DM TOOLS

SEP Team 500

The Challenges of Being a Narrator (The Scope of DM Tools)

GOBLIN
Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ACOLYTE
Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2
Senses Passive Perception 12
Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Things the narrator keeps track of:
- Where are the characters?
- How healthy are the characters?
- What *can/would* each of the characters do?
- *How* can each of the characters do this?
- What does the character have with them and why?

And more…

Our Vision

D&D BEYOND
- Viewing one character's details at a time
- Limited interaction with characters' information
- Managing story details by yourself

Roll20
- Generic for all tabletop games
- Manual data entry and managing details of the game
- Focused on replacing the in-person experience with a virtual one

DM TOOLS
- Augmenting and complimenting the personal experience of in-person D&D
- Providing a centralized means of organizing and generating details for gameplay
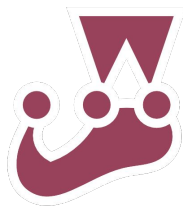
Our MVP (& Framework Stack)

- Viewing multiple characters' information at the same time
- Assisted crafting of a story and tracking aspects around combat sequences
- Partially automated generation and management of character statuses
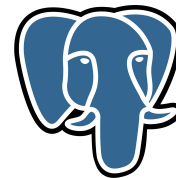- Save and load combat sequences
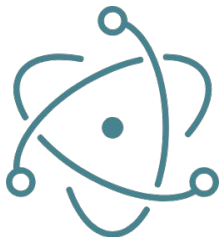
Electron   Node JS   Jest   Enzyme   PostgreSQL

Questions?