

**PLAYER MINION 4E**

**QUICK GUIDE**

**FOR USE WITH D&D 4<sup>TH</sup> EDITION**

Page 1 of 9

For use with Player Minion 2.2.3 and up

Screen shots may have been cropped and resized for use in this documentation

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# INTRODUCTION

Player Minion is a digital character companion for D&D 4E Characters.

## Features:

- **Import DND4E files from the online Character Builder**
- **Manage Stats, HP, Conditions, Dice Rolls, Powers in a single easy to use app.**
- **Manage Notes**
- **Manually add characters from scratch**

## Platforms:

- **iOS Devices**
- **Android Devices**

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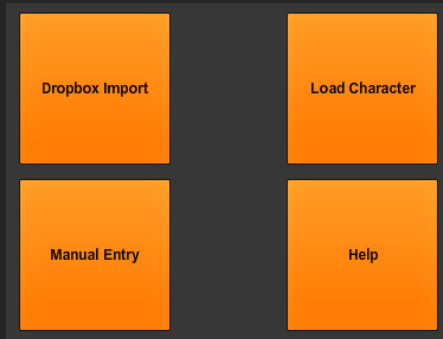
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# Adding Characters

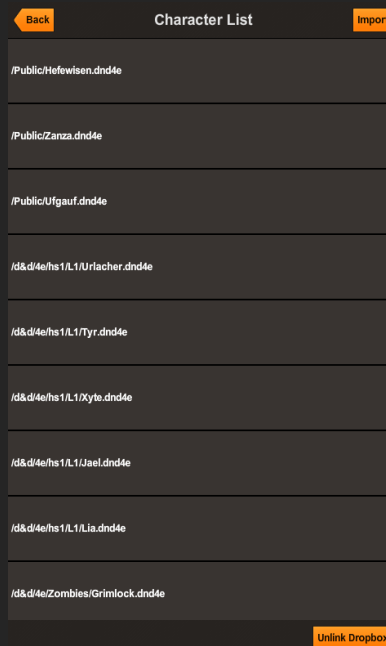
Adding characters in Player Minion can be done in 2 ways:

- DND4E File import from Dropbox
- Manually adding a Character



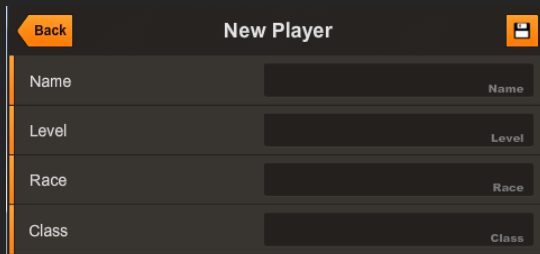
## Dropbox Import

To add a character from Dropbox you must first export the file from the online tools and add the file anywhere to your Dropbox account. Tap the Dropbox import button on the Main Screen, if you are authenticated with Dropbox, your list of DND4E files will be listed, if not then you will be asked to authenticate with Dropbox and link the application. To import a file select the file from the list and tap the Import button.



## Create a character manually

To create a character manually tap the Manual Entry button and enter in a few details about your character.



Back	New Player	
Name	<input type="text"/>	Name
Level	<input type="text"/>	Level
Race	<input type="text"/>	Race
Class	<input type="text"/>	Class

Once you enter these few details you then can add all of your stats, powers, equipment and other things thru the robust edit system. Tap the save button to create the player.

## Viewing the Character

After you import or manually add a character you will see the character stats page.

### The Stats Page

The stats page shows a quick view of your characters Ability Scores, Defenses, HP, Conditions, and Action Points. Any attribute that can be rolled for a check has an dice next to it.

Other things like Hit Points or Condition can be modified using the Edit Screen, click the pencil button to edit these.



**Ufgauf** Level 3 Dwarf Fighter

Strength	18	4	5		Armor Class	21	
Constitution	16	3	4		Fortitude	17	
Dexterity	11	0	1		Reflex	13	
Intelligence	10	0	1		Will	13	
Wisdom	14	2	3		Speed	5	
Charisma	10	0	1		Initiative Bonus	1	
Temp HP	0	Hit Points	48	48		Surge Value	12
Conditions	0	Action Points	1	Surges	12	12	

**Strength**

12+5

**17**

## Getting Around

To access other screens press the orange square next to your Characters name, this will open a small navigation window.

Stats	Build	Feats	Skills
Items	Powers	Camp	Notes
Dice	Edit	Close	

## The Build Screen

The build screen shows racial and class relevant information as well as XP, Power Source and Role Information.

Ufgauf		Build Options
XP	Power Source	Role
2250	Martial	Defender
Racial Traits		
Dwarven Weapon Proficiency	Proficient with hammers.	
Cast-Iron Stomach	+5 bonus to saving throws against poison.	
Encumbered Speed	Armor or heavy load doesn't reduce your speed. (Other effects still can.)	
Dwarven Resilience	You have the dwarven resilience power.	
Stand Your Ground	Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.	
Dungeoneering Bonus		
Endurance Bonus		
Shield Dwarf Weapon Proficiency	Gain proficiency with handaxe and battleaxe.	
Class Features		
Guardian	Theme	
Guardian Starting Feature	Gain the Guardian's Counter power.	
Combat Challenge	Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.	
Combat Superiority	Add + [Wis mod] to opportunity attack rolls. Hit ends foe's movement (if any) this action.	
Fighter Talents	You gain a fighter talent.	
One-handed Weapon Talent	+1 on weapon attacks with one-handed weapons.	

## The Feats Screen

The feats screen shows all selected feats and a description of the feat.

Ufgauf		Feats
Armor Proficiency: Plate	Training with plate armor	
Toughness	Gain 5 additional hit points, 10 at 11th, 15 at 21st	

## The Skills Screen

The skills screen shows all skills, a checkmark if its trained. Tapping the dice on each skill will roll a skill check.

Ufgauf Skills

Acrobatics -3	Arcana 1	Athletics 6
Bluff 1	Diplomacy 1	Dungeoneering 5
Endurance 7	Heal 8	History 1
Insight 3	Intimidate 1	Nature 3
Perception 3	Religion 1	Stealth -3
Streetwise 1	Thievery -3	

Endurance

18+7

25

## The Items Screen

The items screen show you gold, equipped and carried items. Tapping on an item will show its details.

<b>Ufgauf</b>	Equipment
<b>Gold Pieces</b>	
10	
<b>Plate Armor</b>	Equipped
<b>Heavy Shield</b>	Equipped
<b>Battleaxe</b>	Equipped
<b>Battleaxe</b>	Equipped
<b>Adventurer's Kit</b>	

**Back**      **Equipment Card**

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**Battleaxe**

**Battleaxe**  
 Military one-handed melee weapon  
 Cost: 15 gp  
 Damage: 1d10  
 Proficient: +2  
 Weight: 6 lb.

**Properties:**  
 Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.  
 A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)

**Group:**  
 Axe (Axes are weapons that have bladed, heavy heads and deal vicious cuts. An axe's weight makes it fine for delivering crushing blows.)

## The Powers Screen

The powers screen shows you a list of your available powers. Tapping on a power will show the powers card.

<b>Ufgauf</b>	Powers
<b>Combat Challenge</b> <small>At-Will * Immediate Interrupt</small>	
<b>Melee Basic Attack</b> <small>At-Will * Standard Action</small>	
<b>Ranged Basic Attack</b> <small>At-Will * Standard Action</small>	
<b>Resolute Shield</b> <small>At-Will * Standard Action</small>	
<b>Tide of Iron</b> <small>At-Will * Standard Action</small>	
<b>Dwarven Resilience</b> <small>Encounter * Minor Action</small>	USED
<b>Guardian's Counter</b> <small>Encounter * Immediate Interrupt</small>	
<b>Rhino Strike</b> <small>Encounter * Standard Action</small>	
<b>Shield Bash</b> <small>Encounter * Standard Action</small>	
<b>Comeback Strike</b> <small>Daily * Standard Action</small>	USED
<b>Unstoppable</b> <small>Daily * Minor Action</small>	

**Back**      **Power Card**

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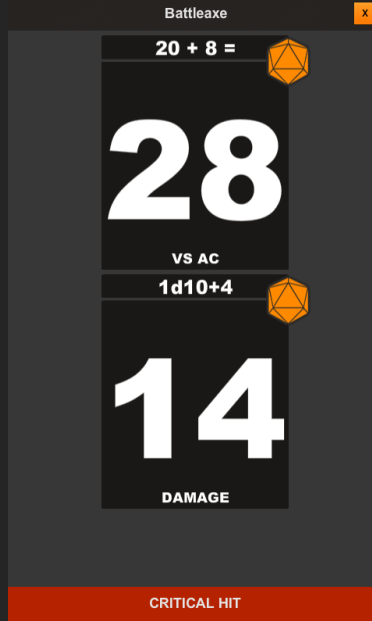
**Tide of Iron**

At-Will Standard Action

Melee weapon  
 Targets: One creature  
 After each swing, you use your shield to shove your foe backward, and then you surge ahead.  
 Keywords: Martial, Weapon  
 Hit:  $1[W] + \text{Strength modifier}$  damage, and you can push the target 1 square if it is no larger than one size category larger than you. You can then shift 1 square into the space that the target left.  
 Level 21:  $2[W] + \text{Strength modifier}$  damage.

**Battleaxe: +8 vs. AC 1d10+4**

The power card contains the relevant data for the selected power, as well as, a button for attack this power can make. Tapping the attack will roll the attack and damage.



### The Camp Screen

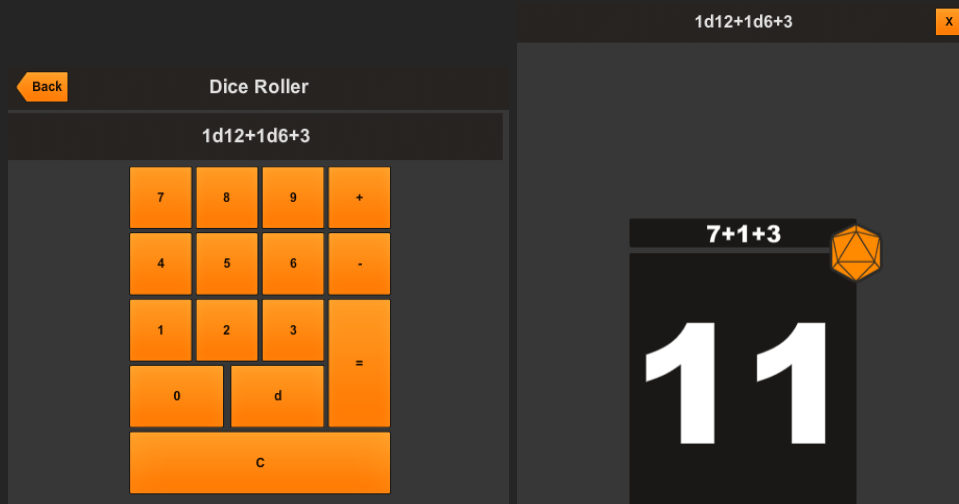
The Camp screen is where you can apply short and extended rests, as well as, milestones. These buttons will quickly refresh the relevant data for your character.

### The Notes Screen

The notes screen shows any notes that you have created. These are created through the edit system (more on this later).

### The Dice Roller

The dice roller is where you can make any dice roll you need. Simply enter the formula and tap = for the result.





## Edit Mode

Edit mode allows you to modify all of the information for your character and when creating a character manually it is necessary to set the initial information for a character.

To enable edit mode from any screen open the navigation panel and press the edit button. The current screen you are on will flip to edit mode allowing you to edit data on that screen. Use the edit controls to modify the data for the current screen then press the Apply Changes button or press the navigation button to save changes and change screen. Changing screens exits edit mode.

Here are a few screen shots of various screens in edit mode.

**Ufgauf** Apply Changes Level 3 Dwarf Fighter

<b>Strength</b> - 18 +	<b>Armor Class</b> - 21 +	
<b>Constitution</b> - 16 +	<b>Fortitude</b> - 17 +	
<b>Dexterity</b> - 11 +	<b>Reflex</b> - 13 +	
<b>Intelligence</b> - 10 +	<b>Will</b> - 13 +	
<b>Wisdom</b> - 14 +	<b>Speed</b> - 5 +	
<b>Charisma</b> - 10 +	<b>Initiative Bonus</b> - 1 +	
<b>Temp HP</b> - 0 +	<b>Hit Points</b> - 48 +	<b>Surge Value</b> - 12 +
<b>Conditions</b> 0	<b>Action Points</b> - 1 +	<b>Surges</b> - 12 +

**Ufgauf** Apply Changes + Feats

Armor Proficiency: Plate	Training with plate armor	X
Toughness	Gain 5 additional hit points, 10 at 11th, 15 at 21st	X

**Ufgauf** Apply Changes Skills

<input checked="" type="checkbox"/> <b>Acrobatics</b> - -3 +	<input checked="" type="checkbox"/> <b>Arcana</b> - 1 +	<input checked="" type="checkbox"/> <b>Athletics</b> - 6 +
<input checked="" type="checkbox"/> <b>Bluff</b> - 1 +	<input checked="" type="checkbox"/> <b>Diplomacy</b> - 1 +	<input checked="" type="checkbox"/> <b>Dungeoneering</b> - 5 +
<input checked="" type="checkbox"/> <b>Endurance</b> - 7 +	<input checked="" type="checkbox"/> <b>Heal</b> - 8 +	<input checked="" type="checkbox"/> <b>History</b> - 1 +
<input checked="" type="checkbox"/> <b>Insight</b> - 3 +	<input checked="" type="checkbox"/> <b>Intimidate</b> - 1 +	<input checked="" type="checkbox"/> <b>Nature</b> - 3 +
<input checked="" type="checkbox"/> <b>Perception</b> - 3 +	<input checked="" type="checkbox"/> <b>Religion</b> - 1 +	<input checked="" type="checkbox"/> <b>Stealth</b> - -3 +
<input checked="" type="checkbox"/> <b>Streetwise</b> - 1 +	<input checked="" type="checkbox"/> <b>Thievery</b> - -3 +	