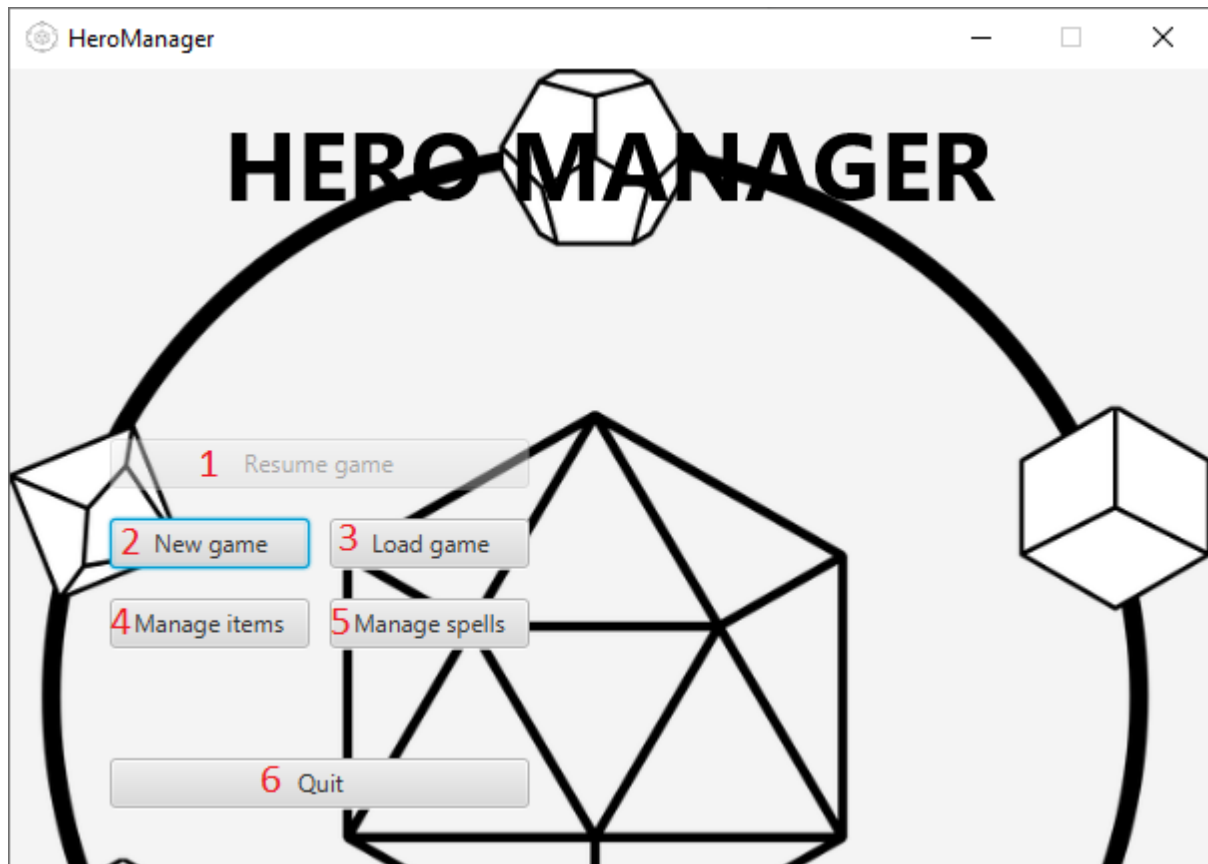


Hero Manager User Manual

Welcome to our home page with the following visual :

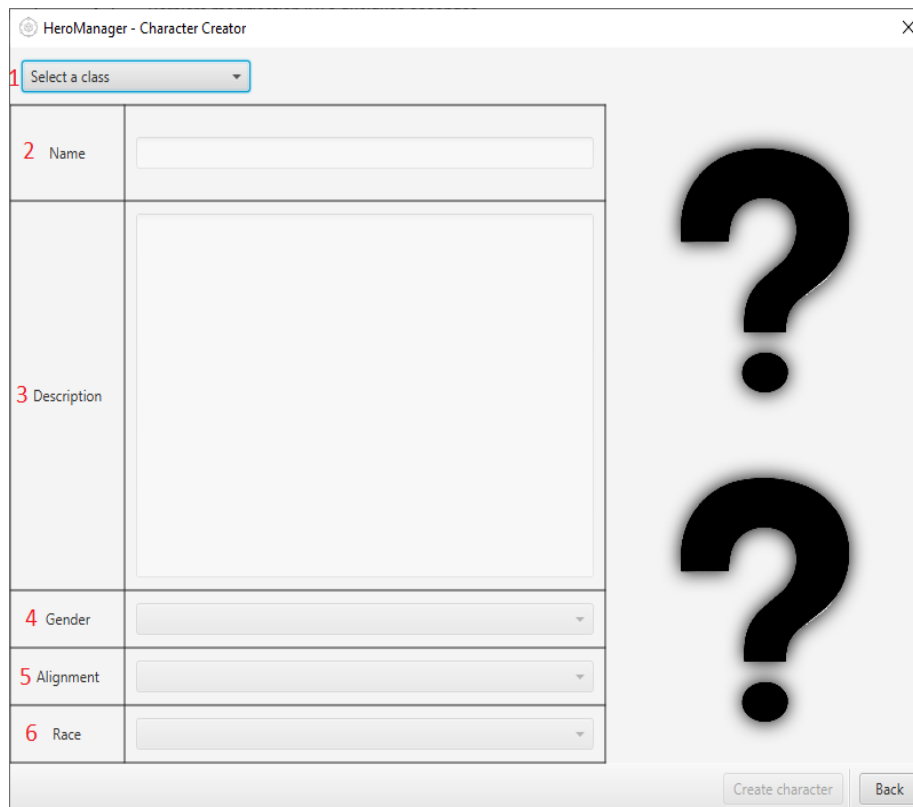


- | | |
|---|----------|
| 1- Resume Game made you get back to the last played Character | (p. 10) |
| 2- New game :Create a new character | (p. 2-4) |
| 3- Load game : Load a Character | (p. 10) |
| 4- Manage item : Let you , modify , create and delete any Item | (p. 11) |
| 5- Manage spells : Let you , modify , create and delete any Spell | (p. 12) |
| 6- To exit application | |

Character screen information	(p. 5-9)
------------------------------	----------

1/ Setup a new Game.

Here are all steps to create your character :



The screenshot shows the 'HeroManager - Character Creator' window. It features a large question mark in the background. On the left, there is a form with the following fields:

1	Select a class	
2	Name	
3	Description	
4	Gender	
5	Alignment	
6	Race	

At the bottom right, there are two buttons: 'Create character' and 'Back'.

1- select your class

2- your character name

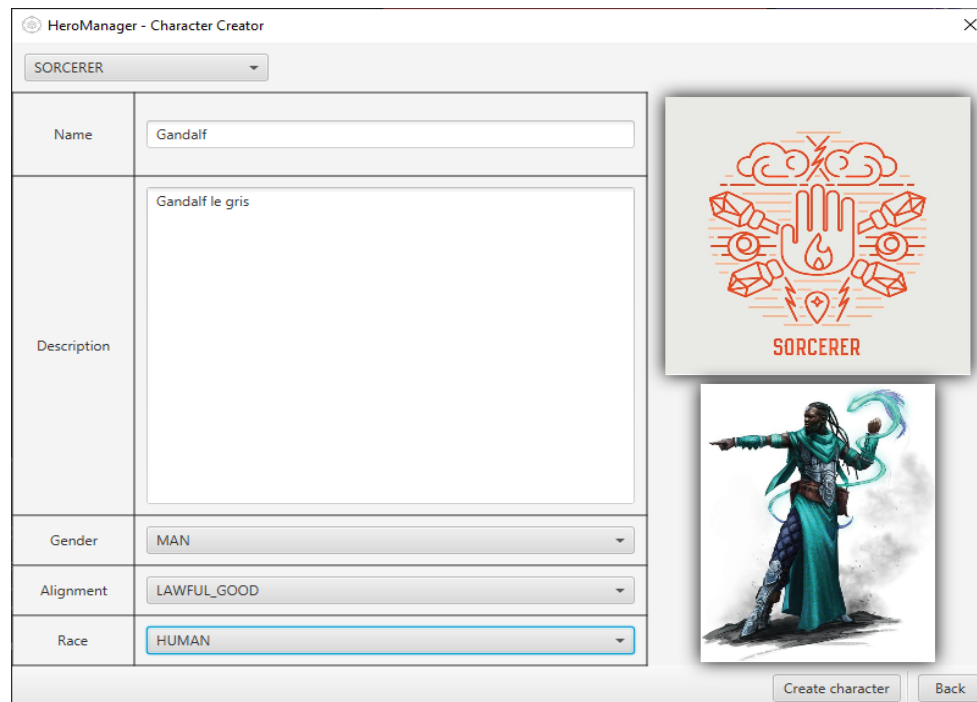
3- your character description

4- your character gender

5- your alignment
(ex: if your character will be good or evil)

6- your race
Preview of your brand new character :

After 1st step of creation, you will got 3 tabs (Spell tab only activated if your character's class allows it) :



The screenshot shows the 'HeroManager - Character Creator' window after the first step. The 'SORCERER' class is selected in the dropdown menu. The form fields are filled with the following data:

Name	Gandalf
Description	Gandalf le gris
Gender	MAN
Alignment	LAWFUL_GOOD
Race	HUMAN

On the right side, there is a preview of the character, showing a Sorcerer with a red hand icon and the word 'SORCERER' below it. Below the preview, there is a button labeled 'Create character' and a 'Back' button.

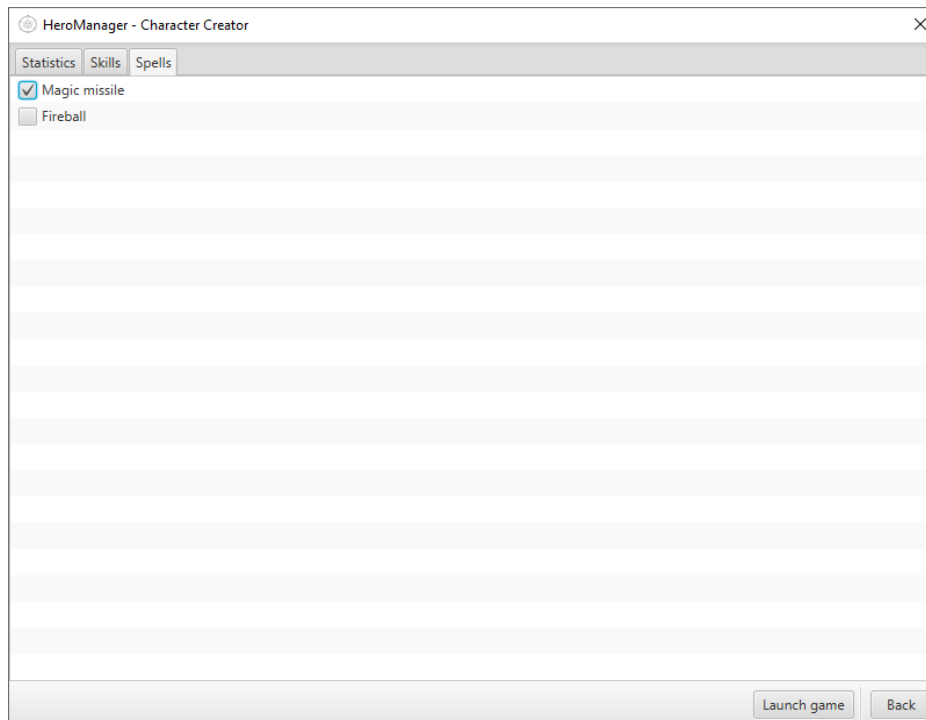
By clicking “Next”, you will end on this page allowing you to set up your statistics. You can allow a total of 12 extra points. Each statistic must be between 8 & 15 :

HeroManager - Character Creator	
Statistics Skills Spells	
Remaining stats points	12
Strength	◀ 10 ▶
Dexterity	◀ 10 ▶
Intelligence	◀ 10 ▶
Wisdom	◀ 10 ▶
Robustness	◀ 10 ▶
Charisma	◀ 10 ▶
Launch game Back	

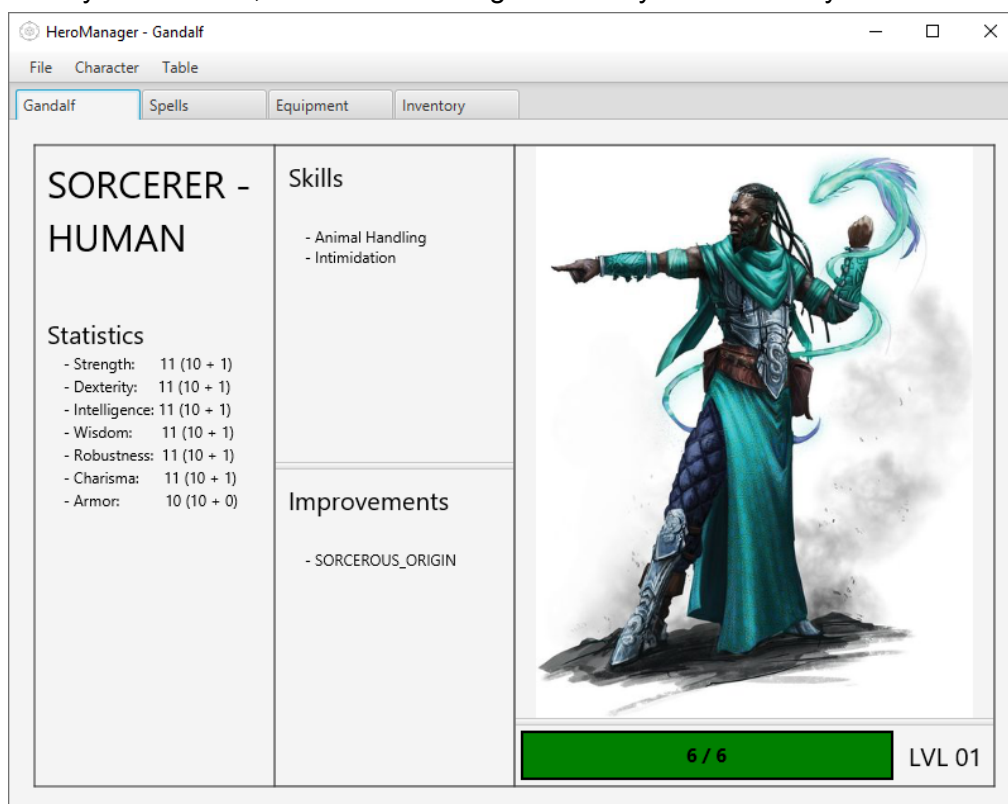
By clicking on “Skill”, you will end up here where you can set your Skill Mastery by clicking on checkboxes.

HeroManager - Character Creator	
Statistics Skills Spells	
<input type="checkbox"/> Acrobatics	
<input type="checkbox"/> Athletics	
<input checked="" type="checkbox"/> Animal Handling	
<input type="checkbox"/> Arcana	
<input type="checkbox"/> Deception	
<input type="checkbox"/> History	
<input checked="" type="checkbox"/> Intimidation	
<input type="checkbox"/> Investigation	
<input type="checkbox"/> Insight	
<input type="checkbox"/> Medicine	
<input type="checkbox"/> Nature	
<input type="checkbox"/> Perception	
<input type="checkbox"/> Performance	
<input type="checkbox"/> Persuasion	
<input type="checkbox"/> Religion	
<input type="checkbox"/> Sleight of hand	
<input type="checkbox"/> Stealth	
<input type="checkbox"/> Survival	
Launch game Back	

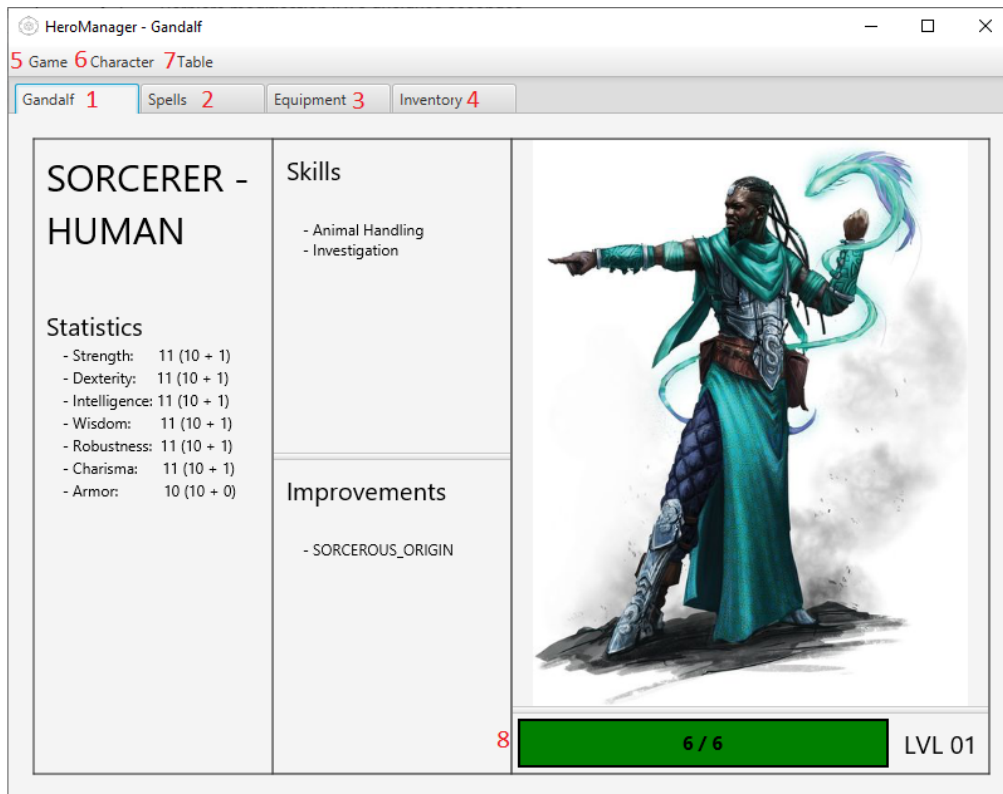
And finally by clicking on “Spell”, you will gain access to your spell selection screen , where you can find any spell for your Class



Once you are done, click on “Launch game” and you will be on your Character screen sheet.

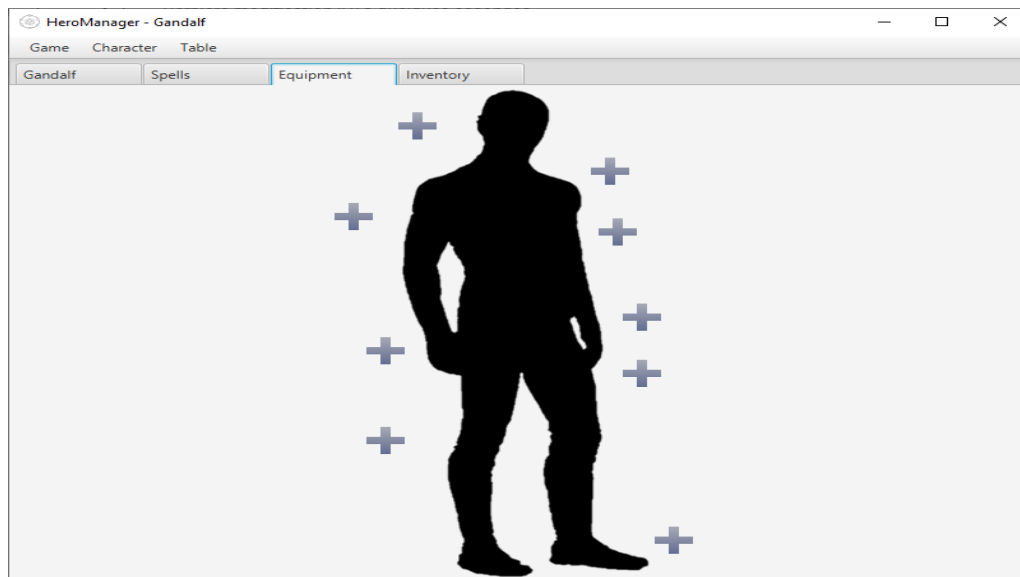


2/ Character Screen

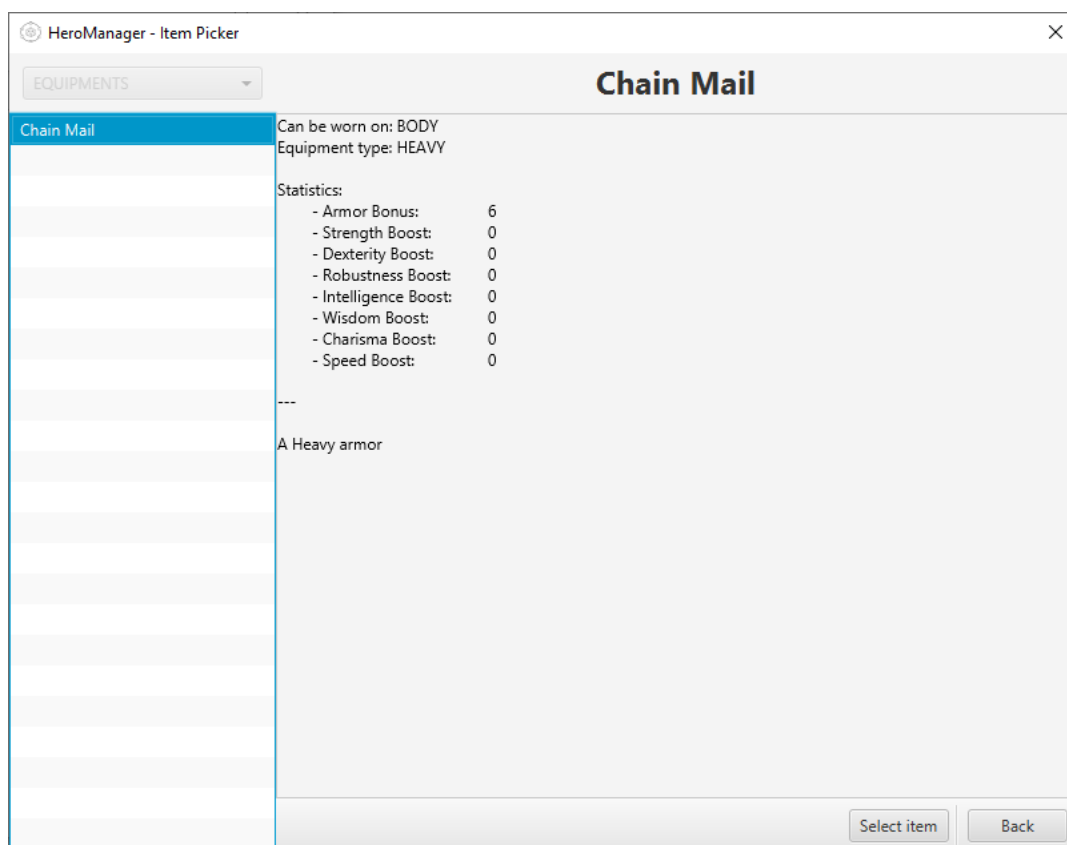


- 1- General information about your character
- 2- Your list of spells (if your character allows it)
- 3- Your equipped equipments
- 4- Your inventory
- 5- Menu Game : to manage items/spells, to save your game or to exit Hero Manager.
- 6- Menu character : to level up
- 7- Menu Table : to open dice roll window
- 8- Click on health bar to set new life points

Equipments tab :

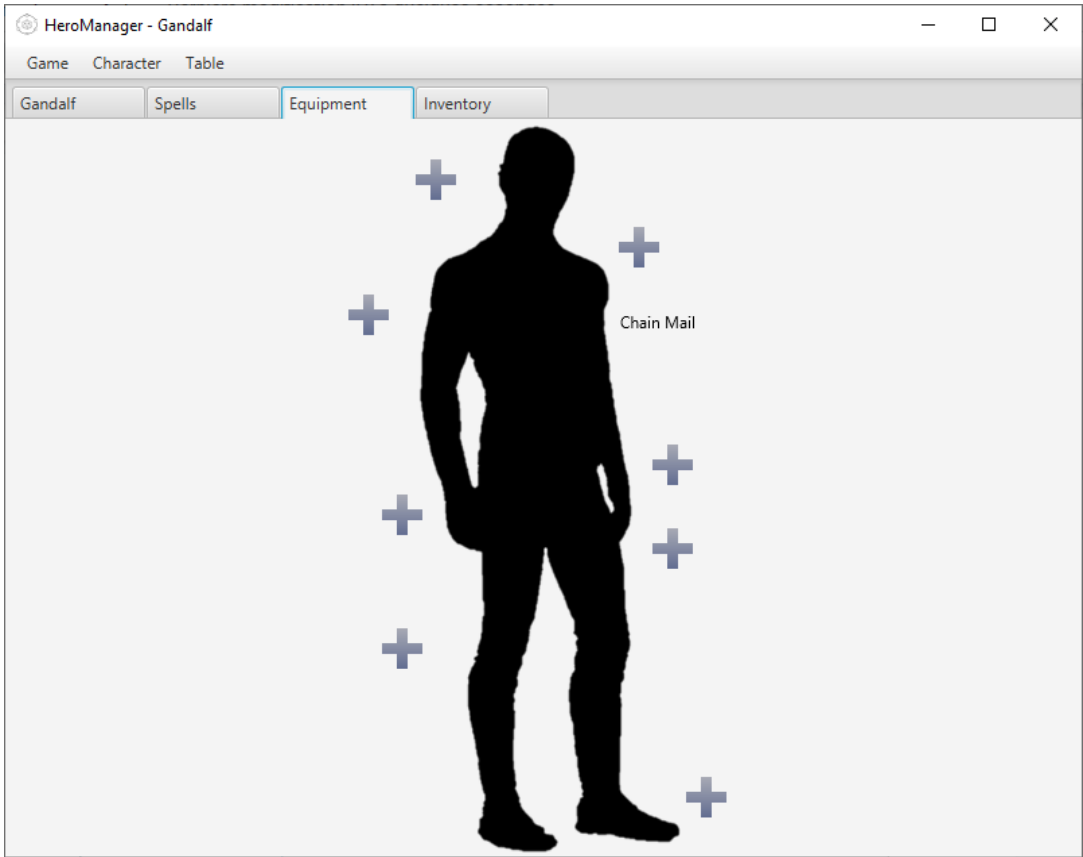


Click on the + button to have access to an Item Picker Interface.



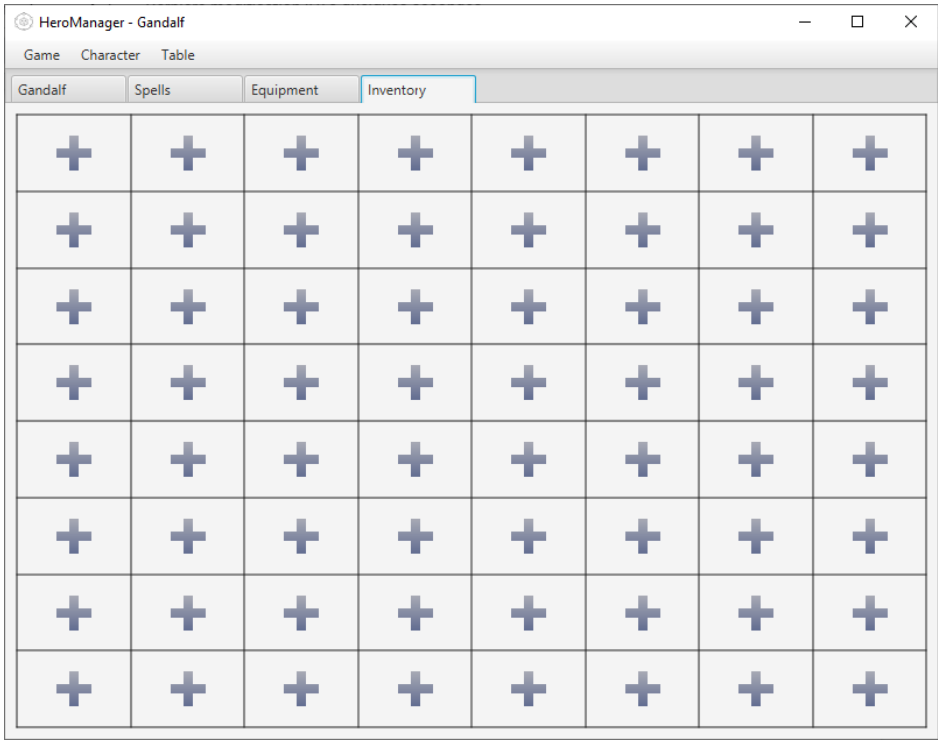
NOTICE : You must possess equipment in your inventory to get them here
Then click on "Select Item" to equip the desired equipment.

Here the result after you successfully selected your equipment :

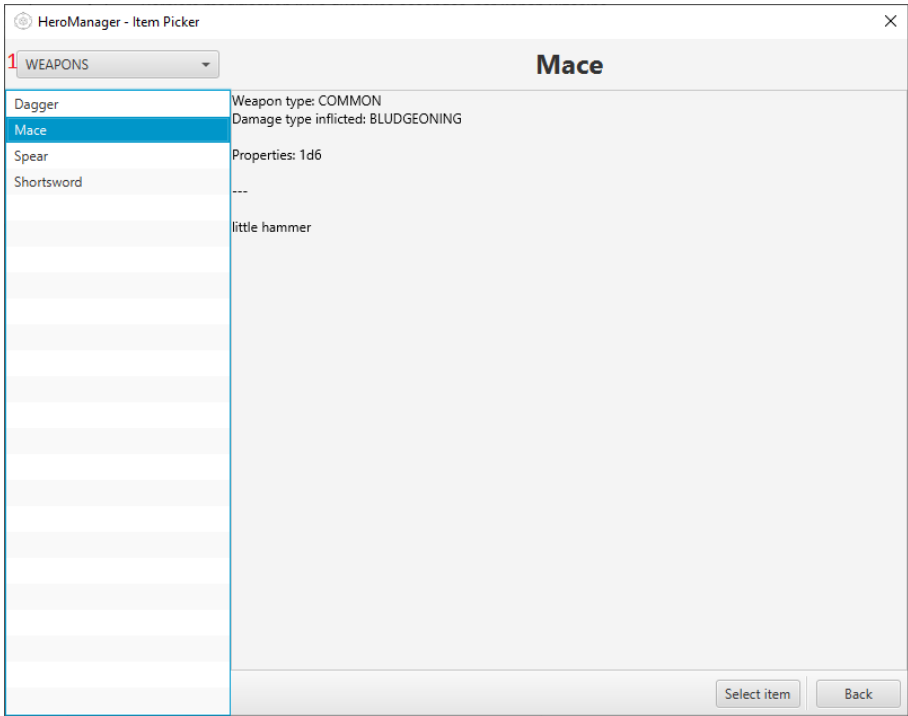


Inventory tab :

The inventory tab allows you to add items by click on + button.

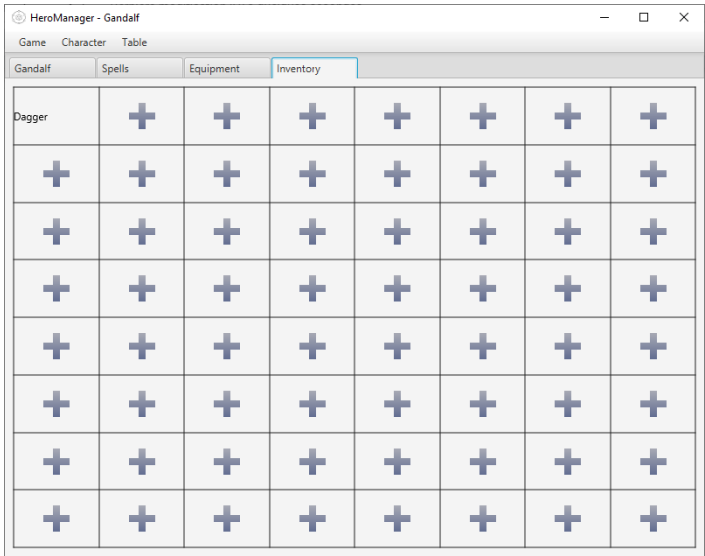


Once you click on the button you will see Item Picker Interface again.



You must select your item type on the (1) field in order to show them.
After you selected your item in the list, click on “Select Item” to confirm it.

Congrats, you successfully added an item :

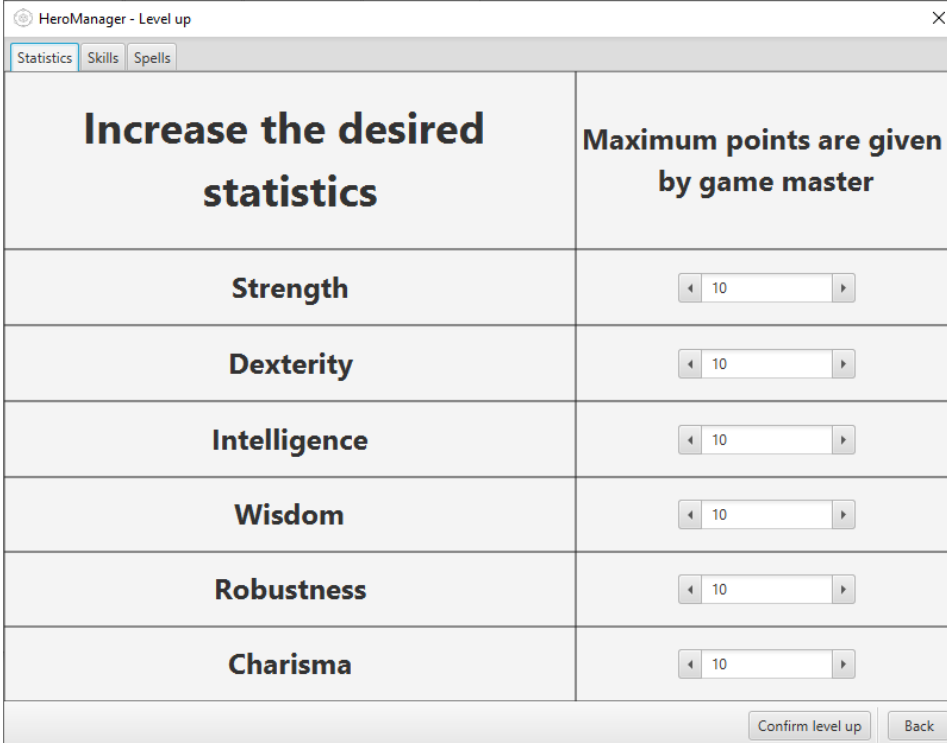


Character Menu: Level Up

Allows you to level up your character.

It's quite like the characteristics set of the Character creation but without statistics additional points, and each statistic max raised to 20.

When you finished your modifications, click on “Confirm level up” to level up your character and reset its current hp to maximum.

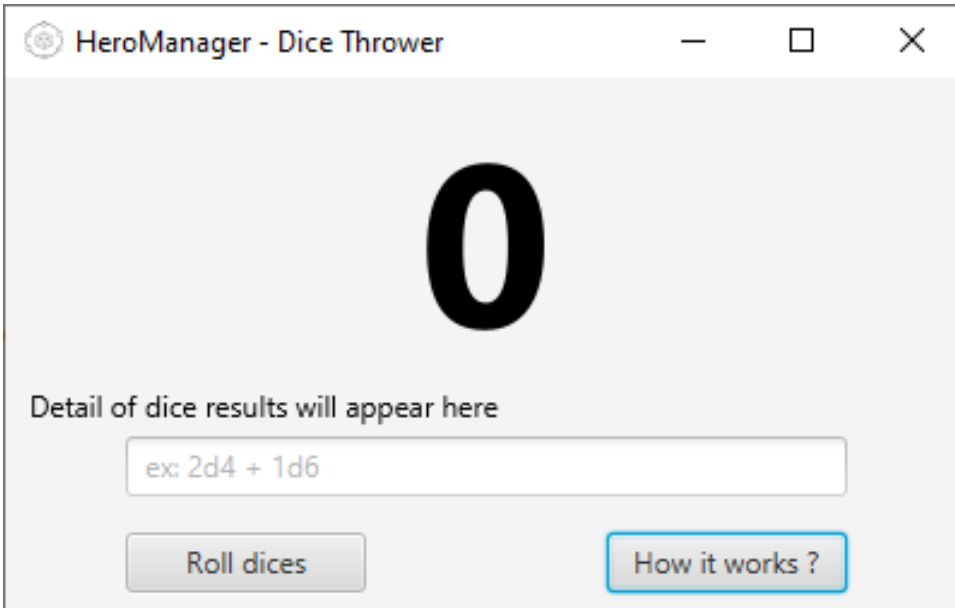


Increase the desired statistics	Maximum points are given by game master
Strength	<input type="text" value="10"/>
Dexterity	<input type="text" value="10"/>
Intelligence	<input type="text" value="10"/>
Wisdom	<input type="text" value="10"/>
Robustness	<input type="text" value="10"/>
Charisma	<input type="text" value="10"/>

Confirm level up Back

Table menu: Dice Thrower

A precious tool to throw dice by giving a formula.



HeroManager - Dice Thrower

0

Detail of dice results will appear here

ex: 2d4 + 1d6

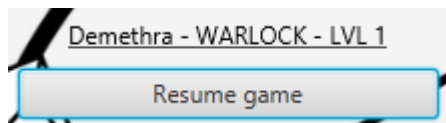
Roll dices How it works ?

The formula could be quite complicated to understand at first, so “How it works ?” button will show you an information dialog to explain to you how the Dice Thrower works.

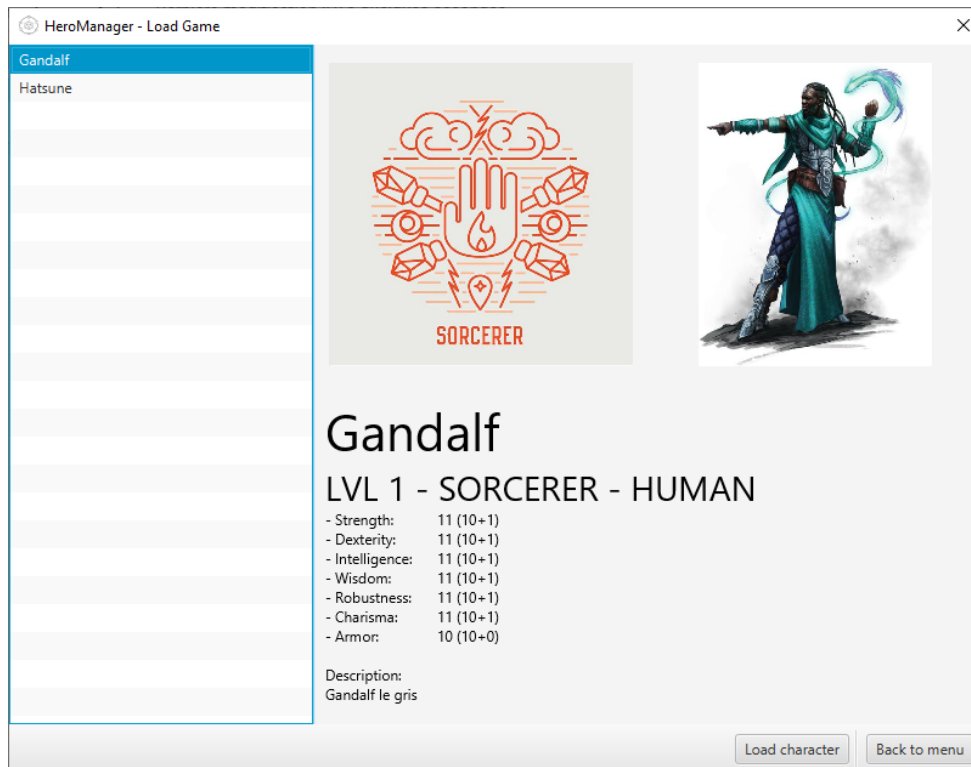
To throw dices, you just click on “Roll dices”. A full detail of the result will be shown.

3/ Resume & Load Game :

The Resume button directly loads the last Character Sheet you previously opened.
A detailed text above the button will tell you some information about the last character.



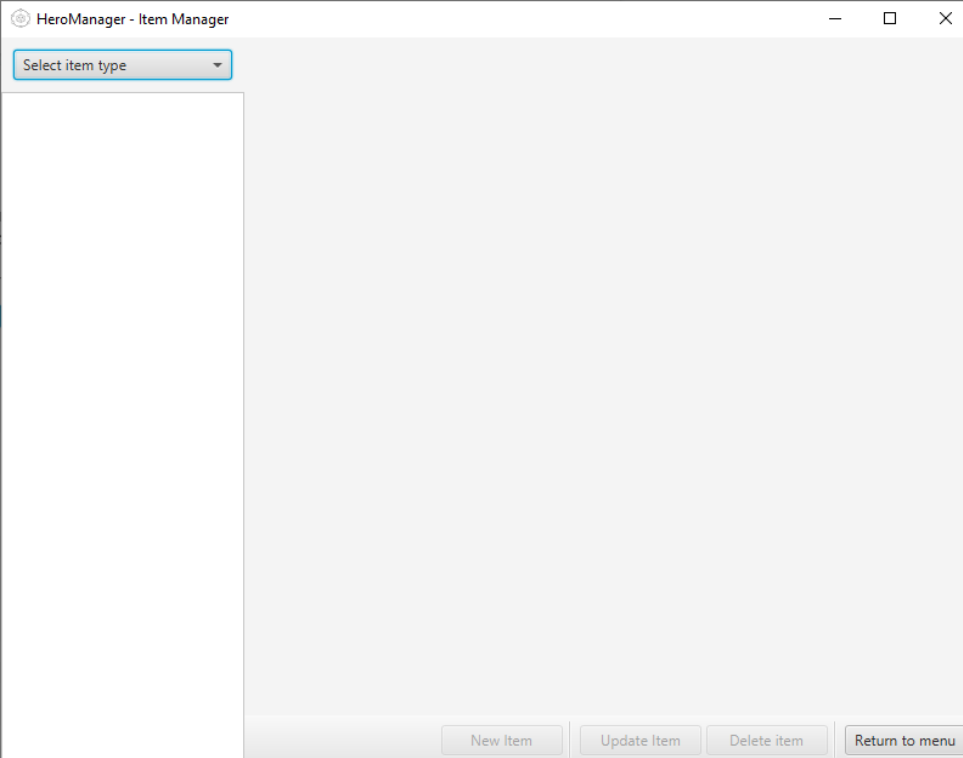
The Load game button lets you choose your Character Sheet.



Detailed information will be shown to quickly resume the selected character.
Click on the Sheet you want to play as and then click on "Load character" to resume the game.

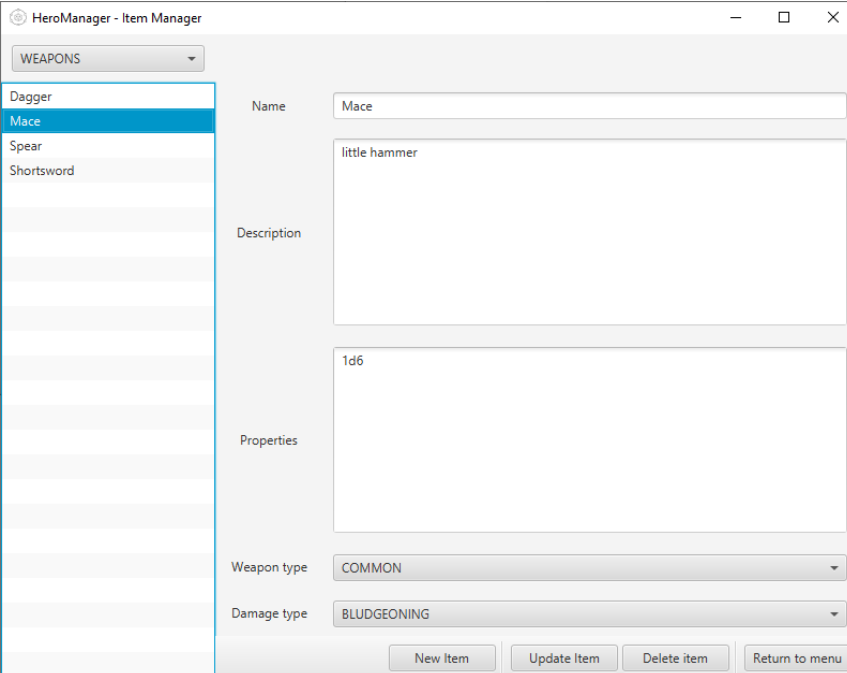
4/ Manage items :

First you need to choose the type of Item you want to access to



The screenshot shows the 'HeroManager - Item Manager' window. At the top left, there is a dropdown menu labeled 'Select item type'. The main area is empty. At the bottom, there are four buttons: 'New Item', 'Update Item', 'Delete item', and 'Return to menu'.

Once selected, you can now select any item or create a new one by filling up all of the Item characteristics. Like the name, description or the properties.

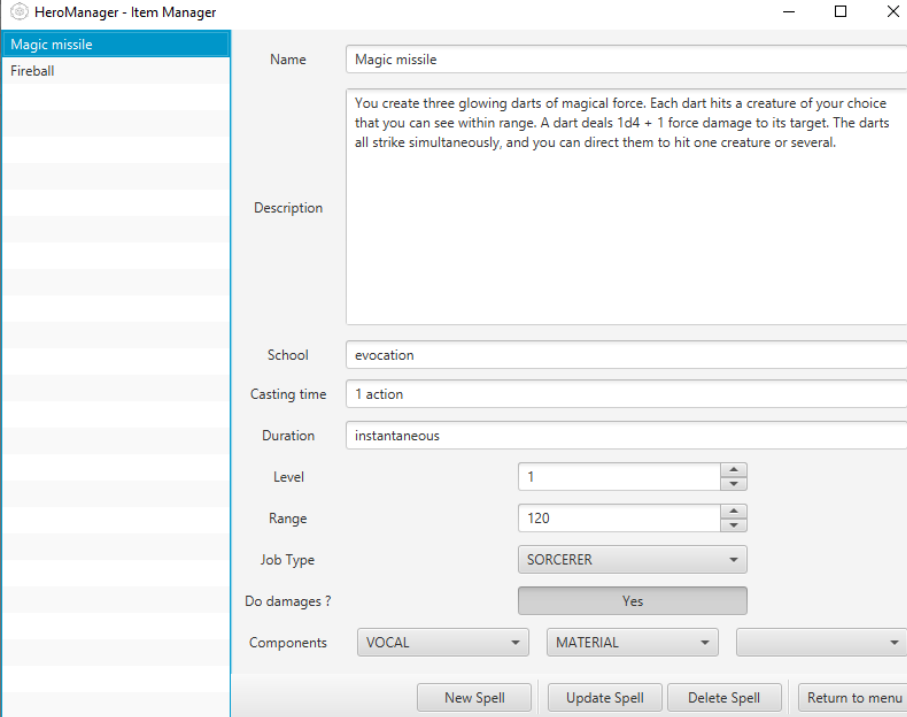


The screenshot shows the 'HeroManager - Item Manager' window with the 'WEAPONS' category selected. A list of weapons is shown on the left: Dagger, Mace (highlighted), Spear, and Shortsword. The main area displays the details for the selected item, 'Mace'. The form includes fields for 'Name' (Mace), 'Description' (little hammer), and 'Properties' (1d6). Below these are dropdown menus for 'Weapon type' (COMMON) and 'Damage type' (BLUDGEONING). At the bottom, there are four buttons: 'New Item', 'Update Item', 'Delete item', and 'Return to menu'.

NOTICE : Item name must be unique

5/ Manage spells :

This menu allows you to create, update or delete any spell you want.
You need to fill all fields in order to create a new item.



The screenshot shows a window titled "HeroManager - Item Manager" with a sidebar on the left and a main form area on the right. The sidebar contains a list of items: "Magic missile" (highlighted in blue) and "Fireball". The main form area contains the following fields and controls:

- Name:** A text input field containing "Magic missile".
- Description:** A large text area containing the text: "You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several."
- School:** A text input field containing "evocation".
- Casting time:** A text input field containing "1 action".
- Duration:** A text input field containing "instantaneous".
- Level:** A numeric input field with a spinner, set to "1".
- Range:** A numeric input field with a spinner, set to "120".
- Job Type:** A dropdown menu set to "SORCERER".
- Do damages ?** A button labeled "Yes".
- Components:** Three dropdown menus. The first is set to "VOCAL", the second to "MATERIAL", and the third is empty.

At the bottom of the form, there are four buttons: "New Spell", "Update Spell", "Delete Spell", and "Return to menu".

NOTICE : Like items, spell name must be unique