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Player Manual

Everything you can do in Scrollbound

A playtester's field guide to the app — how to get in, where everything lives, and how a session actually flows at the table.



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GETTING IN

Claim Pick your character on the landing page, then set a 4-digit PIN to lock it to you.

Reconnect On a new device, tap your character under "Already claimed" and enter your PIN.

Party code Joining a fresh table? Tap "Join with a party code" and enter the 6-character code from your DM.

Stay signed in You remain logged in on this browser until you log out from the header.



THE FOUR TABS

Stats & Skills Ability scores, HP, AC, speed, saves, skills, death saves, conditions — and your Inventory in a collapsible card at the bottom.

Combat Arsenal Quick Actions: one-tap weapon strikes and favourite spells, plus your resource trackers and rest buttons.

Spellbook Your full spell list. Add from the SRD catalog, expend/restore slots, toggle prepared, and manage concentration.

Journal Two views behind one toggle — personal Notes (where DM messages land) and the shared Campaign Log.



FLOATING PANELS

Party The people icon opens a slide-out roster: every member's HP, conditions, and spell-slot pips at a glance.

Battle Log The crossed-swords icon opens the shared combat feed — every attack, cast, and roll the party makes.

Telos chat The glowing button opens your AI lore companion for rules and story questions.

Dice tray Always available — roll any dice combo; results post to the Battle Log.



QUICK ACTIONS

Set your loadout Tap the gear icon by Quick Actions to choose which weapons and spells appear.

Weapon strike One tap rolls the attack and the damage together.

Cast a spell One tap spends a slot and rolls any damage. Concentration spells flag automatically.

Self-healing Your loadout is saved per character and repairs itself if an item id drifts.



ROLLING DICE

Tap to roll Any ability, save, or skill is tappable — it rolls instantly with the right modifier.

Dice tray Choose count, die (d4–d100), and a modifier for freeform rolls.

Shared results Every roll lands in the Battle Log so the whole table sees it.



SPELL SLOTS & CONCENTRATION

Expend / restore Tap a glowing slot to spend it; tap a dim one to get it back.

Concentration Casting a concentration spell sets it in your header. Tap the badge to break it.

CON reminder If you take damage while concentrating, the app prompts you for the CON save.

RESTING

Short Rest Spend hit dice to recover HP and refresh short-rest resources.

Long Rest One tap: full HP, all spell slots back, hit dice restored to half your max, concentration dropped, conditions and death saves cleared.

CONDITIONS, DEATH SAVES & THE DM

Conditions Add or clear conditions on the Stats tab. The DM can also apply them live.

Blessed When the DM grants Blessed, your d20 rolls are nudged in your favour until it's removed.

Death saves At 0 HP, track successes and failures on the Stats tab — the DM sees your count too.

DM messages A pulsing header badge means a new DM broadcast. Tap to read; it also saves to your Journal notes.

Your turn During an encounter a "your turn" banner appears when the DM advances initiative to you.