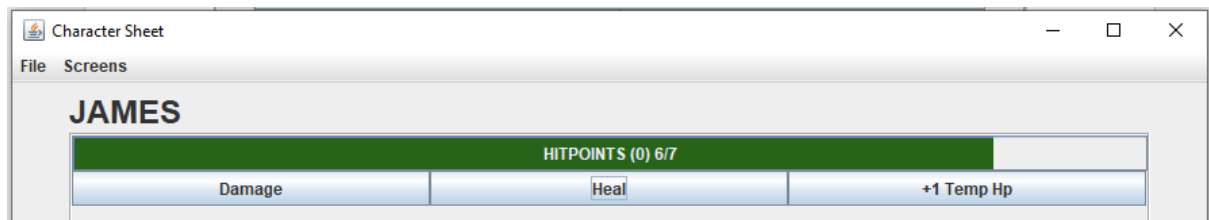
JAMES

HITPOINTS (0) 5/7

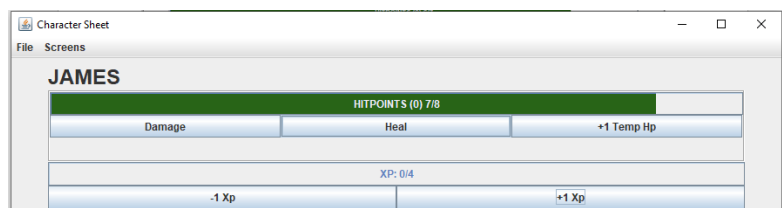
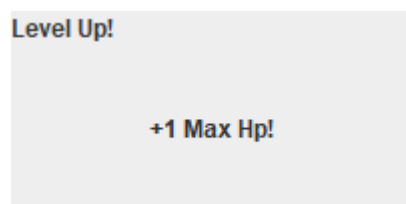
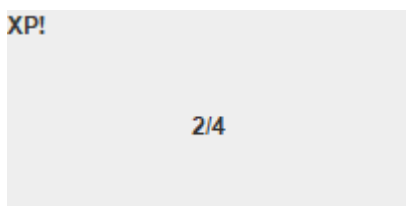
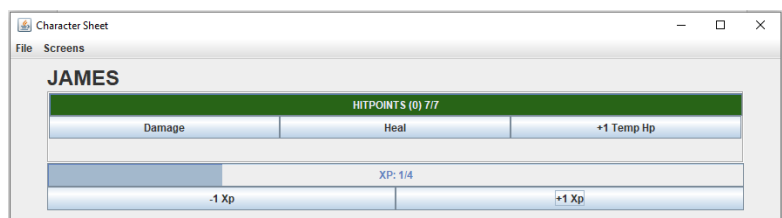
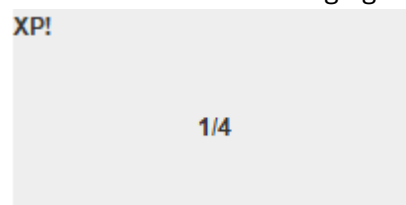
Damage

Heal

+1 Temp Hp



XP bar doesn't have changing colours:



But if you keep levelling up, the HP bar does change colour of course!

