

- 1) Make an account
  - a) Navigate to [dndsip.ga](https://dndsip.ga)
  - b) Click the “Sign-up for an account” link
  - c) Enter new username and password
- 2) Login to your account
  - a) Put your info into the login page and click login
- 3) If player, click “create a character sheet”
  - a) On the freshly made character sheet, you can enter all of the values of your character.
    - i) The Top Column includes basic character information. Level and experience points should be numbers only.
      - (1) Character name, level, class, and race are displayed on the character selection page.
    - ii) The left column includes character statistics. The only elements that need to be changed are Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Passive Wisdom, Inspiration (a checkbox), and Proficiency. All other stat fields will be filled in automatically as this information is entered.
      - (1) Everything entered in this column should be a number.
      - (2) To add your proficiency bonus to a skill or saving throw, enter a value in the proficiency bonus box and check the checkbox next to the saving throw or skill you want to be proficient in.
      - (3) Passive Wisdom is entered manually, it is equal to 10 + your perception skill value. The reason this isn’t autofilled is because there are a number other skill that can change this value.
      - (4) Inspiration is checked on or off when the DM gives it to you.
      - (5) If your character has special abilities that modify skills, click the “Manual Entry” button to make it

possible to enter all skills manually and to disregard automatic calculations.

iii) The middle column includes all basic combat/tactical information.

- (1) Input armor class (AC), initiative bonus, and speed into the appropriately labeled boxes. These should be numbers.
- (2) Hit points, hit dice, and spell slots are all of the form [Current]/[Total]. These are all numbers.
- (3) There is no max to temporary hp, you either have it or you don't. Temp hp is a number.
- (4) The checkboxes for Successes and Failures are for death saving throws. When you're character is unconscious and bleeding out, you flip a coin on your turn to see if you succeed or fail. 3 successes and you have to make no more of these for the time being. 3 fails and you're dead.
- (5) The tables for weapons and spells are best explained with examples:
  - (a) Weapon: Sword, +4, 1d6 + 2 slashing damage
  - (b) Spell: Light, 0, create a ball of light that provides 60ft of bright light.
  - (c) Add or remove rows from the table by clicking the buttons.

iv) The Right Column includes a brief summary of character information and class skills.

- (1) The first 4 boxes: Traits, Ideals, Bonds, Flaws, all relate to your character's personality. Traits are personality traits, Ideals are what they strive for morally, Bonds are who/what they hold close, Flaws are shortcomings. This is basically a quick reference to help you stay in character when role playing.

(2) Features & Traits is a list of all class and racial features about your character. Here is where you input things like your dwarvish resistance to poison, and your “Second Wind” ability as a fighter.

(3) Lastly there is the inventory. At the top is your wallet to keep track of your gold and below is a list of what you have in your inventory.

4) If DM, click DM Tools

a) The left side of the DM tools is an initiative tracker.

i) Add characters by entering their name and initiative roll at the bottom and clicking “add”. If you check the “enemy” checkbox, the name will appear red, and if not, it will appear green. The initiative tracker will automatically sort all characters by their initiative roll until the “next turn” button is clicked. Once the “next turn” button is clicked for the first time and the initiative order starts to rotate, any new characters that join the fight will not steal the current turn (they will be sorted by initiative as normal, but cannot be “current turn” because that would steal someone’s turn).

(1) If you wish to remove a character from initiative, click the red delete button.

b) The right side of the DM tools is for DM notes. It’s a simple markdown text editor.

i) The text editor supports bullet points, numbered lists, italics, bold, and links.

ii) It even supports the addition of images! Just insert the url of an image inside the parentheses that appear.

iii) To see the output when you are done editing, click the eye on the right of toolbar.

5) If you need to roll, click the dice icon in the top right of the screen.

This will bring up the dice roller.

- a) The dice roller works on “dice notation”– the standard for DnD. Dice notation is written: “x dy + z”. This translates to “roll x number of y-sided dice and add z to the result”. So, for example you roll 2 dice when you want to move on a monopoly board. In dice notation, this would translate to 2d6 + 0, or just 2d6.
- b) You can copy the result, but not modify it. The roll result is a read-only text box.
- c) When you close the dice roller by clicking the d20 icon again, the last result rolled is displayed on the die.