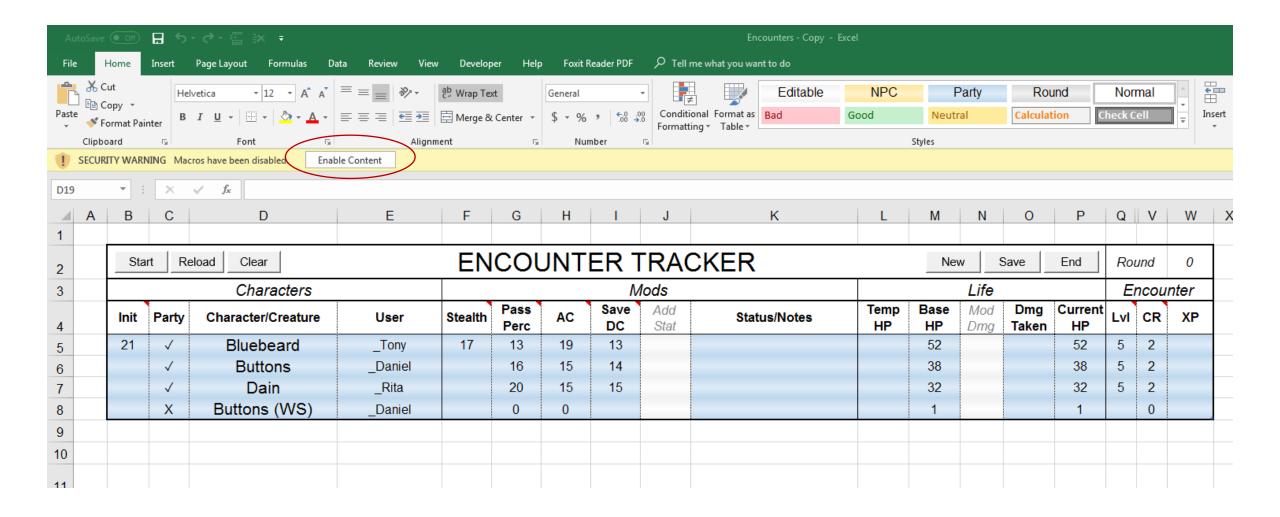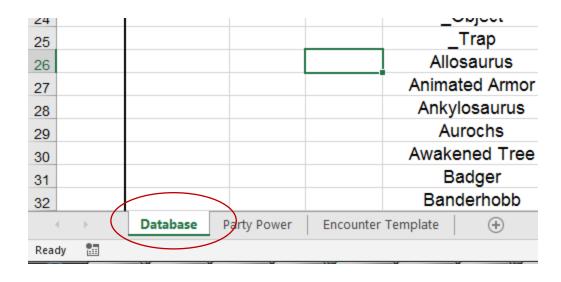# Adding Creatures and PCs

Enable Macros
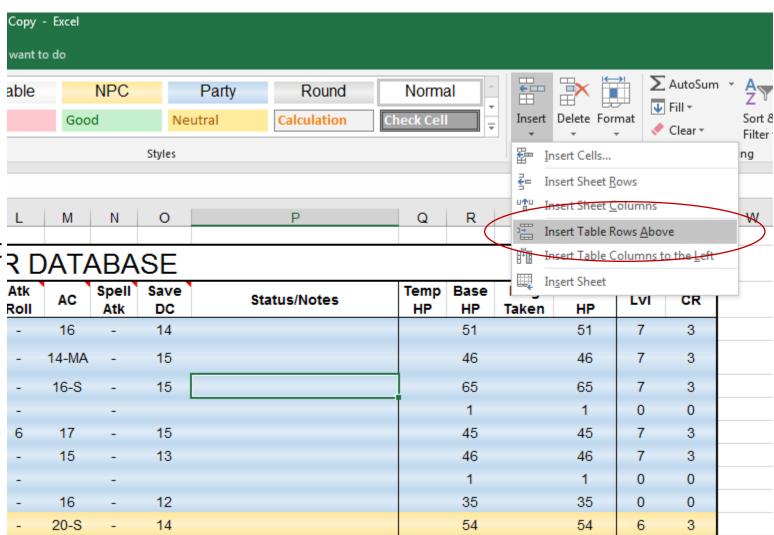
Select Database Sheet

Insert Character/Creature

- Click anywhere inside table

- "Insert Table Rows Above"
  - Alternatively, highlight entire row and press Ctrl + "+"

Fill in fields

- For PC ⭐
  - *Character/Creature*
  - *Base HP*
  - *Character Level*
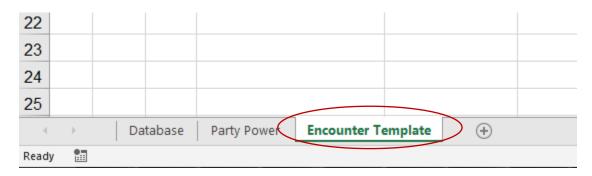 - *User*

- Other fields are optional

- For Monsters ⭐
  - *Character/Creature*
  - *Base HP*
  - *Challenge Rating*
  - *Init*

- Other fields are optional

Group	User	Character Level	Character/Creature	Challenge Rating	XP Award	Source	Init	Stealth	Pass Perc	Atk Roll	AC	Spell Atk	Save DC	Status/Notes	Temp HP	Base HP	Dmg Taken	Current HP	Lvl	CR
														CREATURE CHARACTER DATABASE									
Engg	_Dan	7	Drat	-			-	-	18	-	16	-	14			51		51	7	3
Rita	_Calvin	4	Filos	-												31		31	4	1
Engg	Eric	7	Guggen						12		14 MA		15			46		46	7	3

Setting Up Encounters

Setup Encounter Template

- Select Encounter Template Sheet

- Populate encounter tracker table with PCs

22		
23		
24		
25		

◁ ▷ | Database | Party Power | **Encounter Template** | ⊕

Ready 🔲

| | | ENCOUNTER TRACKER | | | | | | | | | | Round | 0 |

| Start | Reload | Clear | | | | | | New | Save | End | | | |

	Characters				Mods					Life				Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes	Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
17	✓	Bluebeard	_Tony	22	13	19	13				52			52	5	2	
	✓	Buttons	_Daniel		16	15	14				38			38	5	2	
	✓	Dain	_Rita		20	15	15				32			32	5	2	
	X	Buttons (WS)	_Daniel		0	0					1			1		0	

Create New Encounter

- Click "New"
- Creates new sheet with party

Build Encounter

- Add creatures to encounter

		Characters				Mods					Life					Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes		Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
5	✓	Bluebeard	_Tony	8	13	19	13					52			52	5	2	
	✓	Buttons	_Daniel		16	15	14					38			38	5	2	
	✓	Dain	_Rita		20	15	15					32			32	5	2	
	X	Buttons (WS)	_Daniel		0	0						1			1		0	
		Goblin																

ENCOUNTER TRACKER — Start, Reload, Clear, New, Save, End — Round 0

Specifying Encounter

- Label specific characters if necessary

Checking Encounter

- Check for intended difficulty

End	Round	0

Encounter			
Current HP	Lvl	CR	XP
52	5	2	
38	5	2	
32	5	2	
1		0	
7	1	1/4	50
7	1	1/4	50
7	1	1/4	50

Battle Summary		
Encounter Difficulty	Easy	
Mob Size	Group	6
Party Size	Med	3
Total XP	450	
Per XP	150	

Encounter Details	
Calculated XP Difficulty	900
Easy	750
Medium	1500
Hard	2250
Deadly	3300

Group Contests		
Party	Mob Perc (Passive)	9
	Mob Perc	

Running Encounters

Initiative

- Enter Inits
  - Creatures should automatically update
- Press start to sort

Damage/Status

- Enter in "Mod Dmg" cell
  - Use negative for healing
  - Ctrl + Enter to enter into multiple selected cells

| Restart | Reload | Clear | | ENCOUNTER TRACKER | | | | | | New | Save | End | Round | | 1 |

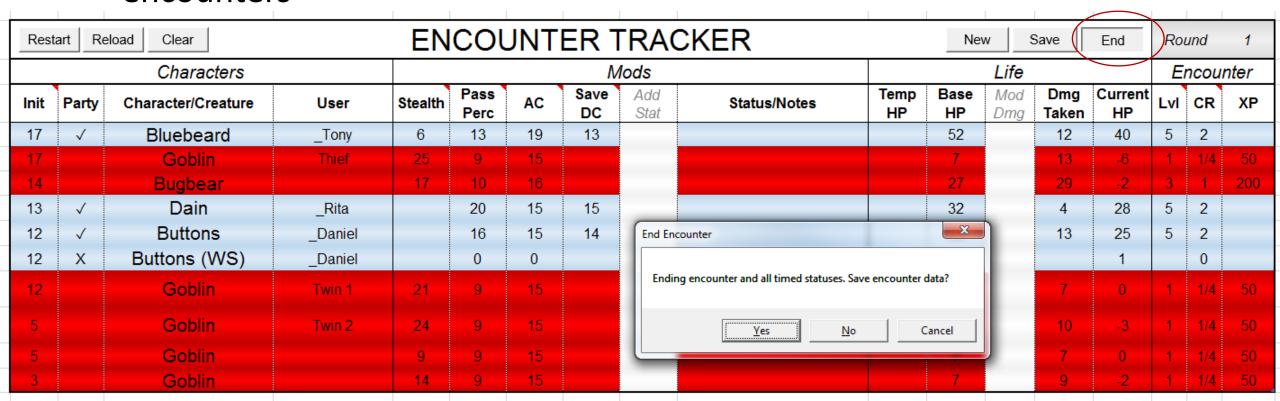|	Characters				Mods						Life				Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes	Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
17	✓	Bluebeard	_Tony	6	13	19	13				52			52	5	2	
17		Goblin	Thief	25	9	15					7			7	1	1/4	50
14		Bugbear		17	10	16					27			27	3	1	200
13	✓	Dain	_Rita		20	15	15				32			32	5	2	
12	✓	Buttons	_Daniel		16	15	14				38			38	5	2	
12	X	Buttons (WS)	_Daniel		0	0					1			1		0	
12		Goblin	Twin 1	21	9	15					7			7	1	1/4	50
5		Goblin	Twin 2	24	9	15					7			7	1	1/4	50
5		Goblin		9	9	15					7			7	1	1/4	50
3		Goblin		14	9	15					7	5		7	1	1/4	50

Damage/Status

- Enter in "Mod Dmg" cell
  - Use negative for healing
  - Ctrl + Enter to enter into multiple selected cells

Restart	Reload	Clear			ENCOUNTER TRACKER					New	Save	End		Round		1

		Characters				Mods					Life				Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes	Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
17	✓	Bluebeard	_Tony	6	13	19	13				52			52	5	2	
17		Goblin	Thief	25	9	15					7		5	2	1	1/4	50
14		Bugbear		17	10	16					27			27	3	1	200
13	✓	Dain	_Rita		20	15	15				32			32	5	2	
12	✓	Buttons	_Daniel		16	15	14				38			38	5	2	
12	X	Buttons (WS)	_Daniel		0	0					1			1		0	
12		Goblin	Twin 1	21	9	15					7		5	2	1	1/4	50
5		Goblin	Twin 2	24	9	15					7		5	2	1	1/4	50
5		Goblin		9	9	15					7		5	2	1	1/4	50
3		Goblin		14	9	15					7		5	2	1	1/4	50

Ending Encounter

- End button
- (Optional) save damage and statuses of PCs to database for future encounters

Extra Tips

"Party" Label

- Proper labelling for Encounter Difficulty calculation
  - ✓ for PCs in party
  - * for companions/familiars/wild shapes (to ignore in Party Size)
  - X for objects (to ignore in Mob Size)

| Restart | Reload | Clear | | | | | | | | | New | Save | End | | Round | 1 |

ENCOUNTER TRACKER

		Characters			Mods						Life					Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes		Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
21	✓	Bluebeard	_Tony	5	13	19	13		- Lycan Curse			52			52	5	2	
18	✓	Buttons	_Daniel		16	15	14					38			38	5	2	
17	✓	Dain	_Rita		20	15	15		- Mage Armor			32		1	31	5	2	
16	*	Buttons (WS)	_Daniel		0	0						1			1		0	
15	X	_Object	`plinth	1	0	0						50			50		0	
9		Mummy		15	10	11	12					58			58	7	3	700
10		Mummy		5	10	11	12					58			58	7	3	700
19		Mummy		13	10	11	12					58			58	7	3	700

Battle Summary

Encounter Difficulty	Deadly	
Mob Size	Group	3
Party Size	Med	3
Total XP	2100	
Per XP	700	

Group Contests

Party Stealth	Mob Perc (Passive)	10
	Mob Perc (Active)	

Encounter Buttons

- Restart – rerolls initiative and reorders
- Reload – reloads info from Database
  - Resets player dmg/status to last save
  - Resets monsters health to 0

ENCOUNTER TRACKER

Restart | Reload | Clear   New | Save | End   Round | 4

		Characters				Mods					Life					Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes	Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
21	✓	Bluebeard	_Tony	5	13	19	13		- Lycan Curse		52			52	5	2	
19		Mummy		19	10	11	12				58			58	7	3	700
18	✓	Buttons	_Daniel		16	15	14				38			38	5	2	
17	✓	Dain	_Rita		20	15	15		- Mage Armor		32		1	31	5	2	
16	*	Buttons (WS)	_Daniel		0	0					1			1		0	
13		Mummy		2	10	11	12				58			58	7	3	700
6	X	_Object	`plinth	20	0	0					50			50		0	
4		Mummy		16	10	11	12				58			58	7	3	700

Encounter Buttons

- Clear – deletes entire table
- New – create new encounter
- Save – save PC and NPC dmg/status to Database

| Restart | Reload | Clear | | ENCOUNTER TRACKER | | | | | | | New | Save | End | | Round | 4 |

		Characters				Mods						Life				Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes		Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
21	✓	Bluebeard	_Tony	5	13	19	13		- Lycan Curse			52			52	5	2	
19		Mummy		19	10	11	12					58			58	7	3	700
18	✓	Buttons	_Daniel		16	15	14					38			38	5	2	
17	✓	Dain	_Rita		20	15	15		- Mage Armor			32		1	31	5	2	
16	*	Buttons (WS)	_Daniel		0	0						1			1		0	
13		Mummy		2	10	11	12					58			58	7	3	700
6	X	_Object	`plinth	20	0	0						50			50		0	
4		Mummy		16	10	11	12					58			58	7	3	700

Encounter Buttons

- End – clears initiatives and resets round to 0
- Round – double-click to increase round #

ENCOUNTER TRACKER

| Restart | Reload | Clear | | | | | | | | New | Save | End | Round | 4 |

		Characters				Mods				Life				Encounter		
Init	Party	Character/Creature	User	Stealth	Pass Perc	AC	Save DC	Add Stat	Status/Notes	Temp HP	Base HP	Mod Dmg	Dmg Taken	Current HP	Lvl	CR	XP
21	✓	Bluebeard	_Tony	5	13	19	13		- Lycan Curse		52			52	5	2	
19		Mummy		19	10	11	12				58			58	7	3	700
18	✓	Buttons	_Daniel		16	15	14				38			38	5	2	
17	✓	Dain	_Rita		20	15	15		- Mage Armor		32		1	31	5	2	
16	*	Buttons (WS)	_Daniel		0	0					1			1		0	
13		Mummy		2	10	11	12				58			58	7	3	700
6	X	_Object	`plinth	20	0	0					50			50		0	
4		Mummy		16	10	11	12				58			58	7	3	700

Roller Update

Using Roller

- Input creature actions beforehand
  - Saves upon closing panel
  - Use <u>Mod</u> for notes if no roll
- Automatically rolls for creatures
  - Nat 20s set to do max damage to prevent randomness
  - Does one roll for all actions, so roll multiple times for different results