ROLL COMBAT VTT

THE CONTROLS MANUAL

FIRST DRAFT

Every tool, panel, key and setting of the online table, in 13 chapters. Parts still being built or confirmed are marked Draft.

> **First draft.** This manual is a first draft. The table is still growing, so a control may move or change. If something here does not match what you see, the table is right and the manual is behind.

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CHAPTER 1 OF 13

YOUR SCREEN

The top bar, the map, the tool bar, the sidebar and the boxes that float over the board.

THE LAYOUT

The table is one screen. The map fills most of it. A tool bar sits down the left edge of the map, a sidebar with tabs runs down the right, and a bar across the top holds the table name and the main buttons. A few small boxes float over the map: your character card, a token's controls and the dice button.

THE TOP BAR

TOP BAR CONTROLS	
CONTROL	**WHAT IT DOES**
Tables (back arrow)	Leaves the table and returns to Your tables.
Table name and Sandbox badge	The name of the table. The Sandbox badge shows you are in the no-account practice table.
Scene tabs	One tab per scene. The Game Master clicks a tab to look at that scene. A dot marks the scene your players are in.
Preview as player (Game Master)	Shows the table exactly as a player sees it. Press Exit preview to come back.
Take the GM seat	Appears only in a sandbox tab that is not the Game Master. Press it to become the Game Master. The tab that was the Game Master becomes a player.

CONTROL	WHAT IT DOES
Reference	Opens the Reference drawer on the right: rules search, Ask the Codex, odds, cards and Effects. You can keep playing while it is open.
3D dice / Dice off	Switches the 3D tumbling dice on or off, for you only.
Hide sidebar / Show sidebar	Hides the right-hand panel to give the map the whole screen.

AROUND THE MAP

- Tool bar (left edge): the map tools. See the Tools chapter.
- Zoom in, Zoom out and Fit (bottom right of the map).
- Dice button (bottom right): opens the dice tray.
- Character card (bottom left): your Persona's Vitality, Trait rolls and a Full sheet button. It starts collapsed on a phone.
- Turn bar (top centre): appears while combat runs and shows the round and whose turn it is.
- Token controls: a box that appears when you select a token.

THE SIDEBAR TABS

SIDEBAR TABS		
TAB	**WHO**	**WHAT IT IS FOR**
Chat	Everyone	Talk, roll dice, whisper. Every roll appears here.
Combat	Everyone sees; Game Master controls	Initiative and turn order.
Personas	Everyone	Persona sheets, placing a Persona on the map, the Persona builder.
Scenes	Game Master	Maps, grid, fog, light, Quickplay maps.

TAB	WHO	WHAT IT IS FOR
Props	Game Master	Furniture and objects to place on the map.
Mood	Game Master	Lights, trap regions, sounds and background layers.
Tables	Game Master	Random tables you roll on at the table.
Foes	Game Master	Foes to place as tokens, and saved encounters.
Intel	Everyone	The Intelligence Network: what the table has learned.
Factions	Everyone	Factions and the Crew's Infamy.
Handouts	Everyone	Notes and images the Game Master shares.
Journal	Everyone	Session notes and recaps.
Table	Everyone; Game Master gets more	Join code, members, your dice options, and the Game Master's table rules.

> **Tip.** A tab marked Game Master is simply not shown to players. If a tab in this manual is missing on your screen, you are probably a player.

FLOATING BOXES AND HINTS

The character card, token controls and prop controls each have a grip strip along the top. Drag it to move the box where you like. It stays on the board and is remembered on your device. Double-click the grip to put it back.

Each tab shows a short hint the first time you open it. Press Got it to hide that hint, or use the Turn tips off button to stop all hints.

CHAPTER 2 OF 13

MOVING AROUND THE MAP

Zooming, panning, fitting the map to the screen and switching scenes.

ZOOM AND PAN

MAP NAVIGATION	
DO THIS	**TO GET THIS**
Scroll the wheel	Zoom in or out where the pointer is.
Hold Space and drag	Pan the map. Right-button or middle-button drag also pans.
Zoom in / Zoom out buttons	Step the zoom, for touch screens and trackpads.
Press H, or the Fit button	Fit the whole map on screen.
Double-click a token (Select tool)	A quick note shows the token's name and Vitality.

Tip. On a phone or tablet, pinch to zoom and drag with two fingers to pan.

SWITCHING SCENES

A table can hold many scenes, each with its own map, walls, fog, lights and tokens. The tabs across the top list them. Players are always in the scene the Game Master has sent them to. The Game Master can click another tab to prepare it without moving the players.

- A dot on a scene tab shows where your players are.

- To move everyone, open Scenes, edit the scene and press Send players.
- Tokens, walls, drawings and fog belong to a scene, so nothing from a prepared scene shows to players until you send them there.

THE GRID

Movement, measuring and templates all snap to the grid. One square is 1 sq by default. The Game Master can set a different size and unit (for example 5 ft) in the Table tab under Table rules, and set each map's grid in Scenes.

CHAPTER 3 OF 13

THE MAP TOOLS

Select, Measure, Draw, Ping, Walls, Fog and Erase, with their options and keys.

THE TOOL BAR

TOOLS			
TOOL	**KEY**	**WHO**	**WHAT IT DOES**
Select and move	V	Everyone	Click tokens, drag them, open doors.
Measure and templates	M	Everyone	Ruler, circle, cone and line, shared live.
Draw	D	Everyone	Sketch on the map.
Ping	P	Everyone	Point at a spot so everyone sees it. Alt-click does the same from any tool.
Walls and doors	W	Game Master	Draw walls, doors and windows.
Fog of war	F	Game Master	Reveal or hide parts of the map.
Erase	E	Everyone	Remove a drawing. The Game Master can also remove a wall.

Pick a tool with the buttons or its key. Esc cancels what you are doing and clears the selection.

SELECT AND MOVE

- Click a token to select it. Shift-click adds or removes tokens from the selection.

- Drag to move. Tokens snap to the grid, and players cannot move through walls or closed doors.
- Arrow keys nudge the selected token one square.
- Click a door to open or close it.
- T marks the selected token as your target (everyone sees it). Shift+T clears your targets.
- Delete removes the selected token.

MEASURE AND TEMPLATES

Press M, then pick a shape: ruler, circle, cone or line. Drag on the map. Everyone at the table sees your measurement live, with the distance in the table's unit.

The Game Master can turn a circle, cone or line into an area effect: drag it over the map, then press Apply to targets. The list shows every token inside. Untick anyone you want to skip, tick Half for those who saved, enter the roll (for example 6d6), choose Damage or Heal, and press Roll and apply. One roll is shared by everyone in the area.

DRAW

- Pick Free, Line, Rect or Ellipse.
- Pick one of six colours.
- Drag on the map. Everyone sees your drawing.
- Clear all (Game Master) removes every drawing in the scene.
- Use Erase to remove a single drawing.

PING

Press P and click, or hold Alt and click with any tool. A ring appears on the map for everyone. Use it to say "this one" without typing.

WALLS, DOORS AND WINDOWS (GAME MASTER)

WALL TYPES		
TYPE	**BLOCKS SIGHT**	**BLOCKS MOVEMENT**
Wall	Yes	Yes
Window	No	Yes
Door (closed)	Yes	Yes
Door (open)	No	No

Press W, pick Wall, Door or Window, and drag. Ends snap to half squares. Hold Shift for any angle. Click a door with the Select tool to open or close it. Use Erase to remove a wall.

FOG OF WAR (GAME MASTER)

Fog hides the map from players until it is revealed. It must be switched on for the scene first (Scenes, edit, Fog of war and vision), or the tool will tell you it is off.

FOG TOOL OPTIONS	
OPTION	**WHAT IT DOES**
Reveal box / Reveal circle	Drag a shape to uncover that part of the map.
Hide box / Hide circle	Drag a shape to cover it again.
Reveal all	Uncovers the whole map.

OPTION	WHAT IT DOES
Reset fog	Covers the whole map again.

Fog works with live vision as well: tokens with a sight radius uncover what a real line of sight allows. The Vision chapter explains how.

ERASE

Press E and click a drawing to remove it. The Game Master can also click a wall to remove it.

CHAPTER 4 OF 13

TOKENS

Placing and moving tokens, the token controls box, hit points, Effects, targeting and hidden tokens.

GETTING A TOKEN ONTO THE MAP

- Persona: open the Personas tab and press Place beside your Persona. Its Vitality stays linked to its token.
- Foe (Game Master): open the Foes tab and press Place. Press Place all to put down a saved encounter.
- Prop: open the Props tab and click a prop to place it.
- Copy: select a token, and press Copy in its controls.

SELECTING AND MOVING

Use the Select tool (V). See the Tools chapter for clicking, dragging, nudging and targeting. Players can move only the tokens they control. The Game Master can move any token.

THE TOKEN CONTROLS BOX

Select a token and a box of controls appears. The Game Master sees all of it. A player sees what applies to tokens they control.

TOKEN CONTROLS	
CONTROL	**WHAT IT DOES**
Name	The token's name. A trailing number (Street Thug 2) is added for copies.

CONTROL	WHAT IT DOES
Hit points and Max	Current and maximum Vitality, with -5, -1, +1 and +5 buttons.
Size	How many squares across the token is.
Sees	How far the token sees, in squares. 0 means no sight of its own.
Vision mode	Normal, Darkvision, Blindsight or Infrared. The Game Master can override it.
Disposition	Friendly, Neutral or Hostile. It changes the token's ring colour.
Controlled by	Which player can move the token (Game Master only).
Target	Marks the token as your target. Everyone sees it.
Art	Upload a picture for the token.
Token colour	The colour of the token's ring or fill.
Visible / Hidden	Hidden tokens are never sent to players at all (Game Master only).
Combat	Adds the token to the combat order.
Copy	Makes another token like this one.
Remove	Deletes the token.

Tip. A Persona token's Vitality and its sheet stay in step: change one and the other follows.

EFFECTS ON A TOKEN

The token controls list all 24 Effects. Tick one to put it on the token. Stacking Effects have plus and minus buttons for charges, and a question mark button opens the Effect card. A token shows up to three Effect circles with their charge counts, and a +N when there are more.

FOE ATTACKS

When the Game Master selects a Foe token, its attacks appear in the controls. Each has an attack roll and a damage roll, both sent to the chat. A token is matched to its Foe by its name without the trailing number, so renaming a token can break the link.

HIDDEN AND VISIBLE

A hidden token is filtered out before it reaches players. It cannot be found by looking at the browser. Use it for ambushes and surprises. Use Preview as player to check what players see.

CHAPTER 5 OF 13

DICE AND CHAT

The chat panel, every chat command, the dice tray, advantage, whispers and 3D dice.

THE CHAT PANEL

Chat is the first sidebar tab. The message box takes ordinary text and commands that start with a slash. Every roll from anywhere (the tray, a sheet, a token) lands here so the whole table sees the same result.

- Quick dice buttons: d4, d6, d8, d10, d12, d20 and d100 roll straight away.
- The d20 mode menu sets the d20 button to Normal, Advantage or Disadvantage.
- The message box sends text or a command. Press Enter or the send button.

CHAT COMMANDS

CHAT COMMANDS	
TYPE	**WHAT IT DOES**
/r 2d6+3	Roll dice. (/roll works too.)
/r d20+5 adv	Roll with advantage (keep the better). Use dis for disadvantage.
/r 4d6dl1	Roll 4d6 and drop the lowest one.
/r 3d6!	Roll with exploding dice.
/r 1d20+3 # Sneak	Add a label after the # sign.

TYPE	WHAT IT DOES
/gmroll d100	A roll only you and the Game Master see. (/gr and /gmr work too.)
/w Name message	Whisper to one person. (/whisper works too.)
/me does something	Post an action line with your name in front.
/table Name	Roll on one of the Game Master's random tables.
/gmtable Name	The same, but only you and the Game Master see the result.
/help	Lists the commands in the chat.

> **Tip.** For a whisper, use the person's name exactly as it appears in the member list. If the name does not match, the table tells you how to use /w.

THE DICE TRAY

Press the Dice button at the bottom of the map to open the tray. It builds a roll from buttons, so you never type a formula.

DICE TRAY CONTROLS	
CONTROL	**WHAT IT DOES**
Tap a die	Adds one of that die to the roll.
Right-click or Shift-click a die	Takes one away.
Modifier - and +	Lowers or raises the number added to the total.
Advantage / Disadvantage	Available only when the roll is a single d20.
Clear	Empties the tray.
Roll	Rolls it and sends the result to the chat.
Roll this again	On a previous roll in the tray, rolls the same dice again.
Close dice tray	Closes the tray.

3D DICE

Rolls tumble as real 3D dice over the board. Everyone sees the same throw, and the dice land on the number that was already rolled. Each player controls this for themselves, on their own device.

- The 3D dice button in the top bar switches them on or off.
- Table tab, Your dice: on or off, dice finish, sound, volume and a test throw.
- When 3D dice are off, a roll shows as a quick number card.
- Rolls with more than 12 dice, unusual dice such as d7, and devices without WebGL always show the number card.

READING A ROLL

A roll card shows the label, the total in large type, the formula and each die. A Trait Check from a sheet shows the dice, the MOD and any EXP, Prowess or Stagger that were added. A Game Master roll is tagged GM roll and is seen only by the Game Master.

CHAPTER 6 OF 13

COMBAT

The Combat tab, initiative, the turn bar and banner, and the optional automation.

RUNNING A FIGHT

1. Click a token on the map.
2. Open the Combat tab and press Add selected. Repeat for each token in the fight. (The Combat button in a token's controls does the same.)
3. Press Roll unrolled to roll initiative for everyone, or press the dice button on one row. You can also type a number into a row's box.
4. Press Start combat. It stays grey until at least one token is in the list.
5. Press Next turn to move on. The small back arrow goes back one turn, and the square button ends combat.

Only the Game Master has these buttons. Players see the order, the round and the turn bar.

THE COMBAT LIST

EACH ROW IN THE LIST	
CONTROL	**WHAT IT DOES**
Initiative box	The token's initiative. Type a number to set it by hand.
Dice button	Rolls initiative for that token.
Tick	Marks the token as defeated, or active again.
Bin	Removes the token from the fight.

The highlighted row is whose turn it is. Defeated combatants are skipped.

TURN BAR, BANNER AND CHIME

While combat runs a bar across the top of the map shows the round and the order. The Game Master has a Next turn arrow in it. Each time the turn moves, everyone gets a banner and a soft chime. The player whose token is up sees "Your turn" and a brighter chime. The chime can be switched off in Your dice.

INITIATIVE SETTINGS

In the Table tab, under Table rules, the Game Master sets the initiative roll (default 1d20 + MOD) and which Trait supplies the MOD (default Agility).

> **Draft.** Initiative is not in the rules I have yet, so these defaults are a stand-in.

OPTIONAL AUTOMATION (GAME MASTER)

Four switches in the Table tab under Table rules, in the box called Automation. All are off until you tick them, and they are marked Draft because the rules behind them are not final.

AUTOMATION SWITCHES	
SWITCH	**WHAT IT DOES**
Refill at turn start	Guard and Stamina go back to full when a combatant's turn begins.

SWITCH	WHAT IT DOES
Damage runs through Guard	Area damage and the sheet's Take damage use Guard first, then temporary Vitality, then Vitality.
Bleeding and Burning at turn start	Each deals damage equal to its charges. Bleeding skips Guard.
Spend Stamina when using an ability	An ability on the sheet costs its Stamina Points. Slowed doubles the cost. It is refused if there is not enough.

Tip. Plain dice rolls and Trait Checks do not change. Automation acts on the numbers on a Persona's sheet, and the turn-start switches act when you press Next turn. Each time it acts, the table posts a line in the chat.

CHAPTER 7 OF 13

PERSONAS AND THE SHEET

The Personas tab, the builder, the character card, the full sheet and everything on it.

THE PERSONAS TAB

- Each Persona you can use is listed. Press a Persona to open its sheet, or Place to put its token on the map.
- Build a Persona opens the six-step builder: Concept, Origin, Archetype, Traits, Vitals, Review. It creates the Persona and can drop a token.
- Or start with a blank sheet, or open the builder as a full page.

THE CHARACTER CARD

A small card at the bottom left of the map keeps your Persona close. Collapse it with the arrow if it is in the way, or drag its grip.

ON THE CARD	
CONTROL	**WHAT IT DOES**
Persona menu	Switch between your Personas.
Vitality bar, -5, -1, +1, +5	Change Vitality. It follows to your token.
Trait buttons	Roll a Trait Check with one click.
Prowess / Stagger	Roll the next Trait with Prowess or Stagger.
Effect chips	Put an Effect on yourself.

CONTROL	WHAT IT DOES
Full sheet	Open the whole sheet.

ROLLING TRAITS

- Click a Trait hexagon (or the dice icon beneath it) to roll it. The result goes to the chat.
- Shift-click rolls it with Prowess. Right-click rolls it with Stagger.
- Click a hexagon's name to open the Trait drawer: a score breakdown, the Trait's blurb, linked abilities and recent rolls.
- Tick the small box beside a Trait to mark it Adept. Adept adds EXP and Prowess.

VITALITY, GUARD, STAMINA AND CHANCE

- Vitality, Guard, Stamina and Resource each have a bar with minus and plus buttons and a maximum you can type.
- Under the meters the sheet shows what the rules say for Guard and Stamina, with a Use rules values button. It never changes your numbers by itself.
- Chance has minus and plus buttons, a Light Rest and a Full Rest button.
- Turn and Movement are numbers you type. Initiative, Light and Rest buttons sit beside them.

THE REST OF THE SHEET

SHEET SECTIONS

SECTION	WHAT IT HOLDS
Injuries	Trivial, Harmful and Grave counters. They lower rolls, maximum Stamina and maximum Vitality.
Effect charges	Stacking Effects and their charges, which drop each round.
Complications	A log of what using Chance has cost.
Last roll and Use Chance	Your last Trait roll, a Threshold picker and a Use Chance button.
Actions, Attacks and Abilities	A searchable list, each with an optional roll. Add core actions adds all 22 at once.
Gear	Pick gear from the catalogue. A Load meter shows what you carry against what you can.
Temporary Vitality	An extra buffer with a Take damage box.
Heal	Rolls a Study check and the healing dice, and applies the result.
Money	A purse with a name you choose and a log of the last 40 changes.
Level progress	A bar towards your next level and a Ready to level up button.
Allies	A card for each companion: name, Vitality, Guard, notes.
Profile prompts	Personality, Drive, Bonds, Fear, Flaws, Catchphrase and Backstory.
Key	A plain-language guide to the sheet, with search and a Show me button that highlights the part you asked about.

Tip. The sheet saves by itself. There is no Save button.

LEVELLING UP AND SHARING

The Level up button opens a small wizard. Each level's gains are draft until the rules are confirmed. A Persona also has its own page, with Print or PDF and a Share a copy link. A shared link holds the Persona inside the address and stores nothing on a server.

ON A PHONE

A bar fixed to the bottom of the sheet keeps Vitality with minus and plus, Guard, Stamina and Chance in reach.

CHAPTER 8 OF 13

SCENES, PROPS AND MOOD

For Game Masters: maps and grids, Quickplay maps, props, lights, traps and sounds.

THE SCENES TAB

Add a scene, then edit it to set the map and the rules for that scene. Each scene remembers its own tokens, walls, props, fog and lights.

SCENE SETTINGS	
SETTING	**WHAT IT DOES**
Name	The scene's name, shown on its tab.
Map image	Upload a picture, or paste an image address. The scene resizes to the picture. Remove image takes it off.
Width and Height (px)	The size of the scene in pixels.
Grid size (px) or squares across the map	How big one square is. The squares-across setting is the easy way: say how many squares fit across the map.
Grid colour	The colour of the grid lines.
Fog of war and vision	Switches fog and line-of-sight vision on for this scene.
Light, biome and threat	Sets the scene's light level, biome and threat level. Light changes how far tokens see. A High or Deadly threat shows the Survival Rules.
Hazards for level	Shows the hazard damage table for a chosen Persona level.

SETTING	WHAT IT DOES
Send players / Players are here	Moves everyone to this scene, or shows that they are already in it.

> **Tip.** Quickplay maps in the Scenes tab add a finished encounter as a new scene in one click: Dockside Ambush, Rooftop Standoff, Subway Platform, Lab Breach and Dive Bar Brawl. Each has a map, walls, props and enemies in place (some hidden), with fog of war on.

THE PROPS TAB

About 30 built-in top-down props (cargo, furniture, structure, vehicles, outdoors, tech and floor marks), or upload your own.

- Click a prop, then click the map to place it.
- Drag to move it. It snaps to half squares.
- Select it to rotate, resize, duplicate or delete it (the Delete key also works).

THE MOOD TAB

Mood holds the marks that bring a scene to life. Players never see the marks themselves, only their effects. Open a scene first.

MOOD SECTIONS	
SECTION	**WHAT IT DOES**
Lights	Torches, lamps and other light sources. Set a name, colour, reach in squares and an animation. A token standing in light counts as lit.
Trap regions	A circle or rectangle on the map. When a token steps in, it can post a message in the chat and make a roll. Set the width and height in squares.

SECTION	WHAT IT DOES
Sounds	A sound placed on the map with a reach and volume, from an audio file address. It gets louder as tokens move closer.
Layers	Background and weather sounds that play everywhere and layer together, each with its own volume.
Vision modes	Set how tokens see: Normal, Darkvision, Blindsight or Infrared.

Tip. Traps and regions run from the Game Master's screen, so keep it open during play.

ABOUT SOUND FILES

Draft. Sounds play from an address you paste (for example an .mp3 link). Uploading a sound file is not built yet.

CHAPTER 9 OF 13

VISION, LIGHT AND FOG

How the table decides what each player can see, and how to check it.

HOW SIGHT WORKS

1. Fog of war and vision must be on for the scene.
2. Each token has a Sees radius in squares. A token with 0 has no sight of its own.
3. Walls and closed doors block sight. Windows and open doors let it through.
4. The scene's light level shortens how far a token sees. A token standing in light is lit and keeps its full range.
5. The vision mode changes the rules: Darkvision and Infrared ignore light, and Blindsight senses nearby squares through walls.
6. Friendly tokens share what they see with the whole party.
7. The Game Master's manual Reveal and Hide shapes add to or take from this.

LIGHT LEVELS

LIGHT LEVELS AND SIGHT	
LEVEL	**VISION KEPT**
Radiant	50%
Bright	100%
Dim	75%
Shaded	50%

LEVEL	VISION KEPT
Dark	None (inflicts Blind)

VISION MODES

VISION MODES	
MODE	**WHAT IT DOES**
Normal	Light level reduces how far it sees.
Darkvision	Sees as far in the dark as in bright light, in grey.
Blindsight	Also senses everything within 3 squares, through walls and in the dark.
Infrared	Sees heat in the dark, shown in red.

Set a token's mode in its controls (the Game Master can override it). A Persona can also gain a mode from gear or abilities whose name or text names it.

CHECKING WHAT PLAYERS SEE

Press Preview as player in the top bar. The table shows exactly what a player sees, including fog, hidden tokens and hidden handouts. Press Exit preview to return.

> **Draft.** Fog is drawn in the browser. A determined player could read wall and reveal data, though not hidden tokens or whispers. That is normal for a table of friends. Fog also does not remember where tokens have been: explored areas are only the Game Master's manual reveals.

CHAPTER 10 OF 13

THE GAME MASTER’S TOOLKIT

Foes, random tables, handouts, the journal, Intel, Factions and the Table tab.

FOES

- Search the list and press Place to put a Foe on the map as a hostile token with its Vitality set. Tick Place them hidden from players first to place it hidden.
- Saved encounters (built on the Encounters page) appear in the tab. Press Place all to put the whole encounter down.
- From a campaign: pick a campaign and chapter you can read, then place its people as hidden neutral tokens and add its read-aloud boxes as hidden handouts.
- Homebrew Foes from the Homebrew page appear here too.

RANDOM TABLES

Make a table with a name, the dice to roll and one result per line. A line can start with a number to weight how often it comes up. Roll it from the tab, or type /table Name in chat. Tick GM only to keep results private. Add the Complications list adds a ready-made table.

HANDOUTS

Write a note, add an image, or both. Players can read a handout from their own Handouts tab once you reveal it, or you can press Show to everyone to pop it up on every screen. Hidden handouts stay hidden. Use Edit and Remove to change them.

THE JOURNAL

FOUR KINDS OF JOURNAL LINE	
KIND	**WHO SEES IT**
Official recap	The Game Master's account of a session. Stays hidden until published.
Entry	Anyone's own account. The writer picks: only me, me and the Game Master, or the whole table.
GM notes	Prep and secrets. Only the Game Master.
Moment	Recorded by the table: fight ended, a Persona dropped to 0 Vitality, handout shown. Everyone sees them.

The Journal tab is a quick view. The full page is at /vtt/<table id>/journal, with filters, search, a what's-new banner, Start Session N+1 and export to a text file.

INTEL AND FACTIONS

Intel is the Intelligence Network: events, people and places a table learns about as the story goes on. The Game Master decides what has been learned, and players see only what is revealed.

Factions tracks the Crew's Infamy with each faction or figure, from -10 to +10, built from five factors. The Game Master edits it, and players see only what is marked as shown.

THE TABLE TAB

TABLE TAB	
SECTION	**WHAT IT HOLDS**
Join code	Players enter this at Your tables after signing in.
Members	Everyone at the table, with Game Master and Player labels. The Game Master can remove a player.
Your name and colour	Change how you appear and the colour of your pings and drawings.
Your dice	Your own 3D dice settings. Stored on your device.
Table rules (Game Master)	Table name, the Trait roll formula, initiative roll and Trait, the size of one square and its unit, the status tag list (with Reset status tags), and the Automation box.

Draft. Leave the Trait roll as 2d12+{mod} to use the Roll Combat check: Adept, EXP, Prowess and Stagger are then added for you. Any other formula replaces the Roll Combat check.

CHAPTER 11 OF 13

REFERENCE AND HELP

The Reference drawer, the help key and the sheet Key.

THE REFERENCE DRAWER

Press Reference in the top bar, or the ? key. A drawer slides in from the right and leaves the board usable.

REFERENCE TABS	
TAB	**WHAT IT DOES**
Guide	This help: quick starts, controls and tabs.
Rules	One search across rules, glossary, Traits, Origins, Archetypes, Foes, gear and Effects.
Ask	Ask the Codex: type a question in plain English.
Odds	Your chance of success on a Trait Check, using your own Persona's numbers.
Cards	Quick-reference cards.
Effects	What is on your token, plus all 24 Effects.

HINTS AND TIPS

Each tab explains itself the first time you open it. Got it hides one hint. Turn tips off stops them all. Hold the pointer over a button for its name and key.

HELP OUTSIDE THE TABLE

CHAPTER 12 OF 13

KEYS, MOUSE AND COMMANDS

Every key, mouse action and chat command on one printable page.

KEYBOARD AND MOUSE

KEYS AND MOUSE	
CONTROL	**WHAT IT DOES**
V	Select and move
M	Measure and templates (ruler, circle, cone, line)
D	Draw
P	Ping (or Alt-click anywhere)
W	Walls and doors (Game Master)
F	Fog of war (Game Master)
E	Erase a drawing (or a wall, for the Game Master)
Scroll	Zoom in and out where the pointer is
Space + drag	Pan the map (right or middle mouse drag also pans)
H	Fit the whole map to the screen
Arrow keys	Move the selected token one square
T	Target the selected token (Shift+T clears your targets)
Delete	Remove the selected token
Esc	Cancel what you are doing and clear the selection
Shift + drag	Draw a wall at any angle (Game Master)
?	Open this help

ON THE SHEET

SHEET CLICKS	
DO THIS	**TO GET THIS**
Click a Trait	Roll it.
Shift-click a Trait	Roll with Prowess.
Right-click a Trait	Roll with Stagger.
Double-click a grip	Put a floating box back.

CHAT COMMANDS

CHAT COMMANDS	
TYPE	**WHAT IT DOES**
/r 2d6+3	Roll.
/r d20+5 adv	Advantage. Use dis for disadvantage.
/r 4d6dl1	Drop the lowest.
/r 3d6!	Exploding dice.
/r 1d20 # label	Label a roll.
/gmroll d100	Game Master only.
/w Name text	Whisper.
/me text	Action line.
/table Name	Roll a table.
/gmtable Name	Roll a table privately.
/help	List commands.

CHAPTER 13 OF 13

PHONES, OFFLINE AND TROUBLESHOOTING

Using the table on a phone, playing offline, and what to check when a control is missing.

ON A PHONE OR TABLET

- The sidebar covers part of the screen. Use Hide sidebar to see the whole map.
- The character card starts collapsed on a small screen. Open it with its arrow.
- The sheet has a bar fixed at the bottom with Vitality, Guard, Stamina and Chance.
- Pinch to zoom the map. Drag with two fingers to pan.

> **Draft.** The phone layout has been tested in a desktop browser at phone width, not yet on a real phone.

OFFLINE

After your first visit, pages you have opened load without a connection, including the sandbox table. Online tables, uploads and anything that needs the database still need a connection.

THE SANDBOX

The sandbox needs no account. Every browser tab is its own person, and the tab that first created the table is the Game Master. A new tab, a restarted browser or a fresh update joins as a player, without Scenes, Props or Foes and without the wall and fog tools. Press Take the GM seat to become the Game Master again.

IF SOMETHING IS MISSING

TROUBLESHOOTING	
WHAT YOU SEE	**WHY, AND WHAT TO DO**
No Scenes, Props, Mood, Tables or Foes tab	You are a player. In the sandbox, press Take the GM seat.
No Table rules or Automation box	Only the Game Master sees them. Open the Table tab as the Game Master and scroll down.
Start combat is grey	No token is in the list yet. Click a token, then press Add selected.
No Next turn button	Combat has not started. Press Start combat.
The Fog tool does nothing	Fog is off for the scene. Open Scenes, edit the scene and switch on Fog of war and vision.
A token will not move	You may not control it, or a wall or closed door is in the way.
Dice show a number card, not 3D	3D dice are off for you, the roll has more than 12 dice, or the device has no WebGL.
A whisper does not send	Use /w Name message with the name exactly as in the member list.
Automation does nothing on a normal roll	It is meant to. It acts on sheet numbers and at the start of a turn, not on dice.

WHAT YOU SEE	WHY, AND WHAT TO DO
The sheet number and the token disagree	Refresh. Vitality should stay in step; tell us if it does not.