THE DEATHBOARD USER GUIDE

The Deathboard will soon become the ultimate battle tracker! With it, you can track anything your table-top RPG combat encounters might need. The Deathboard works as a companion to any table top RPG with turn based combat encounters (Dungeons & Dragons, Pathfinder, Shadowrun, Warhammer, Call of Cthulhu, etc).

How does the Deathboard work? To start, create a list of the characters in your party, add their initiatives, and sort them. Once created, the initiative list can easily keep track of each player's turn, track their hit points during the battle. and see their current armor class. If a player casts a spell or uses a magic item that has an effect on them or someone else, add it and track how long it lasts. What makes us different from any other tracker? The Deathboard allows players to connect in a totally new way. All of your players, whether online or present, can use any device to connect to the Deathboard and track their party's progress as they bring death to those that dare oppose them.

How can I use the Deathboard for my game? Use the Deathboard like scoreboard for the players in your local game, or a local game shop, by using a laptop to display it, or an external monitor. If you play online, all your players can connect with their computer, laptop, or mobile device and see the Deathboard updates. Maybe, as a game master or dungeon master, you may want to privately track hit points and effects for the characters and monsters that will battle your players? The Deathboard can do it. In our game, we play with a friend who can only connect online. He connects to the Deathboard, joins the party and can see the state of the battle just like those of us there, live.

LET'S GET STARTED!

REGISTRATION/LOGIN

1. Navigate to theDeathboard.com
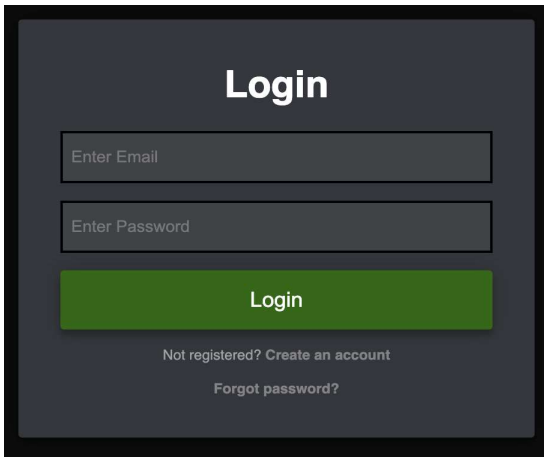2. Select REGISTER or LOGIN
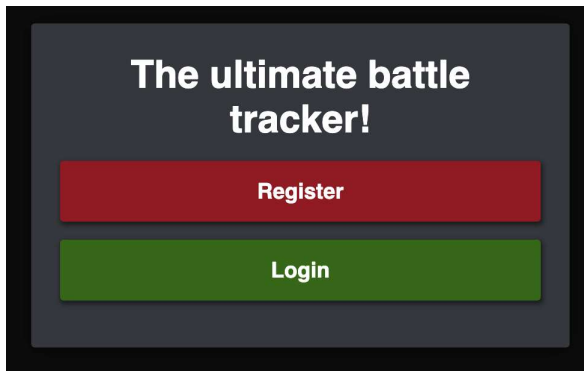
REGISTER

1. Click the Register button
2. Enter a Username, Email, and a password
3. Click the Register button

LOGIN

1. Enter the email address
2. Enter the password
3. Click the Login button

JOIN A PARTY

After a successful login, users will see a promt to join a party. Let's learn the two ways a user can join a party.

I. JOIN AND RUN THE PARTY

1. Enter a name for your party
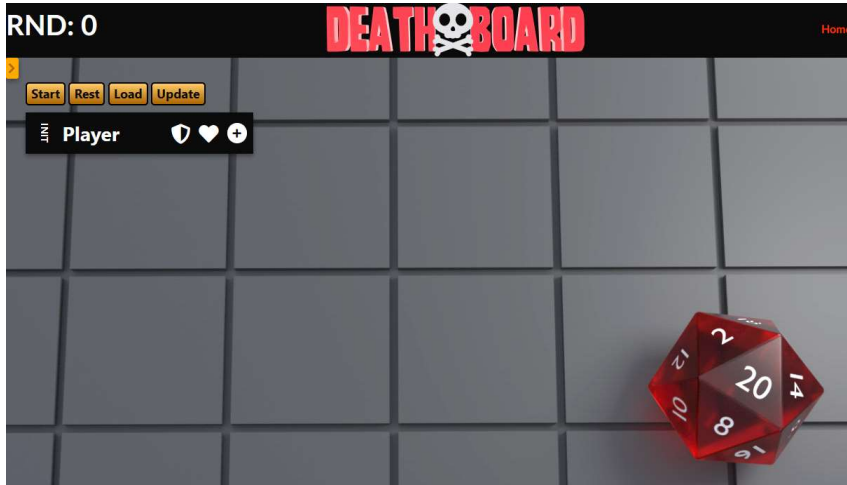2. Check the RUN THE PARTY checkbox. This will display the admin controls seen in step 5.

NOTE: Although the Deathboard (at this time) allows more than one party member to run the party, we suggest designating only one person to run the game at a time.

3. Click the JOIN button

4. You will see a new page with a message that slides in/out announcing you have joined the party as well as the party name with your user listed. You can view the connected users at any time by clicking the arrow button at the top left of the page.
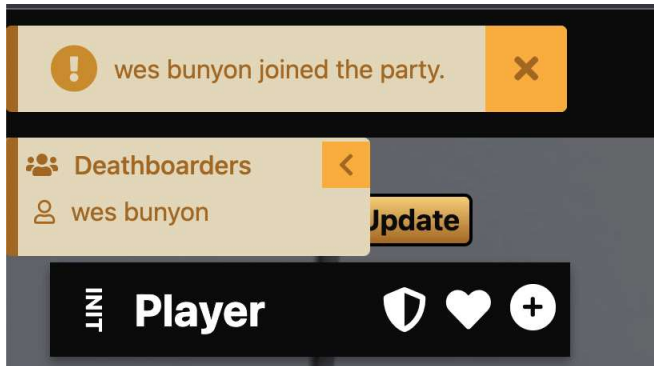
5. You will see a row of buttons (START, REST, LOAD, UPDATE).

6. Below that you will see the Initiative list column headers (INIT, PLAYER, AC, HP, Add Button)
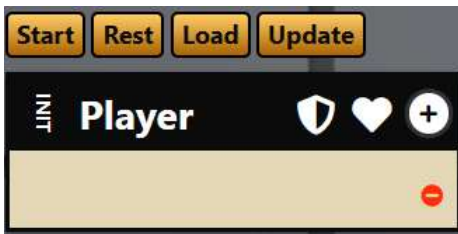
ADD PLAYERS TO THE INITIATIVE LIST

1. Click the Add a Player button (+ sign on the right of the Initiative list header)
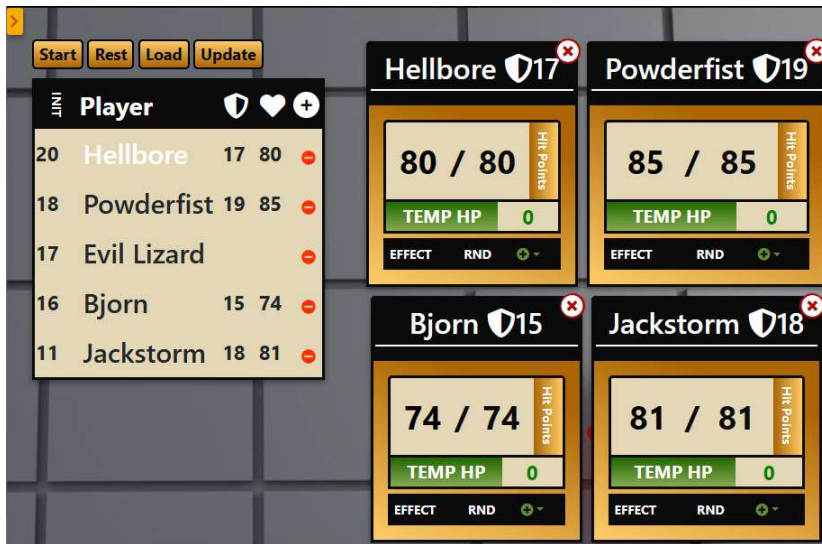

2. A new row will appear

3. Enter the player's initiative, name, armor class (AC), and hit point maximum (HP), by clicking in the space and typing

4. Repeat steps 1-3 for each player in the party.
5. Click the START button. This will sort the initiative list, create the player cards, set the round to 1, and shows the NEXT and FINISH buttons.

NOTE: If a character (monster, bad guy, etc) has no HP or AC input on the Initiative list (see Evil Lizard above), the system will not generate a card.

6. Click the UPDATE button.
7. You have now saved the state of your combat encouter. Clicking the LOAD button at any other time, will restore the page to the state you have just saved.

After following the instruction above:

1. You will see the RND (Round) set to 1 on the top left of the page.
2. You will see the NEXT and FINISH buttons appear
3. You will see the player cards
4. You will see the Initiative list
5. You will see the name of the player at the top highlighted in white.
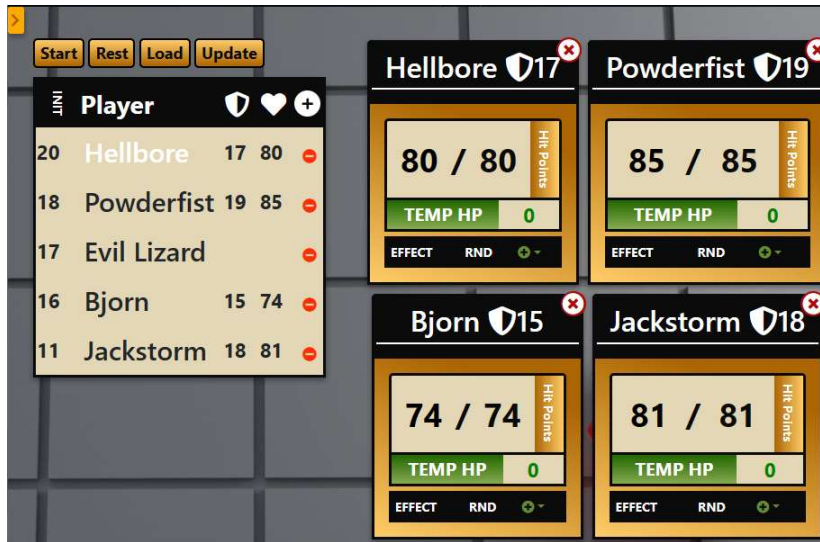
NOTE: The user can edit any field in the Initiative table at any time by clicking in the field.

BASIC COMBAT CONTROLS

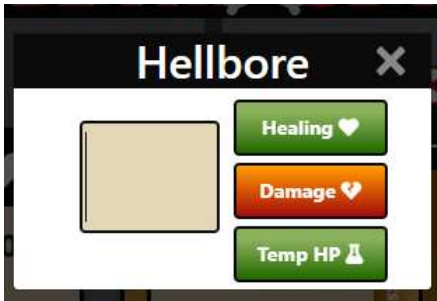## THE PLAYER CARD
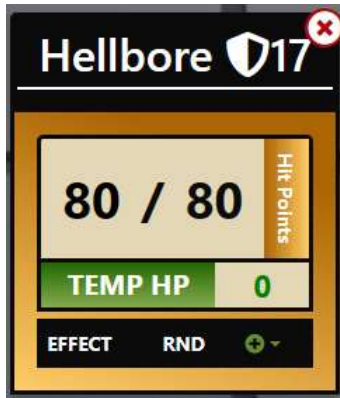
The player's card have 3 clickable elements/buttons:

      1. Hit Points button

      2. Add Effect button

      3. Change Armor Class button

HIT POINTS BUTTON

1. Click the Hit Points button

2. You will see a modal dialog with the player's name on the header, an input box, and three buttons: HEALING, DAMAGE, TEMP HP.

HEALING: Adds the number input to the current hit point total.
DAMAGE: Subtracts the number input from the current hit point total.
TEMP HP: Will change the number of temporary hit point to the number input.

REMINDER: After you make any change, clicking the UPDATE button will save and send the update to all party members.
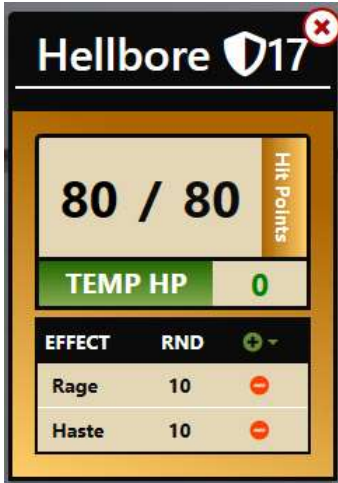
ADD EFFECTS BUTTON
1. Click on the **+** sign (Add Effects button)
2. You will see the effects list appear
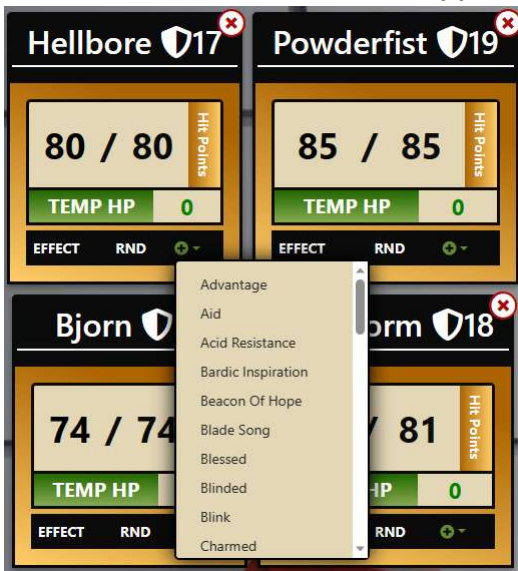
3. Select an effect from the list by clicking on it. The list will close and you will see the effect in the Effects list along with a number.

The number corresponds to the amount of rounds the effect lasts (ex. 10 rounds = 1 minute). For effects that last longer (10 minutes, 1 hr, or more), the number will appear as 99. The number will decrement at the beginning of each round.

NOTE: If you can not find the effect that you want to add, select any effect. Once added, click on the name and change it. You can also edit the number of rounds the effect lasts.

4. To delete an effect from the list, click the red minus sign (**-**)
5. Click UPDATE to save and send the update to all party members

CHANGE ARMOR CLASS BUTTON

At the top of the player card you will find the player's name and armor class, separated by a shield icon.

1. Click on the number next to the shield
2. You will see a modal appear with the player's name at the top

3. Enter the new armor class number into the input and click the CHANGE button
4. You will see the new armor class at the top of the player card and in the

Initiative list.

NEXT BUTTON

1. Clicking the NEXT button will advance the Initiative list to the next turn by moving the white highlighted name. Clicking the UPDATE button will save the state and send the update to the webpages of all players connected to your party.

FINISH BUTTON

1. Clicking the FINISH button stops the Round counter, returns the counter to RND: 0, but leaves the player cards visible. This works in scenarios where turn based combat has finished and players have yet to heal.

NOTE: At any point you can add a new player/monster to the Initiative list by clicking the Add a player button, filling in initiative, name, etc., and clicking the UPDATE button.

II. JOIN A PARTY

1. Enter a name for your party as given to you by the party leader (admin/GM/DM). Capitalization & spaces must match exactly. If one user types

"deathboarders" and another types "Deathboarders", neither will end in the same party.

2. Click the JOIN button

3. You will see a new page with the message that you have joined, along with the party you have joined and all users connected (including your). You can view the connected users at any time by clicking the arrow button at the top left of the page.

4. You will see the Initiative list column headers (INIT, PLAYER, AC, HP, Add Button)
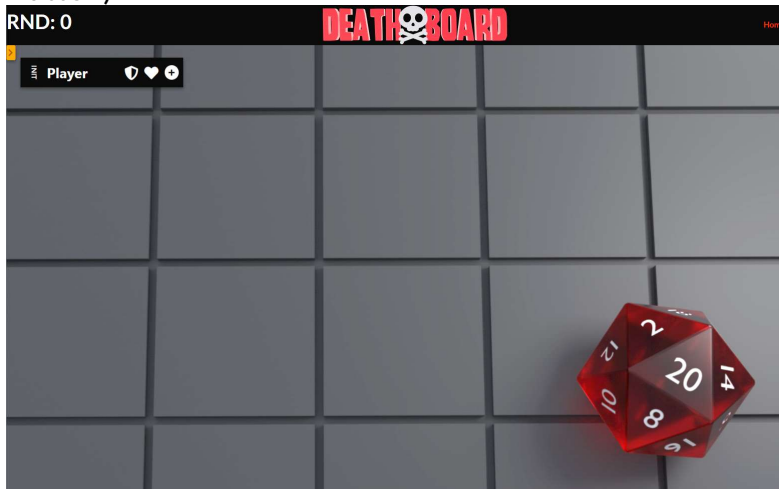
5. At this point you will see the Initiative list and Player cards when the person running the Deathboard updates the party (clicks the UPDATE button).
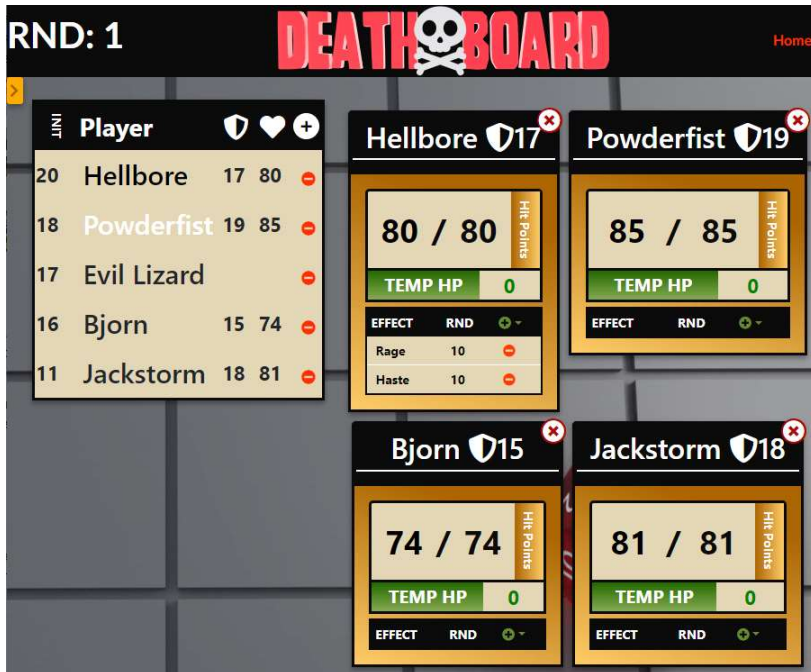
NOTE: Although some controls exist on the page, the system will overwrite any changes you make on your page when the person running the Deathboard updates the party (clicks the UPDATE button).

WHAT DOES THIS BUTTON DO?

REST: Removes player cards, resets the Round (RND) to 0, and clears highlighted name on the Initiative list. Use this option when players heal completely after a battle.

**LOAD**: Restores the page with the logged on users's last saved state.

UPDATE: Saves the state of the Deathboard and sends an update to all connected users. Each registered user has one save slot. Each time the user clicks UPDATE, the Deathboard overwrites the slot. The user retrieves their last save

state by clicking the LOAD button. We suggest clicking UPDATE after each change, to best keep all connected players up-to-date.

Start

START: Creates player cards from the Initiative list and begins counting rounds. Sets Round (RND) to 1, highlights the first row on the inititative list, and shows the NEXT AND FINISH buttons.
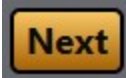
Next

NEXT: Advances the white highlighted name to the next turn in the initiative order.

Finish

FINISH: Resets the Round (RND) to 0 and clears the highlighted name on the initiative list. The player cards remain in their current state. Use this option when players have finished combat but have yet to heal, or can not heal completely before they start another combat encounter.

Hit Points

HIT POINT: Opens the hit point modal pop up.

ADD EFFECTS: Opens the effects dropdown list.

NEW INITIATIVE ROW: Creates a new row on the Initiative table

PARTY VIEW: Slides open to display the users connected to the party.

Healing ♥

HEALING: Increases the current hit point total by the amount input

DAMAGE: Reduces the current hit point total by the amount input.

TEMP HP: Adds the number input as temporary hit points. Players will see this number on the player card.

CHANGE: Changes the Armor Class (AC) to the number input.