

# DND Interactive Character Sheet

## User's Guide

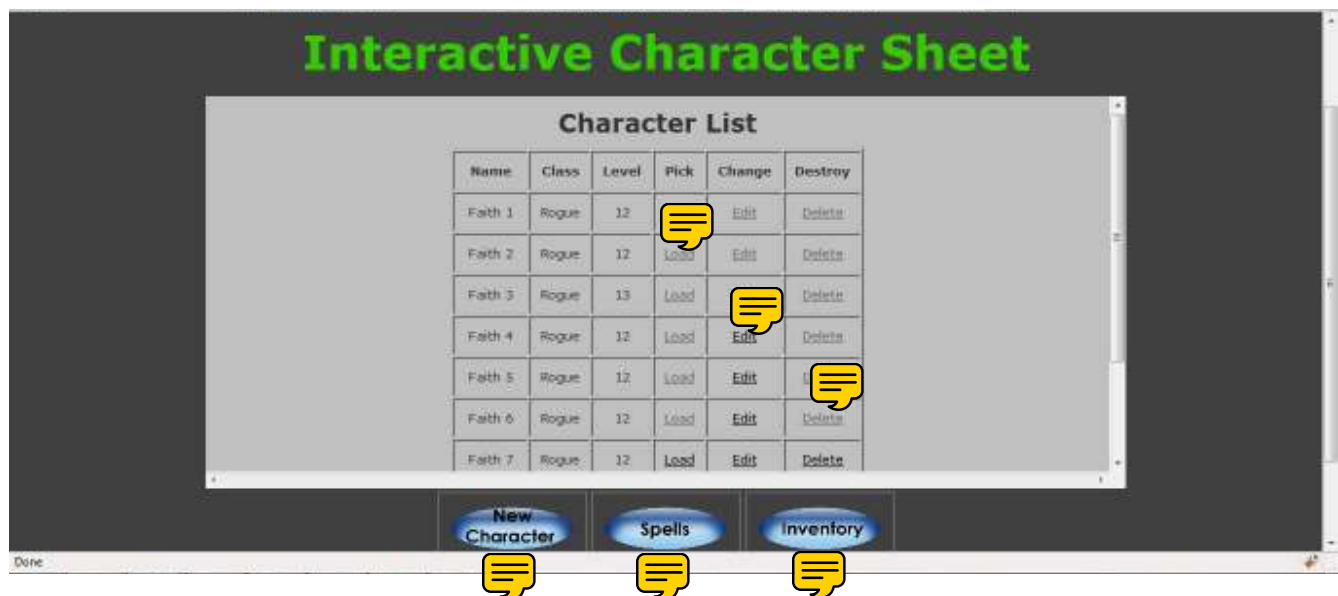
### About:

The DND Interactive Character Sheet is designed to eliminate the use of paper Character Sheets in the game Dungeons and Dragons. Standard character sheets meant lots of erasing, lots of writing, and remaking of the entire sheet if a significant change occurred. If the sheet were to be electronic and online then multiple people could access it including the dungeon master and changes will be smooth and fast, even big changes. The application would also automatically calculate dice rolls when using a specific skill or spell. This would clear up any confusion of bonuses and perform accurate dice roll calculations. This user's guide is version 1.0 of the software. As such we expect the visuals to change, but the overall functionality should remain the same.

### Getting Started:

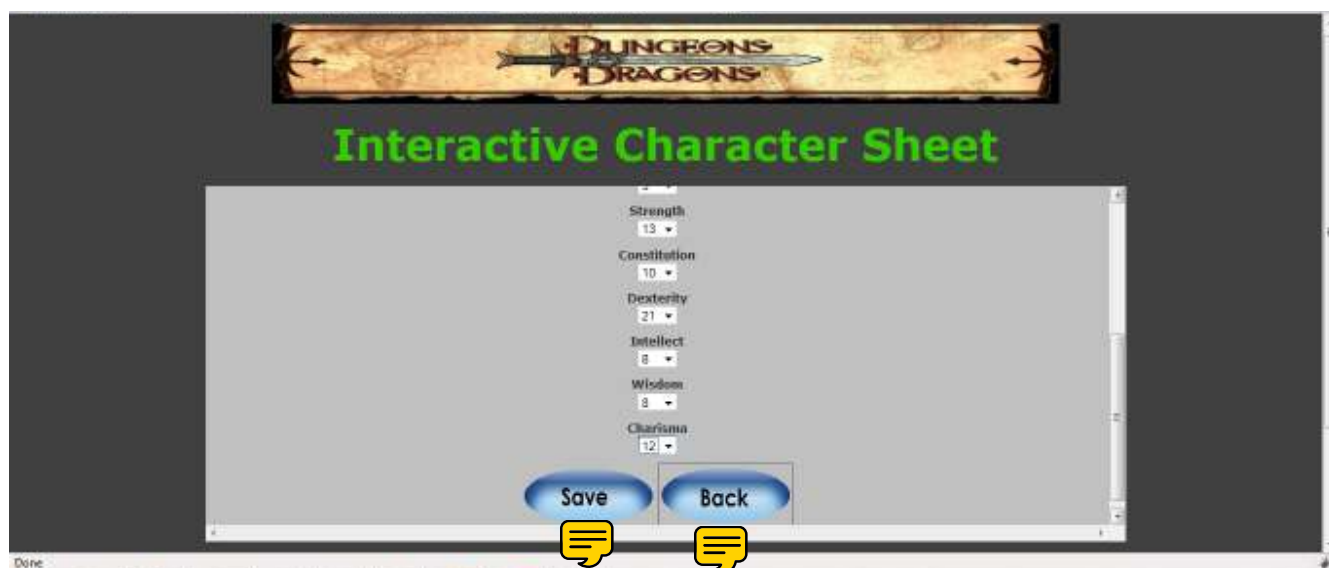
#### Home Page:

The home page displays a list of characters that have been created and provides links to create a new character, view inventory page, and view spell page. To create a new character simply go to <http://dnd.herokuapp.com> and click the “New Character” button located on the bottom left of the screen as shown below.

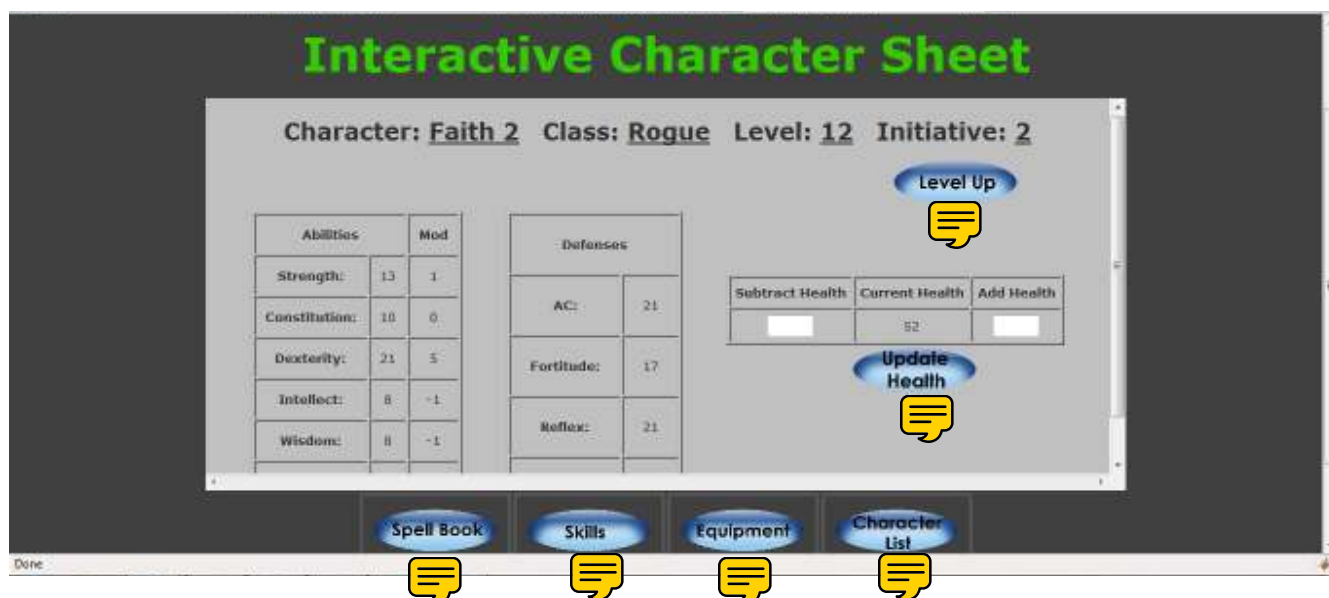


#### Character Creation Page:

Once you have clicked the “New Character” button a new screen will appear with a form for you to fill out information about your new character. Do not leave anything blank and make sure the character name is unique. If a name is already taken; you will be asked to change the character name. After you have finished filling out the information about your character click the “Save” button. If you do not want to create a new character at this point click the “Back” button to return to the character list screen. A correctly filled out form is shown below. Once the “Save” button is clicked the character is loaded for the user automatically.



Once you have saved your character's information the site will automatically load the character for you. However, the character that was created will also appear on the character list. From here you can either "Load", "Edit", or "Delete" your character. Edit will bring you back to the character information screen so that you can modify your character's information. Delete will verify once to make sure that you really want to delete the selected character. If "Yes" is selected the character will be permanently deleted. If "Cancel" is selected nothing will occur. Load will calculate the character's statistics, defenses, skills, and give the character default equipment if the character is missing any. This is the main character page. The Load character page is shown below.

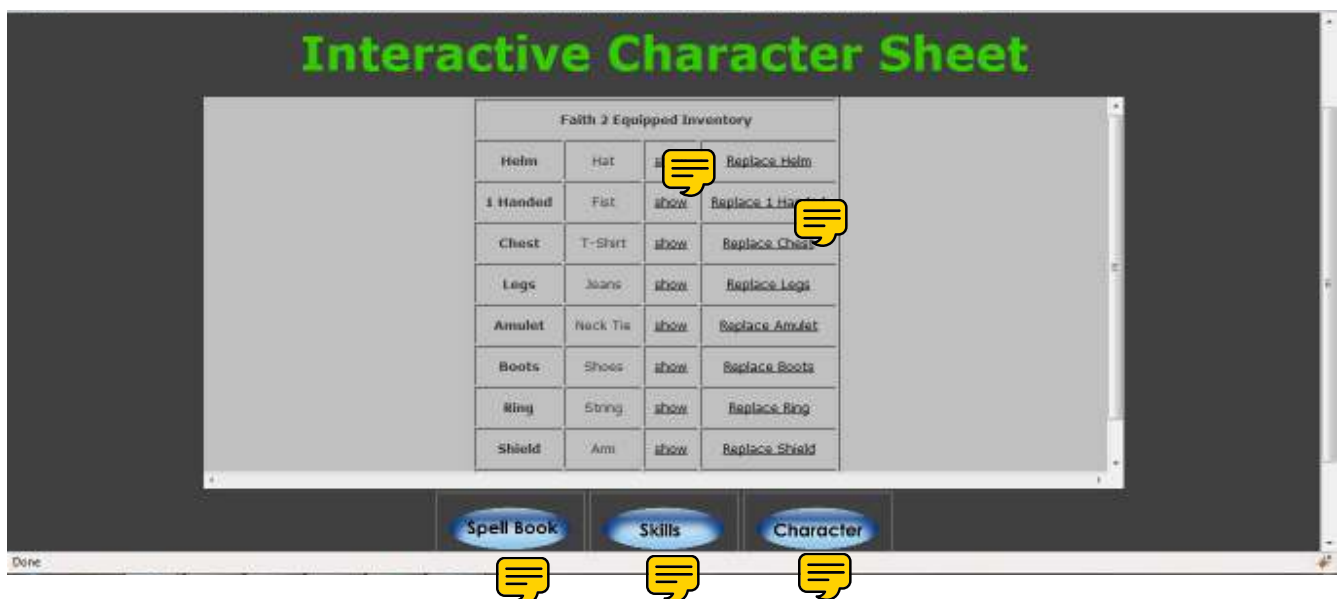


### Load Character Page:

On this page the character can keep track of their health, use a skill, calculate a level up, view their defensive statistics, go to the equipment page, and go to the spell book page. To keep track of your character's health is a simple process. If you want to add health to your character, just type in the amount of health you wish to add in the right text box labeled “Add Health” and click the “Update Health” button. If you want to subtract health from your character, just type in the amount of health you wish to subtract (without the negative sign) in the right text box labeled “Subtract Health” and click the “Update Health” button. If you happen to accidentally enter a letter the site will display an error saying only positive numbers are allowed. The maximum the health can go up or down is 99 health. To increase your character's level just click the “Level Up” button and everything will be automatically updated. To reset your character's session go back to the character list page and re-load your character.

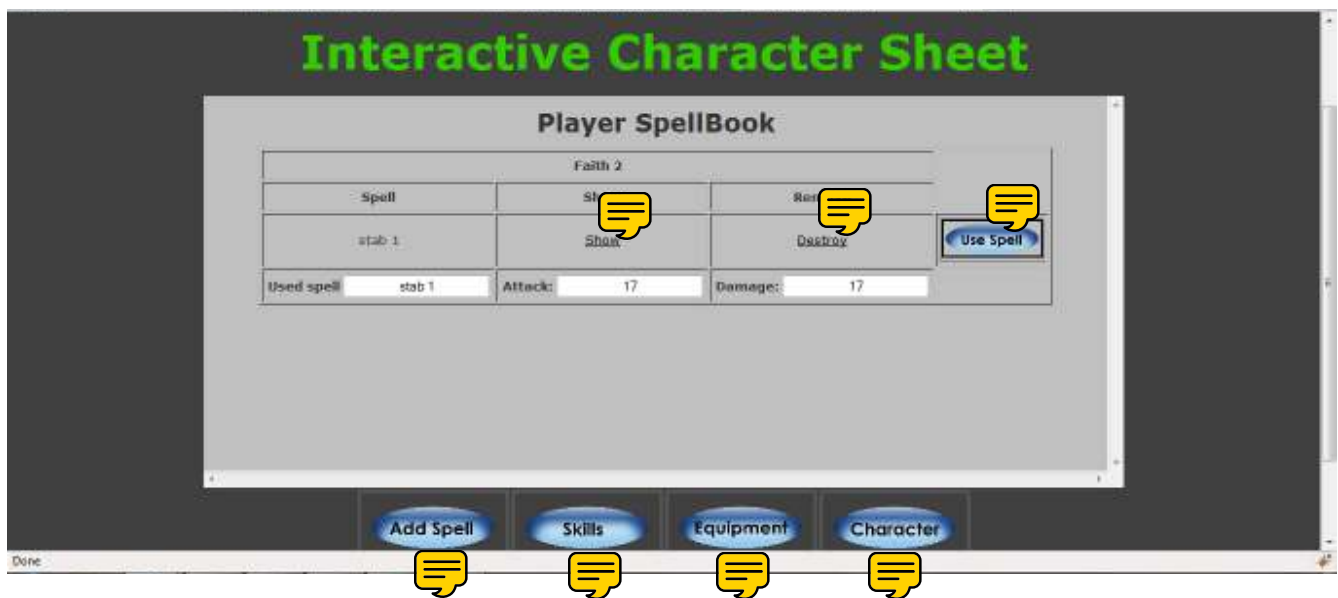
### Equipment Page:

On the Equipment page the user can view their character's items that are currently equipped. The user can click “Show” link to view the details of a specific item. To the right of the “Show” link is the “Replace” item link. The replace item link changes what the character currently has equipped with a valid item that the user picks. At the bottom of the page are links to the users “Spell Book”, “Skills”, and “Character” pages.



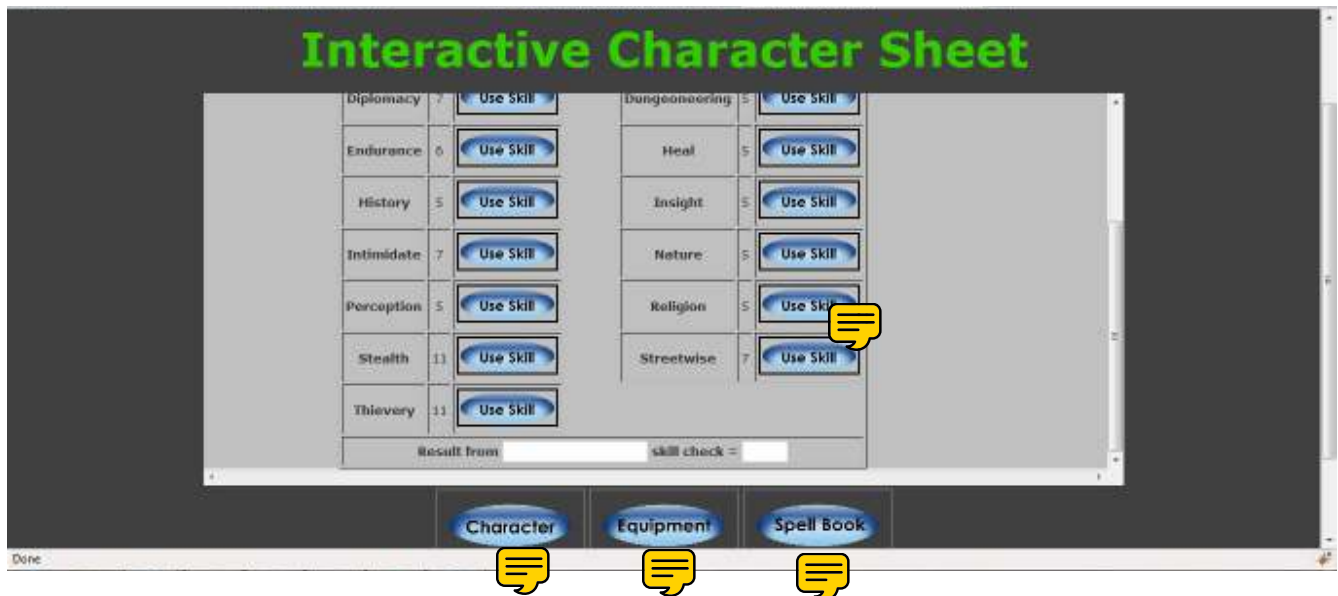
### Spell Book Page:

On the Spell Book page the user can view spells that his character knows, show the details of a spell, add a valid spell, and use a spell. The user can click the “Show” link to view the details of a specific spell. To the right of the “Show” link is the “Remove” link that lets the user unlearn a spell that the character knows. To the right of the “Remove” link is a button labeled “Use Spell” that simulates the character using the spell. When the button is clicked the results are shown in text boxes at the bottom of the spells table. The user can also add a valid spell by clicking on the “Add Spell” button on the bottom left of the page. Also, at the bottom of the page are links to the character's “Equipment”, “Skills”, and “Character” pages.



### Skills Page:

On the skills page the user can view all the skills the character has and their bonuses to the skill usage. The player can then click the “Use Skill” and the results will show at the bottom of the skills table. Navigation links are provided at the bottom of the page to the “Character”, “Equipment”, and “Spell Book” pages.



## Inventory Page:

On the Inventory page the user can view a master list of all items that are available to all characters. The list also lists the details of the items along with any bonuses that they give. From this list the user can “Edit” and “Delete” items from the list. Any item that is deleted from this list is also deleted from any character's equipment. At the bottom of the page are links to create new items. There is also a link to go to the character list page.




Type	Slot	Name	Info	Dice Damage	AC	Fort	Will	Reflex	Change	Destroy
Weapon	1 Handed	Shiv	stabs stuff	10					Edit	Delete
Weapon	2 Handed	Mace	stabs stuff	20					Edit	Delete
Armor	Amulet	necklace	hangs around neck		1	1	1	1	Edit	Delete
Armor	Boots	Hats soul	kicks stuff		2	2	2	2	Edit	Delete
Armor	Gloves	Bloodfist	punches stuff		2	2	2	2	Edit	Delete
Armor	Legs	Snake skin	covers stuff		2	2	2	2	Edit	Delete
Armor	Ring	Bullkathos	ll stuff		2	2	2	2	Edit	Delete
Armor	Shield	Monarch	blocks stuff		2	2	2	2	Edit	Delete

Buttons at the bottom: Back, New Helm, New Amulet, New Chest, New Gloves, New Ring, New Pants, New Boots, New Weapon, New Shield.

## Spells Page:

On the spells page the user can view a master list of spells available to all characters. The list shows the user all the details of the spell. To the right of the details is the “Edit” link that lets the user edit the spell details. Right of that is the “Delete” link that lets the user delete a spell from the master list. Any spell deleted from this list is also deleted from any character's spell book. From this page the user can also create new spells and navigate back to the character list page.

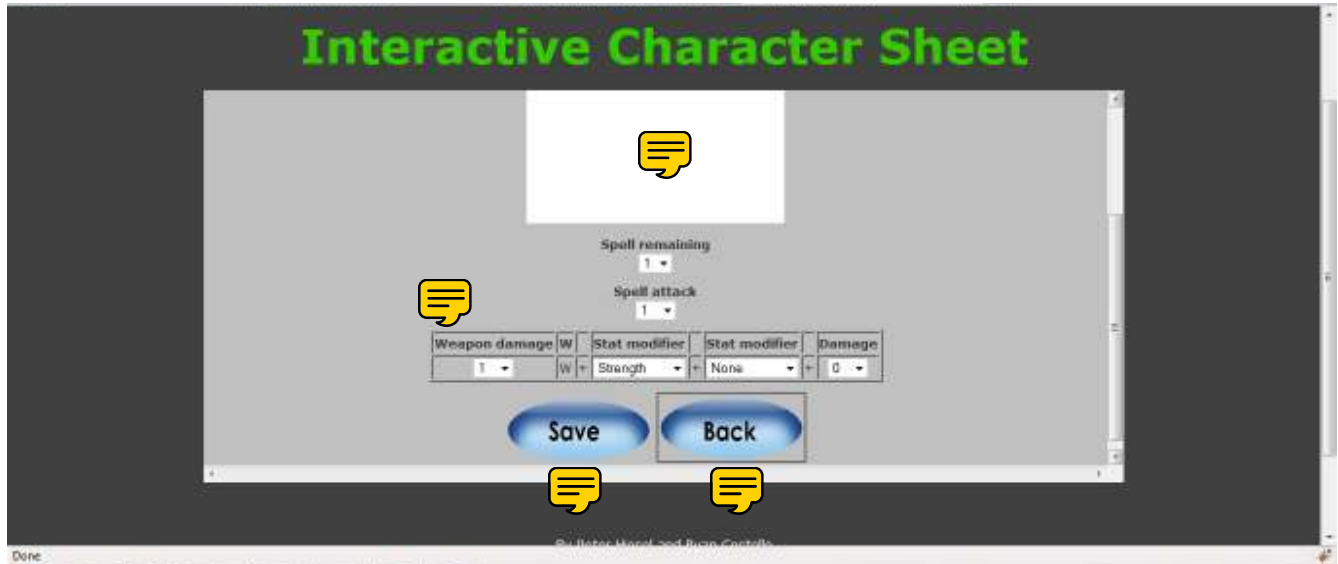


Spell name	Spell class	Spell info	Spell remaining	Spell attack	Spell damage	Modifier 1	Modifier 2	Edit	Destroy
fireball 1	Mage	burn stuff	1	10	12	Intelect	Wisdom	Edit	Delete
fireball 2	Mage	burn stuff	1	10	12	Intelect	Wisdom	Edit	Delete
fireball 3	Mage	burn stuff	1	10	12	Intelect	Wisdom	Edit	Delete
fireball 4	Mage	burn stuff	1	10	12	Intelect	Wisdom	Edit	Delete
fireball 5	Mage	burn stuff	1	10	12	Intelect	Wisdom	Edit	Delete
stab 1	Rogue	stabs stuff	1	10	5	Dexterity	None	Edit	Delete
stab 2	Rogue	stabs stuff	1	10	5	Dexterity	None	Edit	Delete
stab 3	Rogue	stabs stuff	1	10	5	Dexterity	None	Edit	Delete
stab 4	Rogue	stabs stuff	1	10	5	Dexterity	None	Edit	Delete

Buttons at the bottom: Character List, New Spell.

### Create/Edit Pages:

On these pages the user fills out the form given and clicks save to create/update or back to cancel changes and go back to the previous page. An example form is shown below.



The screenshot shows a web browser window with the title "Interactive Character Sheet" in green text. The form is centered on a gray background. It includes a "Spell remaining" dropdown set to "1", a "Spell attack" dropdown set to "1", and a table for weapon damage calculation. The table has columns for "Weapon damage", "W", "Stat modifier", "Stat modifier", and "Damage". The values are "1", "W", "Strength", "None", and "0" respectively. Below the table are "Save" and "Back" buttons. Four yellow comment icons are overlaid on the form: one at the top center, one to the left of the spell attack dropdown, one below the "Save" button, and one below the "Back" button.

Weapon damage	W	Stat modifier	Stat modifier	Damage
1	W	Strength	None	0

### Thanks:

We would like to take this opportunity to thank any users for using this application. Any comments or feedback on the site and its use would be greatly appreciated. To give comments or feedback please e-mail Ryan Costello at [rcostel2@asu.edu](mailto:rcostel2@asu.edu) or Peter Hiesel at [phiesel@asu.edu](mailto:phiesel@asu.edu). A special thanks to our QA team (Vrushali Moghe, Michael Lowe, and Chia-Yuan Chuang) for doing a good job finding bugs and putting up with us during the testing period.