https://standardaction.net/

A DM's perspective by Gene Armstrong

A Guide for players (GMs / DMs should read some details like dice rolling are not covered in the DM's Perspective):
https://docs.google.com/document/d/1fozmEDHDuj_uFHNITP9gKLWGXF4iToPfqmt4kB5IWX8/edit?usp=sharing

StandardAction works best in Chrome. If you can use Chrome on a PC please do. It will not work properly on ipad or in Safari. You'll need a mouse with a scroll wheel.

Campaigns

To create a new Campaign click "Campaigns and then New Campaign"

Standard Action   Campaigns   Players   Dungeon Master GA ✉ Logout
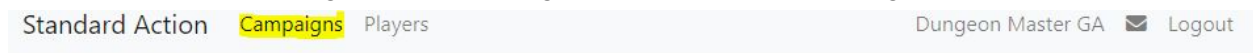
Campaigns   New Campaign

Give it a title and click [Create]
The Main page should be self explanatory

Age of Enailis   Campaign Profile   Share   Play!

| Summary | Players | Content | Delete |

Max size:
2MB
1920 x 1080

Campaign Image

Title
Age of Enailis

Description

☐ Visible to Public

Cancel   Save

You do not need to make the campaign visible to the public to share with your players.
Clicking [Share] will give you a link to invite your players.

Copy the link and send it in an email to your players. After they click on it (assuming they are registered) they'll show up in the players tab.

Summary	Players	Content	Delete

Players

Dungeon Master GA		Kick
King of Lizards		Kick
Clover		Kick
Lucky Lightfoot		Kick

Main Screen

From left to right:

Wrench reveals your **chapter guide** and **Gallery**

Main Toolbar
Draw, pointer, ruler, Layers, Turn Tracker

Names of those actively signed on and in the campaign will appear at the top.

Chat window
Librarary, settings and exit icons on the right

The Grid in the center of the screen is for the map.

SUGGESTION: first go to the Cog and adjust your settings
Config: recommended settings:
Zoom sensitivity all the way to the right (Adjust to your preference)
Scroll Mode - Zoom
This gives you the following:
Zoom - in and out with your mouse Wheel
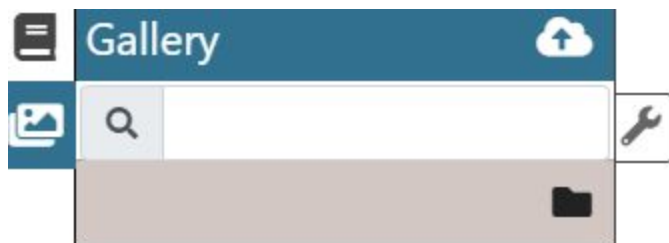**Pan** - right click and drag to pan

Collapse window if you want to see more map:
Click the 3 horizontal line icon just to the left of the chat window

Chapters and Gallery

Gallery.

Upload a few items like character tokens and a simple map.
Note that all items are limited to 4MB and 4096X2448 pixels.
Token portraits and tokens for players are limited to 2MB and 1920X1080.

SUGGESTION: KEEP YOUR ASSETS SMALL! This is not for printing your maps, you don't need 300dpi. 70dpi is more than you'll need for most items. 128X128 tokens for a single 5'square will be in full detail. This is a web based app. Every image you put out here needs to be downloaded to all players, the more detailed, the more bandwidth needed.
Note: There is no separate MAP or ASSET library. The gallery calls everything a token.

Clicking on the cloud icon will give you a window to upload assets.

Upload Tokens

Drag files or click to upload
Max size:
4MB
4096 x 2448
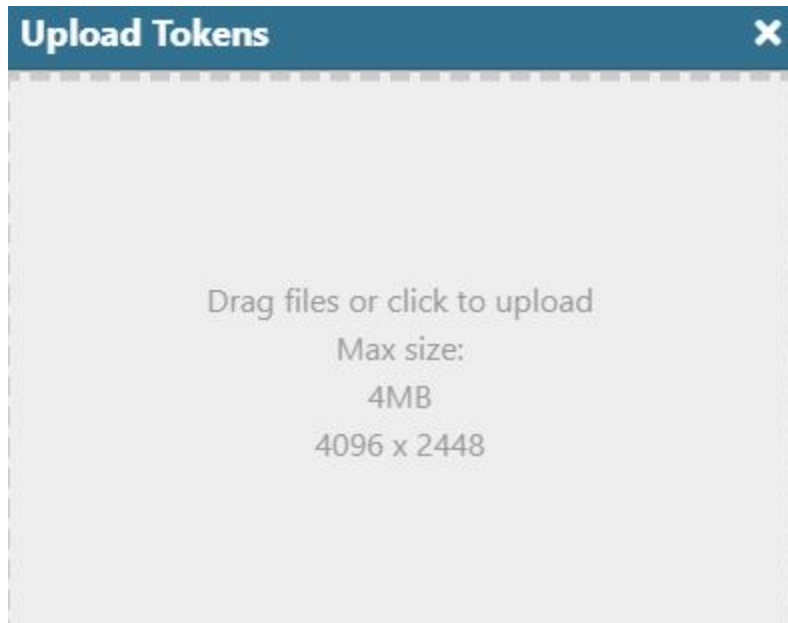
Simply drag and drop your maps, tokens, assets etc. Here
Personally I recommend using a map making tool like https://www.dungeonfog.com/ or other
tools of your choice for creating a cool map and exporting it. Of course you can buy maps or
find them all over the internet. You can get tokens from all over but "Forgotten Adventurers" on
Pateron has some really awesome things:
https://www.patreon.com/forgottenadventures/
Remember the size limits!

Once you upload a few things you can organize them into folders.Click on the folder icon to
create a new folder. **Note:** If you create a new folder while in a folder it will create a subfolder.
I like to create a folder for Maps, NPCs, Players, Monsters and Objects just to keep the things
organized. I recommend you only use objects that you need to move. Otherwise just paint it on
the map to save space and upload/download bandwidth.

Note: The Gallery conveys as part of your account. If you create a new Campaign you'll have
the same Gallery.

Chapter and pages:
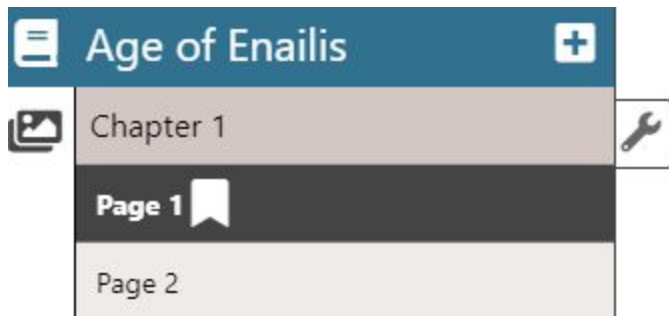
Clicking the + in top right will create a new Chapter
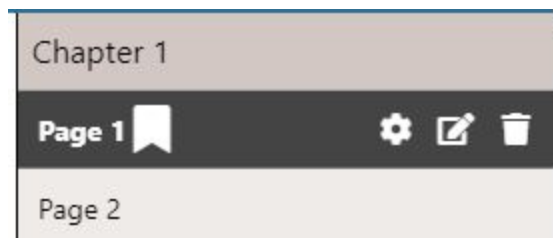The chapter is a way of organizing maps (or scenes). Each page can be a different map.

Hovering over the Chapter title brings up a menu:

New page, Edit the title, Delete.

Hovering over the Page brings up a menu:

Note the flag right next to the page title. That can be selected and dragged to another page.
<u>The map with the flag is the map the players see!</u>

Configuring a page:

Click on the Cog next the the page you wish to configure

Most items here are self explanatory. The space size for most gaming systems is 5 feet. Setting this to 5 will match when using the ruler (**The Ruler uses actual distances for diagonals**.)

The big thing to note here is the **lighting.**
If you're going to be using line of sight and want to keep things hidden until your players move with their own lighting, then set the player's lighting all the way to the left. Keep the GM lighting about mid point so you can see stuff and still see the lighting effects.

Set the grid and color to something that matches the map you want to use.
Suggestion. If using a downloaded map and it's something like a forest or outdoor scene, I suggest downloading without the grid. Obviously if it's a dungeon you want to align it up just right so be sure you know the exact dimensions of the map (# of squares) and make your grid match.

Once you have your settings the way you want. **Click the Cog to close** the settings.
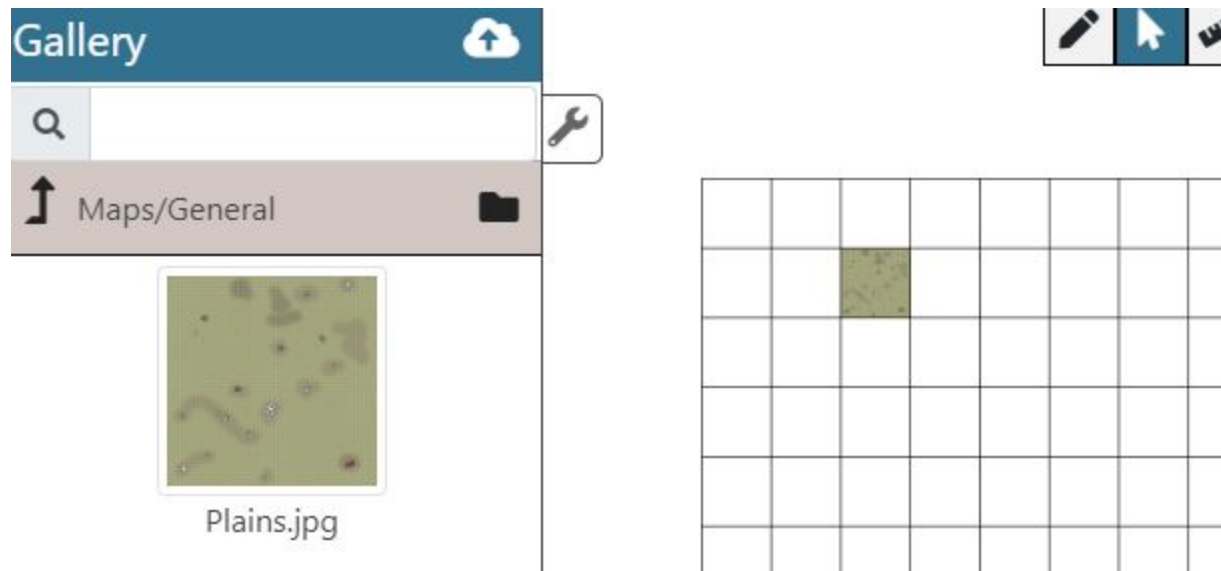
To add a map:

First set your layer to map.
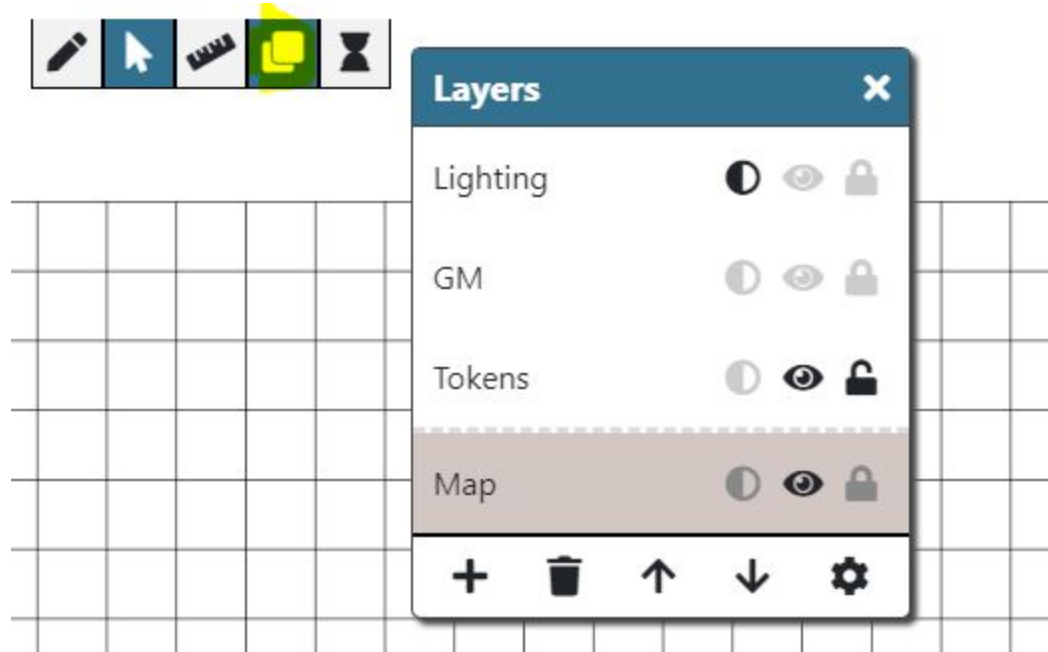
Open your Gallery
Select a map you've uploaded (or upload and then select it.) Drag to your map.
Note that it will always add to just 1 square.

Once added, close the Gallery (click on the Wrench) and then click once in the center on the map icon within the grid to select it.

Remember: if you configured your settings like I suggested, mouse wheel to zoom and right click and drag to pan the screen.
Note: Standard action calls everything a token. Don't let that bother you. Use the Layers to organize your stuff.

Note the 8 blue dots around the map, the Cog icon and the text icon. (Don't use the text icon.)

To move: Hovering over the map, your mouse will be a pointing finger. Clicking and dragging will then move your map anywhere on the grid
To Rotate: Put the mouse just outside of the blue lines until your cursor turns into a + sign. Then click and drag the mouse. The map will rotate.
To size: If you grab one of the blue dots around the map, you can resize it.

Note: By default all objects (aka tokens) will click to grid. If you hold [CTRL] while moving or sizing. **Warning!** Simply clicking on a token that is not aligned on a grid will reposition to align some part to the grid. So while you technically can move things not aligned to the grid, it's better not to or you will get frustrated when you accidentally click on something and it repositions!

Stretch your map to fill the grid.

My map is too big!

Use a tool to split it up and upload it in portions. (google search tools to split images. This one worked for me https://pinetools.com/split-image)
You can make a big grid and peice the map together or put each portion on a separate page depending on your needs.
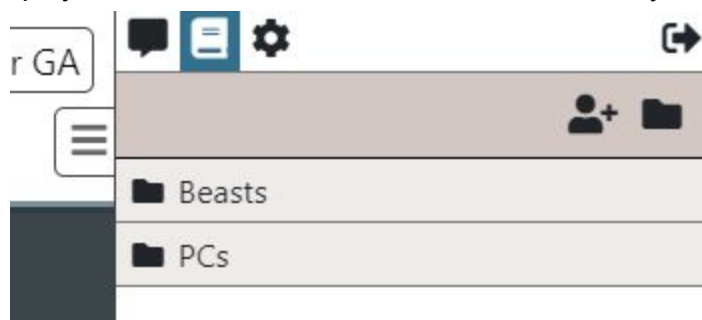**Remember, to keep your stuff small for better performance.**

Creating tokens for your players:

Assuming you've uploaded some tokens, click on the library icon on the right.
Here too you can make folders to organize things.
I play D&D 5e so I have a folder for Beasts that my druid likes and a folder for PC's

Click on the person+ icon to create a new player called "Mysterious Stranger"
Drag and drop to a folder if you wish and then click on it to edit.
Click on the portrait and token windows to select a token and icon from your gallery. I typically use the same for both.
Change the name to the appropriate character
If your players have accepted the invite you can then allow them to control the icon.
(if they're accepting while you're doing this you need to refresh the screen.)
Suggestion: I suggest that the players set their display name to their character name to avoid confusion.

Character Settings ✕

Name

Preview

Fredrik

Character Portrait

Controlled By

Gurin
Fredrik
Gene A
Jaquette

Description   Tip: Supports *Markdown*
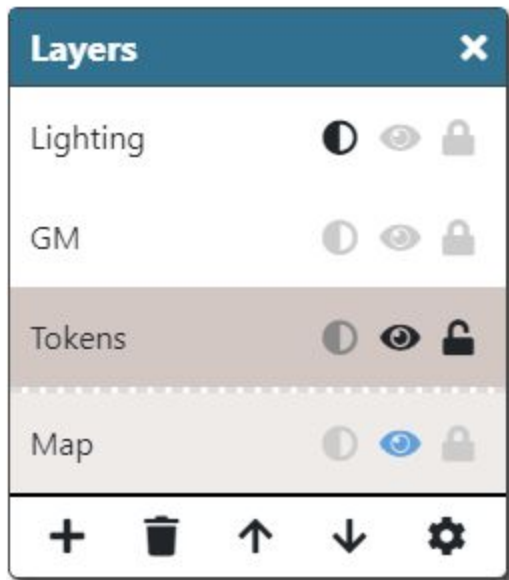
Default Token

Close

Click [close] when done.

Now the players can grab their own tokens and move to the map and set their own lighting.

Note: Standard action does not restrict where they can be moved. They can move through walls etc.

Layers

By default there are 4 layers.
Note the dotted line between Tokens and Map: This is the grid. **You can move layers** up or down with the up and down arrows to place them above or below the grid. Map should always be on the bottom below the grid.

The settings Cog allows you to adjust opacity of the items on the layer.

The + allows you to add a layer

Anything added to the grid will always be added to the selected layer. This is typically the "Tokens layer" but if you start adding and removing layers, that can change.
Suggestion. Make the Tokens layer the top most layer. This will by default, be selected for users and easy to get to.

3 icons for each layer

 If selected, objects on this layer will block light. This is what you want for your walls!

 = Visible to all, Invisible to all Visible to GM only

 =Locked for all, =unlocked (selectable) , Locked to players

I'm sure there are better ways of doing this but this works for me:

The only layers to which I want the players to have access is the Tokens layer and a layer I created called Drawings. I put Tokens on top of everything and "Drawings" just below. I instruct my players how to switch layers to draw something. The Drawing's layer is below so that drawings don't obscure the player tokens. I also disable the light blocking for drawings.
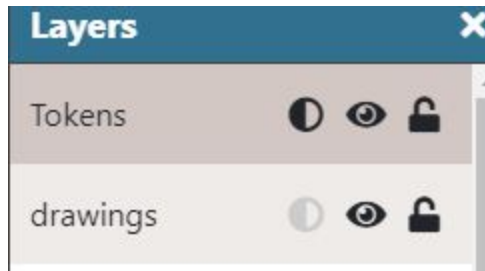
Below the grid (dashed line on Layers):
Map layer is at the bottom, and once I've got it the way I like, I lock it.
Above that I have a **GM** Layer for notes or things only I want to see (Trapped areas or something.)
Above that I create a layer for my moveable **Objects.** These are things like trap doors, retractable bridges, things that will appear or disappear. (because I might have large things like bridges that can be destroyed, I put them under the grid.
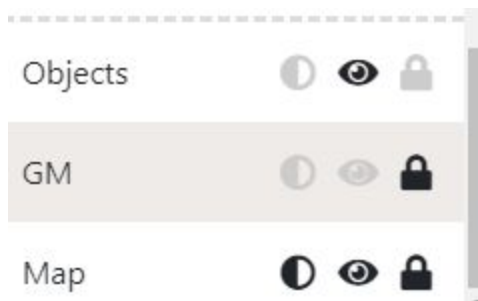
My middle layers are for lighting and fog of war and are as follows:
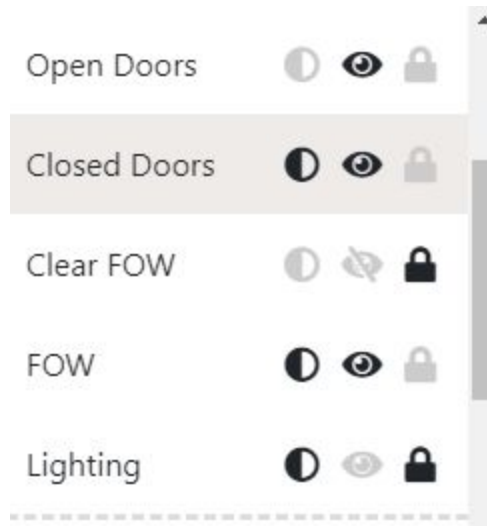
Lighting: I use this to draw room borders. (thin black line around rooms and not covering doors) Once complete I lock so I don't accidentally move later.

FOW: I draw a grey box over a room so that players can't see what's in it. When the players move into an area I simply move that box to "Clear FOW" layer and it disappears.

Closed Doors and Open Doors. A simple black line that extends out so that I can easily select and move to the other level.

How to Draw
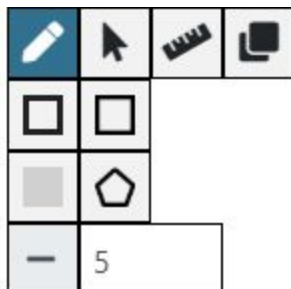
Upper left square selects **border color**
Lower left square selects **fill color**
Click on Upper right square to draw a square
Click on the Pentagon shape to draw a polygon (single click for each point in polygon, right click to end drawing polygon.)
Click on the number at the bottom to change the **border width.**
Remember to click on the pencil icon to close the draw and **reselect the pointer when done.**

To draw just outline:
Select the fill color as transparent (lower right):

Blocking line of sight (room borders for lighting)

Standard action doesn't support circles but it does support multi sided polygons, so, with enough points you can get close to a circle.

- **Set your Layer to lighting**
- **Select the drawing tool**
- **Choose your border color**
- **Make your fill color transparent**
- **Make your width narrow (suggest 1)**
- **Draw a polygon**

Left click to select the points (**Hold down [CTRL] to not snap to grid**.) Draw around the room but don't cover doors.
Example (with thick border and ugly color for demo purposes)
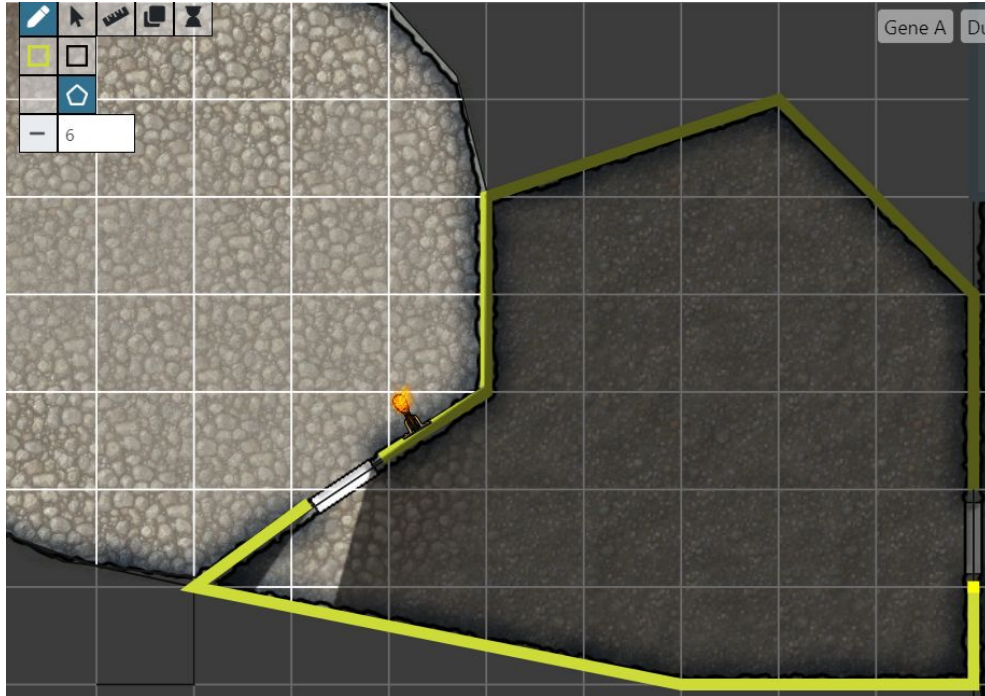
See how the torch light goes through the open door.

How to create Torch

Upload a torch graphic to your library. Then place it on the map (I like to place on map layer)
Only give the DM control and enable light
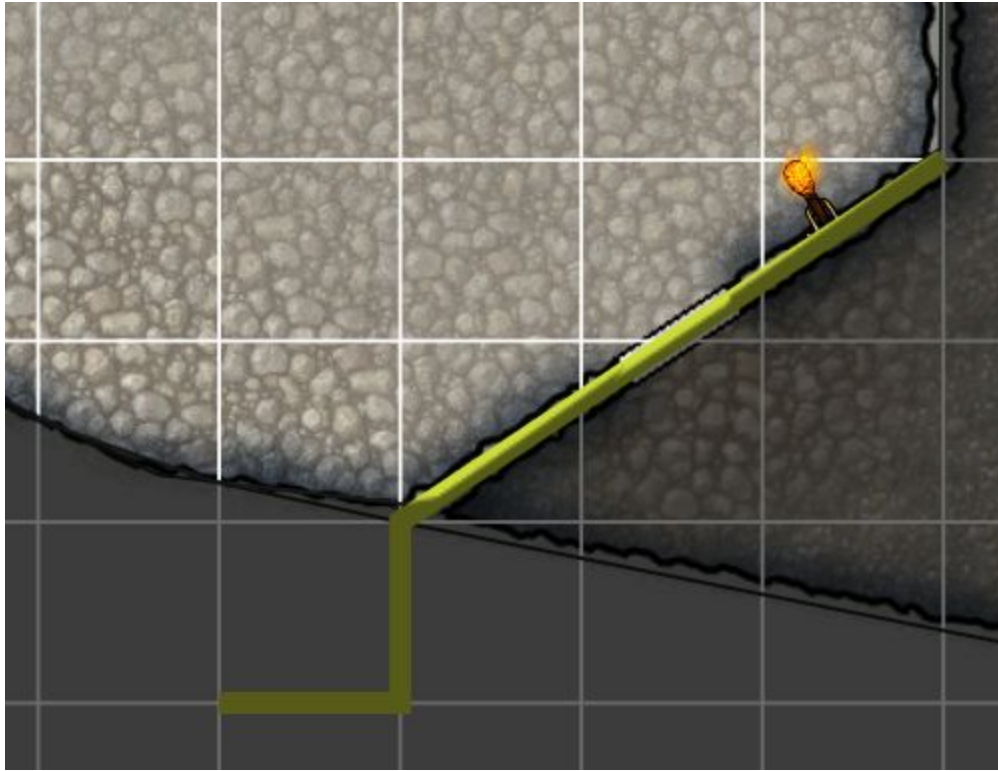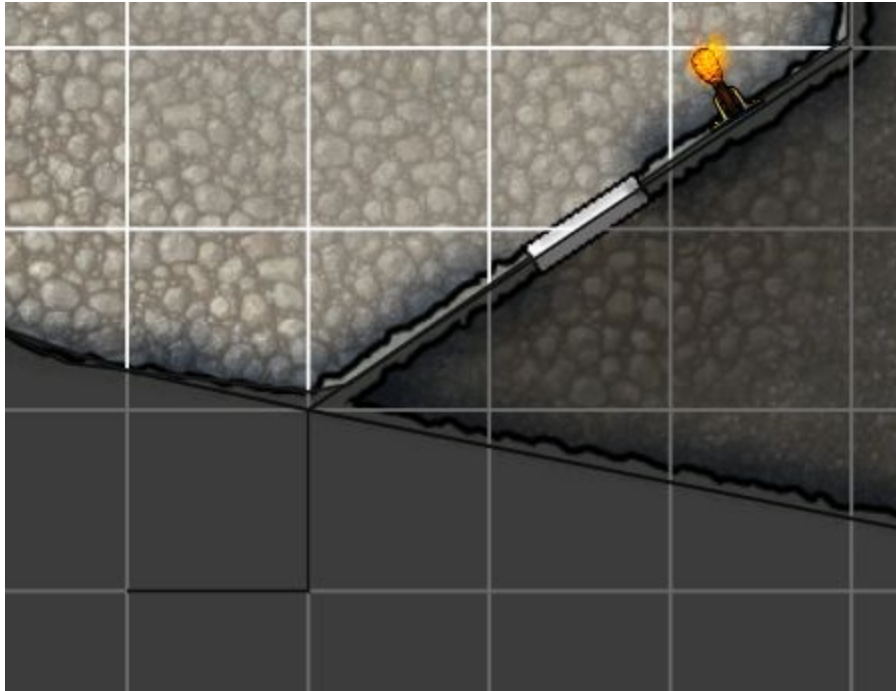
Doors

Same as Room border but first select the closed door layer.
Also, extend the line out so that you can easily select it and it's clear to what room the door belongs
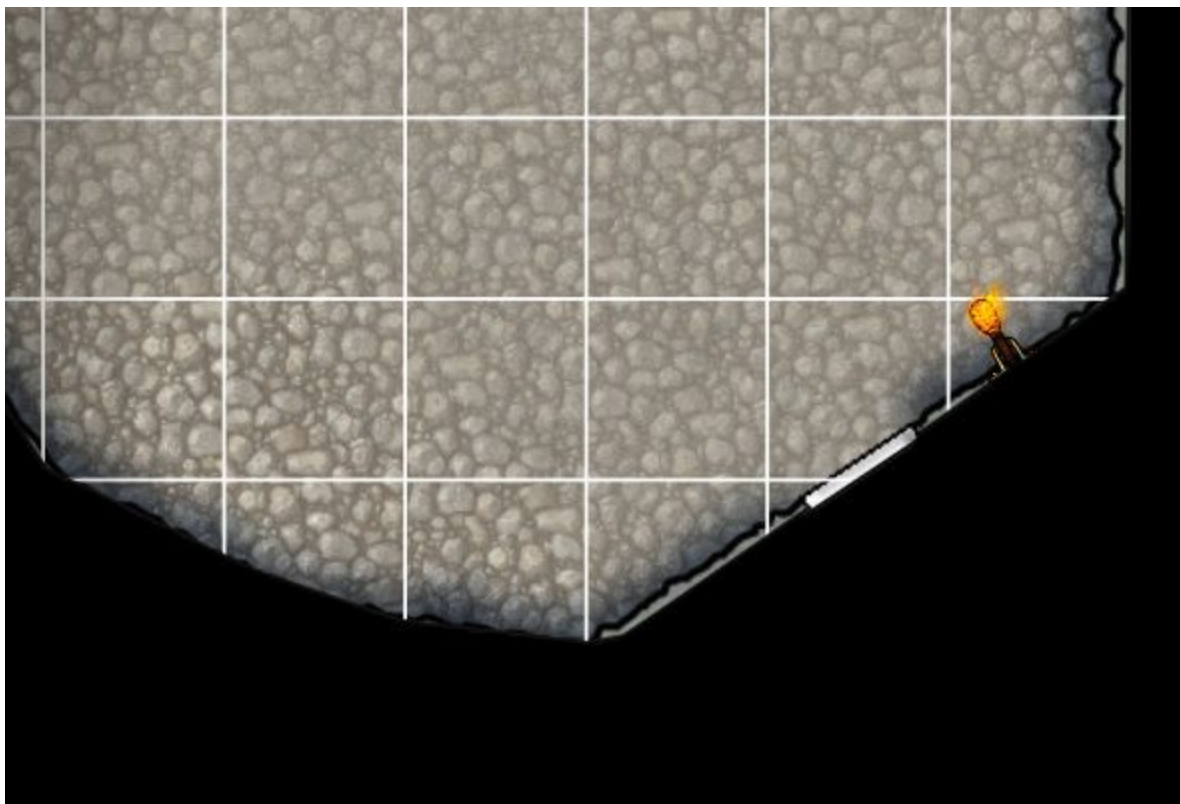

If your lines are thin and match the color of the wall, the players won't see them. They'll just block the light. (Note how the torch light no longers goes into the next room)

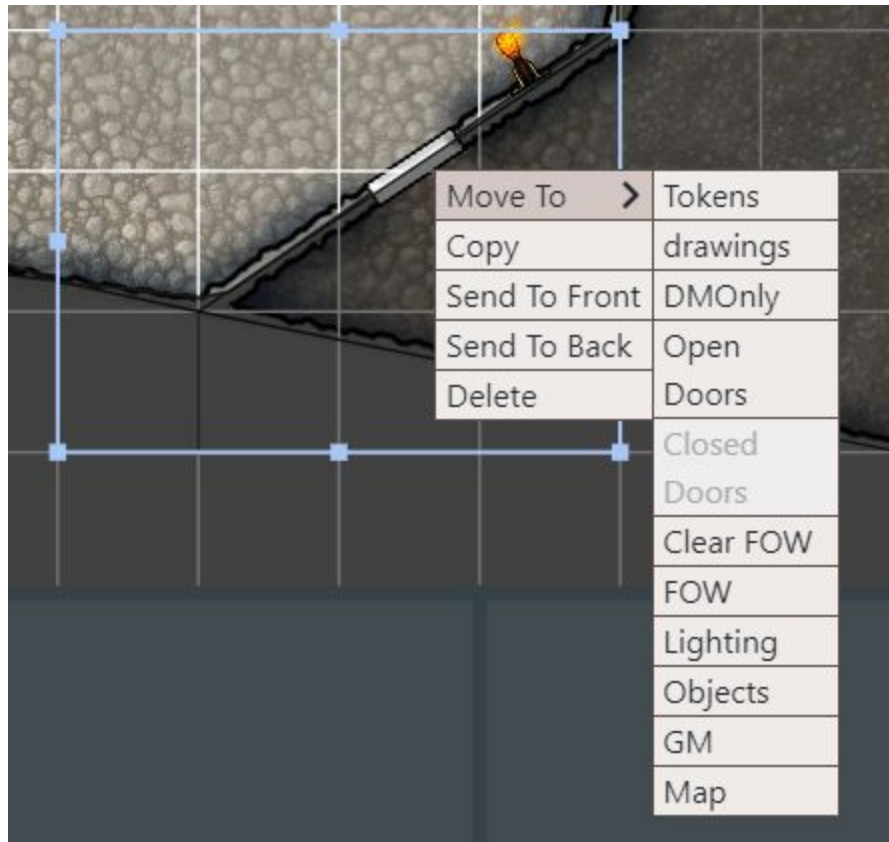Same thing with a thin black line:

What the users see with Players lighting all the way down (in page configuration settings)

Moving to layers and other things:

Right clicking on a token will bring up a whole new menu

I selected my "Closed door" and then right clicked on it
Then I can "Move to" and select "open Door" layer to move it

This menu is also helpful to copy tokens, and move tokens that are on the same layer to the foreground or background. Example:
You have a chest on top of a trap door on top of an opening and all these objects are on your object level.:
Click the trap door object and send to the back or send the Chest to the Front.

Fog of War

Much like the doors I have a layer for FOW on and off. Or just FOW and "Clear FOW".

After selecting the FOW layer I draw a gray box over a room. This simply keeps the players from sneaking ahead and looking at rooms since they are not bound to any specific map movement.

Just Before they enter a room I select the box and move it to "Clear FOW" layer.