

Adding Creatures and PCs

Enable Macros

AutoSave Off Encounters - Copy - Excel

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Clipboard: Cut, Copy, Paste, Format Painter

Font: Helvetica, 12, Bold, Italic, Underline, Color, Background Color

Alignment: Wrap Text, Merge & Center

Number: General, Currency, Percentage, Decimals

Conditional Formatting: Bad, Good, Neutral, Calculation, Check Cell

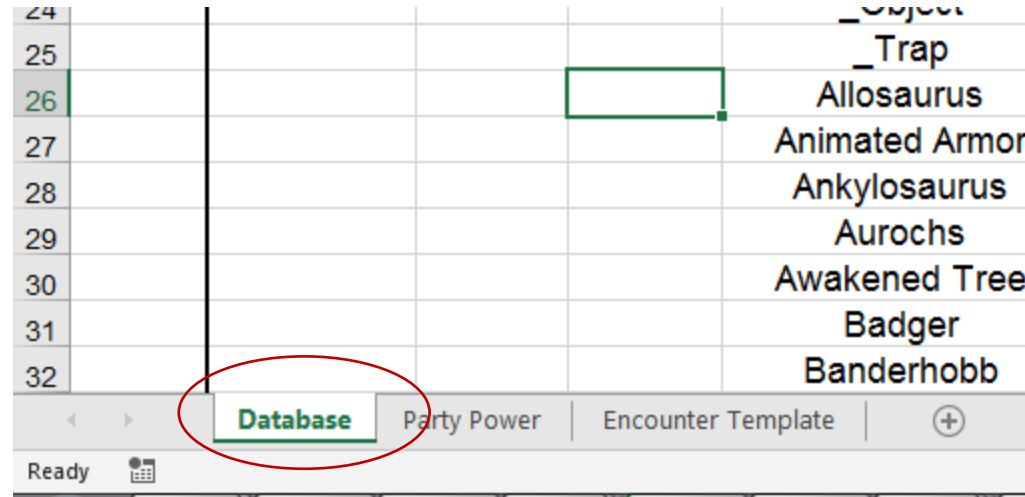
Styles: Editable, NPC, Party, Round, Normal

SECURITY WARNING Macros have been disabled. [Enable Content](#)

D19

ENCOUNTER TRACKER																	Round	0
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	17	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		

Select Database Sheet



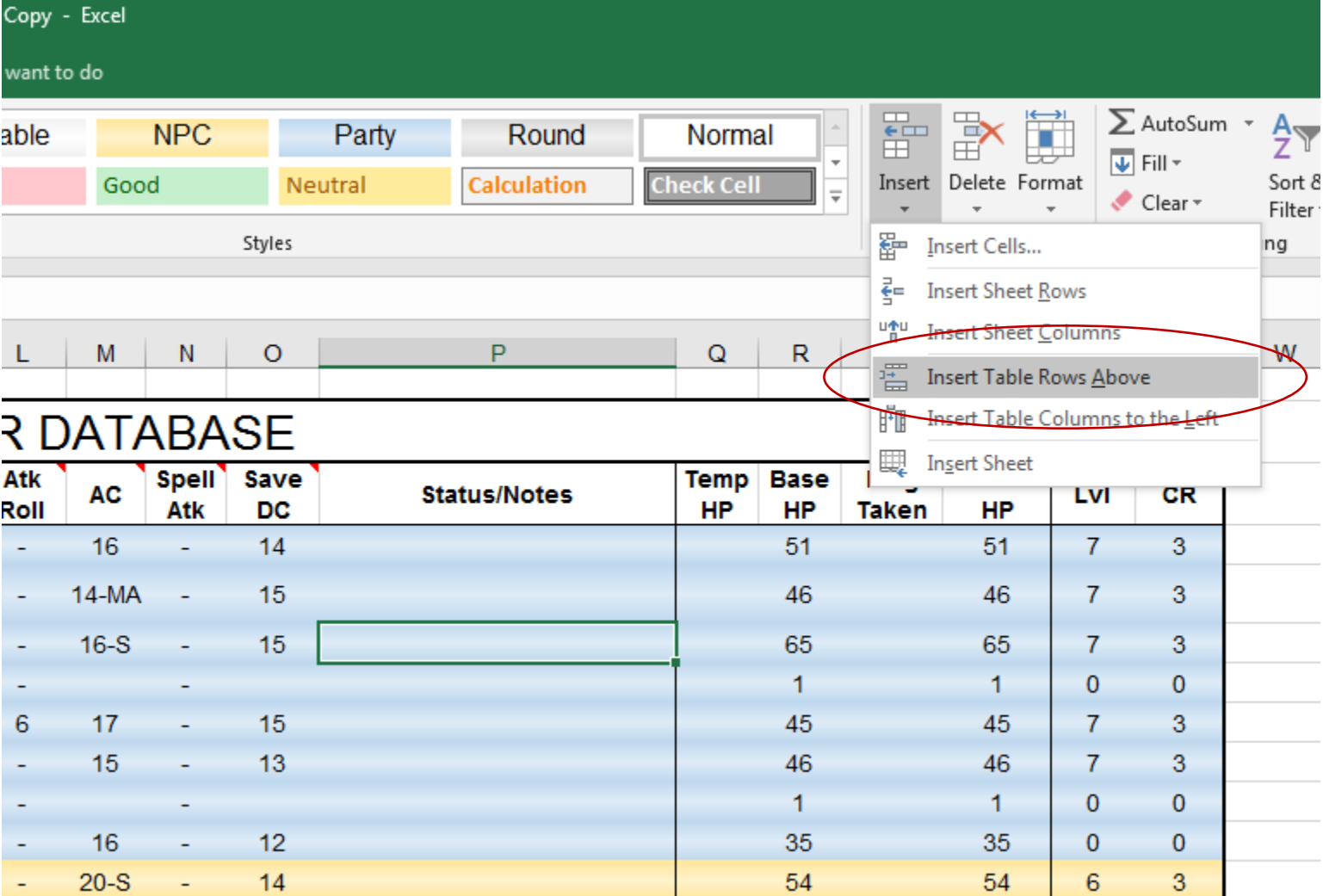
24					_Object
25					_Trap
26					Allosaurus
27					Animated Armor
28					Ankylosaurus
29					Aurochs
30					Awakened Tree
31					Badger
32					Banderhobb

Ready

Database Party Power Encounter Template +

Insert Character/Creature

- Click anywhere inside table
- “Insert Table Rows Above”
 - Alternatively, highlight entire row and press Ctrl + “+”



The screenshot shows the Microsoft Excel interface. The 'Insert' tab is active, and the 'Insert' dropdown menu is open. The option 'Insert Table Rows Above' is highlighted with a red circle. Below the menu, a table titled 'R DATABASE' is visible. The table has columns for character statistics: Atk Roll, AC, Spell Atk, Save DC, Status/Notes, Temp HP, Base HP, Taken, HP, LVI, and CR. The table contains several rows of data, with the last row highlighted in yellow.

Atk Roll	AC	Spell Atk	Save DC	Status/Notes	Temp HP	Base HP	Taken	HP	LVI	CR
-	16	-	14			51		51	7	3
-	14-MA	-	15			46		46	7	3
-	16-S	-	15			65		65	7	3
-		-				1		1	0	0
6	17	-	15			45		45	7	3
-	15	-	13			46		46	7	3
-		-				1		1	0	0
-	16	-	12			35		35	0	0
-	20-S	-	14			54		54	6	3

Fill in fields

- For PC ★
 - *Character/Creature*
 - *Base HP*
 - *Character Level*
 - *User*
- Other fields are optional

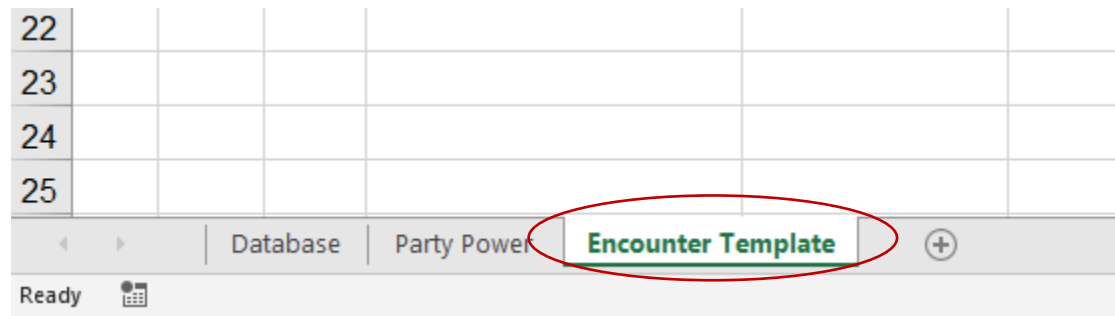
- For Monsters ★
 - *Character/Creature*
 - *Base HP*
 - *Challenge Rating*
 - *Init*
- Other fields are optional

CREATURE CHARACTER DATABASE																				
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
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	2

Setting Up Encounters

Setup Encounter Template

- Select Encounter Template Sheet
- Populate encounter tracker table with PCs



ENCOUNTER TRACKER																	New	Save	End	Round	0
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

The screenshot shows the TRACKER application interface. At the top, there is a header bar with the title 'TRACKER' and three buttons: 'New', 'Save', and 'End'. The 'New' button is circled in red. Below the header bar, there is a table with the following structure:

Life			Encounter		
Mod	Dmg Taken	Current HP	Lvl	CR	XP
		52	5	2	
		38	5	2	
		32	5	2	
		1		0	

Overlaid on the table is a 'New Encounter' dialog box. It has a title bar with a close button (X). The dialog contains the text 'Enter name of new encounter.' and two buttons: 'OK' and 'Cancel'. Below the text is a text input field containing the text '1) Demo'.

Build Encounter

- Add creatures to encounter

[illegible]

Specifying Encounter

- Label specific characters if necessary

<div>StartReloadClear</div>				
Characters				
Init	Party	Character/Creature	User	S
17	✓	Bluebeard	_Tony	
	✓	Buttons	_Daniel	
	✓	Dain	_Rita	
	X	Buttons (WS)	_Daniel	
11		Goblin		
21		Goblin	Twin 2	
5		Goblin	Twin 1	
12		Goblin	Thief	
12		Goblin		
4		Bugbear		

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
7	1	1/4	50

Battle Summary			Encounter Details	
Encounter Difficulty	Easy		Calculated XP Difficulty	900
Mob Size	Group	6	Easy	750
Party Size	Med	3	Medium	1500
Total XP	450		Hard	2250
Per XP	150		Deadly	3300

Group Contests		
Party	Mob Perc (Passive)	9
	Mob Perc	

Running Encounters

Initiative

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

Start Reload Clear				
Characters				
Init	Party	Character/Creature	User	St
20	✓	Bluebeard	_Tony	
12	✓	Buttons	_Daniel	
13	✓	Dain	_Rita	
12	X	Buttons (WS)	_Daniel	
20		Goblin		
20		Goblin	Twin 2	
19		Goblin	Twin 1	
10		Goblin	Thief	
10		Goblin		
10		Bugbear		

Damage/Status

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

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			7	1	1/4	50

Damage/Status

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

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

Restart

Reload

Clear

ENCOUNTER TRACKER

New

Save

End

Round1

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		12	40	5	2	
17		Goblin	Thief	25	9	15					7		13	-6	1	1/4	50
14		Bugbear		17	10	16					27		29	-2	3	1	200
13	✓	Dain	_Rita		20	15	15				32		4	28	5	2	
12	✓	Buttons	_Daniel		16	15	14						13	25	5	2	
12	X	Buttons (WS)	_Daniel		0	0								1		0	
12		Goblin	Twin 1	21	9	15							7	0	1	1/4	50
5		Goblin	Twin 2	24	9	15							10	-3	1	1/4	50
5		Goblin		9	9	15							7	0	1	1/4	50
3		Goblin		14	9	15					7		9	-2	1	1/4	50

End Encounter

Ending encounter and all timed statuses. Save encounter data?

Yes

No

Cancel

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)

ENCOUNTER TRACKER																	New		Save		End		Round		1	
Characters				Mods						Life					Encounter			Battle Summary								
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	Encounter Difficulty	Deadly							
21	✓	Bluebeard	_Tony	5	13	19	13		- Lycan Curse		52			52	5	2		Mob Size	Group	3						
18	✓	Buttons	_Daniel		16	15	14				38			38	5	2		Party Size	Med	3						
17	✓	Dain	_Rita		20	15	15		- Mage Armor		32		1	31	5	2		Total XP	2100							
16	*	Buttons (WS)	_Daniel		0	0					1			1		0		Per XP	700							
15	X	_Object	plinth	1	0	0					50			50		0		Group Contests								
9		Mummy		15	10	11	12				58			58	7	3	700	Party Stealth	Mob Perc (Passive)		10					
10		Mummy		5	10	11	12				58			58	7	3	700		Mob Perc (Active)							
19		Mummy		13	10	11	12				58			58	7	3	700									

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																	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

ENCOUNTER TRACKER																		
<div>Restart</div> <div>Reload</div> <div>Clear</div>														<div>New</div> <div>Save</div> <div>End</div>			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																	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		- Mage Armor		38			38	5	2					
17	✓	Dain	_Rita		20	15	15				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 Mod 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

ad Clear **Roller** ENCOUNTER

Character/Creature

Action	Mod	Roll (d +)	To	Result
Zombie slam	+3	1d6+1	*23	7
Mephit claw	+3	1d4+1	*23	5
- fire		1d4		2
Meph breath	DEX 11	2d6	DEX 11	9
- recharge	on 6	1d6	on 6	4

Clear All Roll Adv. Disadv.