

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. Also, you'll need a mouse with a scroll wheel.

Register an account on Standardaction.net

<https://standardaction.net/>

If you make your Display name your character name it will make things much easier.

Registering will link to an email address and require email validation.

Once done you can log in.

If you know the name of the campaign you wish to join, you can find it on the front page.

Click on it to open and you should see "Request Invitation"

Let your DM know via Email and they will send you an invitation.

Once you have access click [Play]



The screen consists of 2 sections

- 1) Chat and Library (on Right)
- 2) Toolbar and map (rest of screen)

Chat and Library



Icons from left to Right:

Chat, Library, Config, Exit

Exit - Will exit the campaign

*Note sometimes the screen may get a tad wonky. Exit and coming back in or hitting the

refresh button  on your browser will fix that.

Config: recommended settings:

Zoom sensitivity all the way to the right

Scroll Mode - Zoom

Library:

This is where you'll find your character or a beast you can control (if the DM allows it.)

Chat:

Very limited functionality. It serves 2 purposes.

- 1) Chat to the whole group
- 2) Roll dice

Collapse window if you want to see more map:

Click the 3 horizontal line icon just to the left of the chat window

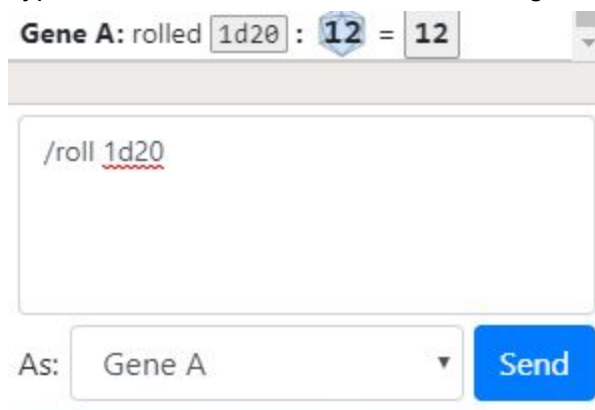


How to roll dice.

If you start the chat string with /roll, then a space and then standard dice notation.

Example to roll 1 20 sided die: **/roll 1d20**

Type that in the chat window in bottom right and click send to roll the die.



The results appear on the top showing what was rolled.

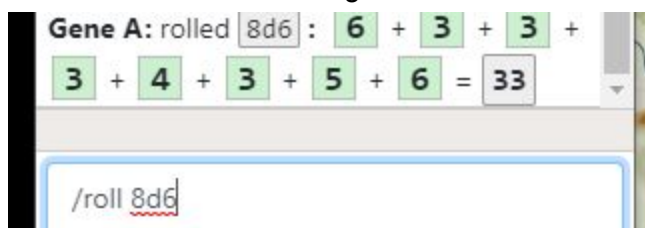
If you you have a +8 to attack you can **/roll 1d20+8**



The shaded blue shows the dice roll and the boxed gray at the right shows the total.

Hitting up arrow will show the previous typed things in the chat so you can quickly re-roll
 Roll with advantage can be rolled twice or simply **/roll 2d20** and take the higher roll

Cast fireball and roll damage!



Secret Roll

Use **/gr** to roll in secret.

If the Game Master rolls /gr, only the GM sees the results

If a user rolls /gr, just that user **AND the GM** will see the results.

droP (discard) lowest die

You can roll multiple dice and drop the lowest rolls by appending p and then the number of dice to the end of the string:

Perfect for rolling up some D&D stats, **/r 4d6p1** will roll 4 d6 and drop the lowest 1.



Roll with Advantage / Disadvantage:

Advantage:

/r 2d20k1 will roll two dice and keep the highest 1

/r 2d20kh will keep the highest die



Fun fact: if rolling a 1d you need the "1"

/r 2d20k1+d6+5

Roll with a bonus, put the + at the end of the string

Roll advantage with Bardic Inspiration:



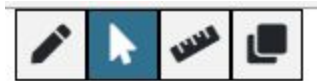
Disadvantage:

kl to keep lowest or ph to drop the highest are both effective for disadvantage

/r 2d20kl1 or /r 2d20ph1



Map and Toolbar



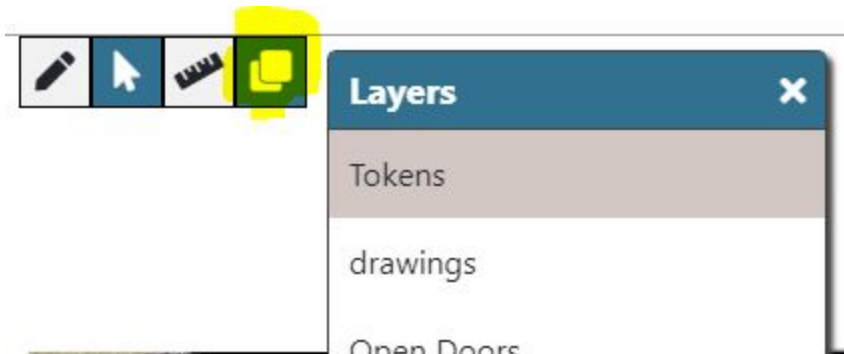
Pen, Pointer, Ruler, Layers

Everytime you refresh your screen, join a map or if the DM changes the map, you will always be taken to the top left corner of the map. Your token will be left wherever you left it but your view of the map will be zoomed in on the upper left corner of the map.

Zoom - in and out with your mouse Wheel (if you followed the above instructions.)

Pan - right click and drag to pan

Layers



Maps consist of multiple layers. Basically all your characters should remain on the Tokens layer, and if you make any drawings do them on the drawings layer. This way the character tokens can move over the drawings and not be obstructed.

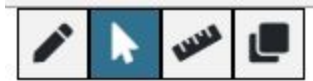
Be sure the Token layer is selected before you add your character token.



Ruler

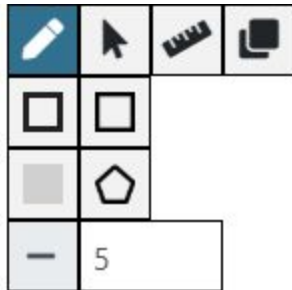
Select the Ruler to measure distance in a straight line from point a to point b. Left Click on point A, then drag to point B to see distance.

Pointer



Use this to select and manipulate objects and tokens (mostly tokens.)

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.**

Always select the DRAWINGS layer first before you draw a drawing. Just to be polite.

Token movement!

They key reason we're doing this:

If you don't see your token on the map already you either need to search the map (zoom out and pan) or add it to the map.

To add to the map, **Be sure the pointer is selected.** open the Library - PCs folder. Find your character and click and drag to the map. (Single clicking on the character in the library will pull up a screen to edit description.)

If you can't select your character you either forgot to select the pointer icon or you don't have permissions to that character. You can only move tokens that you have permissions to move. If you think you moved him but he didn't move, refresh your browser.

Once on the map, single click will select the character



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

To move: Hovering over the character, your mouse will be a pointing finger. Clicking and dragging will then move your character anywhere on the map.

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 Token will rotate.

To size: If you grab one of the blue dots around your character you can resize it.

Settings: Clicking on the cog allows you to change the settings.

Token Settings ✕

Character Jandar ▼

Add Bar +

Name Jandar

☒ Show

☐ Produces Light

Close

By default you show your name (click box next to name)

You can add an HP bar but frankly it's not worth it and it's not easy to use. Track your HP using other tools like Improved Initiative, or pen and paper.

Light. If you have a torch or another light producing thing, click on the "produces Light" check box

Token Settings

Character	Jandar ▼		
Name	Jandar	<input checked="" type="checkbox"/>	Show
<input checked="" type="checkbox"/> Produces Light			
Start Radius	20	Brightness	1
End Radius	40	Brightness	0

If your light source produces 20 feet bright and 20 feet dim, then the above settings are what you want.

If your light produces 15 feet bright and 15 feet dim, then set start radius 15, and end radius to 30. Click close and your character will produce light.

There isn't an easy way to do dark vision for 1 person and not display things for others, so we'll just deal with it. Jandar can set his start radius to 0 and end radius to whatever his dark vision range is and we'll figure out the rest.