PPP

THE PROPER PARTY PORTFOLIO

**If you are enjoying using PPP, please consider a donation at
https://buymeacoffee.com/djhoskia
It's truly appreciated, and will help fund further development of PPP.**

A special note of thanks to Andrea Sfiligoi, for the creation of such a wonderfully flexible and creative game.

INSTALL INSTRUCTIONS: See page 4 for complete installation instructions. You are also free to use the app as-is on the web, though downloading the web app will allow for full screen display, offline use, and an icon for your home screen. NOTE: Your saved information will not be shared between browser mode and offline mode. If you choose to use browser mode, then later decide to install it to your device, you will have to export your party saves from the browser, launch the app, then import from the save file.

WHAT THIS APP IS NOT: The Proper Party Portfolio is not a full digital 4AD experience. It is not intended to be a stand-in for any source material, and indeed, any source material you'd like to reference will have to be typed, dictated, or otherwise entered manually by you. This is to protect the integrity of the many great authors who have helped make 4AD what it is today. What this means is that any rules reference you want entered into the game is something you'll have to have access to.

WHAT IS IT THEN? It's an offline web app that saves your data locally. It is specifically designed to help you manage your growing 4AD party without shuffling through a growing pile of paper. It's intended to be a reference tool, helping you keep the story going when you don't remember something or need a quick idea. It is an offline companion app. With a little time invested in setting up the character sheets, you can make this the rules reference you want. Responsive design aids in hiding lengthy rules descriptions, but if you enter them yourself, they're available at the press of a button.

PARTY CREATION SCREEN:

This screen allows you to create a party of four. You are first presented with a list of parties you have created. After selecting one, you may either load or delete that party with the red X. You will get a warning, but here I will give you another one: **Deleting a party is a permanent action! I will not be able to recover them for you.** However, I have included the ability to export your party to a .json file, which can be imported on a different device. Not as good as cloud saving, but a workaround nonetheless.

Below that, you have the option create 4 new Adventurers. At this stage, you will manually enter the information into the text fields. HP will be set to the max when entering the game. You are allowed to create a character of any level, so you may enter an existing character into the app if desired. Inventory entries should be one per line. 'Bag of Nails x3' works for me, but feel free to track quantities as you wish. I may allow for stackable items in the future if there's a demand for it. A delete button will be provided during play for quick removal of a line item.

You may select a custom color for each of your heroes. Please note that if you pick black as your accent color, it's really going to be hard to see. I suggest bright or midtone values, unless you plan on switching to Light Mode.

Setting up spells and powers works by entering the name, and when you tab off of that or tap the screen to lock in your entry, a pop-up will ask you how many uses the spell has. If a wizard has prepared 2 uses of the spell sleep, you would set that at 2. This will be reflected when play starts.

You must enter a party name in order to begin playing. Go Full Screen is self-explanatory, but only seems to work on non-iOS devices when running in the browser. Downloading the app as a web app from your browser should allow you to launch it full screen from any mobile device.

SPECIAL DISCLAIMER: This app does not make any guarantees concerning your data. It is stored locally on your device, and deleting your file could potentially cause your whole party to be stolen by gremlins! While this app has been tested for save cosistency, I cannot

Use Instructions:

Finally, I have included a Theme button at the bottom, for those of you who have moth-like tendencies, which will switch to a light mode version. I have plans to support more robust theming in a future update, so the Light Mode is a bit half baked at this point. Dark mode is a known way to optomize battery life on mobile devices, so I have made it the default.

MAIN SCREEN:

Once you start play, there is just a bit more setup you'll need to do. Once you know your full Attack and Defense modifiers, these should be entered in the available space.

If at this point you should need to edit your character name, class, or accent color, please select the pencil icon within the top section of the character's sheet.

The main interface is designed for quick reference to all the most important info at any given time. Party members' basic info is always visible while the rest of the info is scrollable independantly.

The inventory pane allows you to type in an item. Once entered, press the Tab button or tap out of the text entry field to finalize the entry. An X icon will appear next to it for quick removal of the entire item.

The spells / powers pane is intended to track semi-permanent abilities. When entering a spell or power, and then tab or tap out of the text entry, a pop-up will ask how many uses the spell or power has. This will create buttons that can be toggled to signify whether a spell has been used. This will save between sessions.

Abilities / Skills are designed to house character specific traits with gameplay implications. Things like 'Greedy - Needs at least 1gp per treasure taken' for a Dwarf or '+L to Atk vs Undead' for a Cleric would work well.

Resource counters for Madness, Cluse, and Rations are self-explanatory, as well as the Notes field.

Further down, you will find several buttons with some extremely useful functions:

The first button is the **full screen** button. This seems to only work on a desktop and Android. I have yet to find a way to force this for iOS. Installing the app to your desktop should allow the app to run in full screen mode, even on an iOS device, but more testing is required currently.

The second button is the **Journal**, a powerful campaign tracking tool that will help keep things organized and easy to find. See dedicated **Journal** section for full details.

The third and fourth buttons are **name generators**. Each pulls from a large pool of words and names, so feel free to generate as many times as you like. It is not possible to recover a previously generated name at this point.

The sixth button is the **Dice Roller**. Please see the related section for more details.

The seventh and eighth buttons are the **Save** and **Quit** buttons. The browser tends to save off information as it's added, but it is always good practice to save periodically. Quitting will bring you back to the Party Creation screen.

Use Instructions:

JOURNAL SCREEN:

The Journal offers you a powerful way to write your story. The left half is devoted to recording your adventures. Each entry is collapsible with a title for your own preferred brand of tracking. A good title for an entry might be "Day 3 - Exploring Saumora, the Island of Secrets".

Below this, you are free to type to your heart's content, fully narrating the story, or just recording the highlights. When you've reached the end of a session or a day, or otherwise reach a good stopping point, a new entry can be created using the dedicated button. Each entry can be expanded or collapsed as desired.

The right half (or bottom half in portrait mode) of the screen is devoted to NPC records. These are intended to be recorded by location, and each loa in collapsible containers for ease of use. This means that you can add all the NPCs you met in one town, keep them grouped, and collpase them when you are in a different town. New locations and new NPCs can be added freely.

Space has been provided the name and race of the NPC, along with a space for their L (Level) and Life, their Combat info, and finally, an open textfield to store any additional pertinent information.

DICE ROLLER:

This dice roller has been designed with 4AD in mind. You can select how many of which die you'd like to roll. True to On a 6, you will see each result as well as the total in the result window. This also follows the 4AD convention of the higher tier dice exploding on different results. A 7-8 on a d8, for example. Exploding dice can be turned off with the dedicated toggle.

The dice roller also automates the commonly used d66 roll, providing you with a quick way to make that roll. Dice do not explode during d66 rolls.

Support and Future Updates:

This has been a passion project for me. It started as an idea for a simple HP tracker, and it's "feature-creeped" its way into much more. It is tailored to the way I like to play, which focuses on combat, rolling the dice, drawing maps, and generating a story. This app is intended to remove a few points of friction that are present in any tabletob game with extensive source material. I've tried to keep an eye on expandability, so that as your party and world grow, the app should expand to store as much content as your 4AD game generates. Hopefully this makes tracking all that a little bit easier.

PLEASE NOTE: I have not confirmed that all the rules from the expansions 4AA and 4AFD are being followed when leveling your character. Please report any inconsistencies to the email below, and I will look into them. Save files should already allow for migration to future updates, so if any features are added down the line, you should be able to load in a party from a previous version (though some additional bookkeeping might be required).

Some things I've considered adding that will not be trivial to implement are: • Additional name generators and oracles for quick inspiration. • Quest Tracker • Themes • Space to note retainers and other NPC party members • Fantasy Ambient Music Player • Mounts and Animal Companions. ..these and more could be coming, but I will definitely need community support to make it a reality.

This is my first app, and my first time releasing any sort of product in general, I appreciate any understanding with bugs or design oversights. To submit any bug reports, please email me at djhoski@gmail.com and put "4AD Party" in the subject line. Thank you for your support, and have fun adventuring!
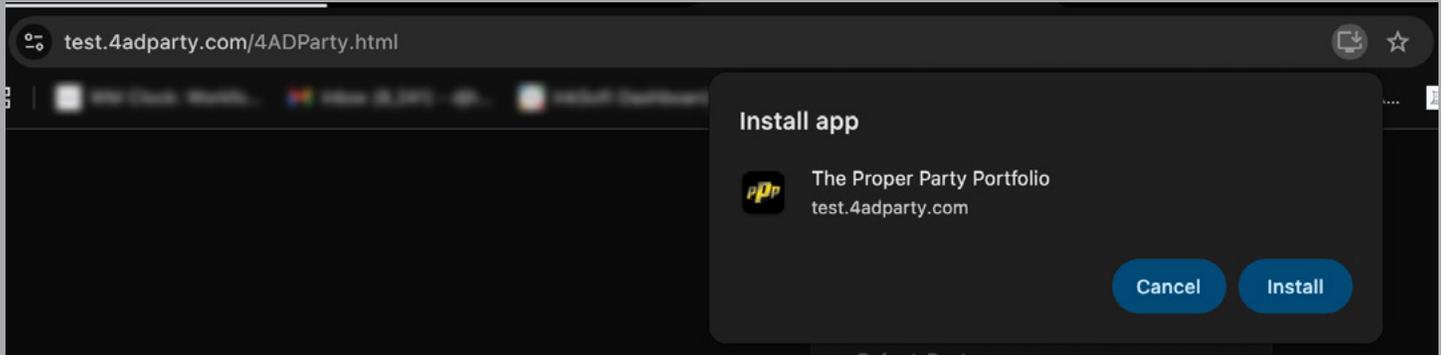
INSTALLATION INSTRUCTIONS:

PC BROWSERS: GO TO HTTPS://4ADPARTY.COM

Not all browsers are built equal. Google Chrome, and browsers based on it, will allow for the most seamless experience with this app. This app should work in all browsers while online, but will only be installable as a PWA (Progressive Web App) when you use specific browsers. In my testing, the only browsers that support this feature are: Chrome, Microsoft Edge, Brave, and Safari*. For the first three, on the right-hand side of the address bar, there will be an icon that allows you to install the app.

For Safari, it is necessary to go to File -> Add to Dock, and this feature is only available from certain versions onward. PC users can also launch the raw file. See P5 for details...

IPHONE AND IPAD:

Again, here, the definitive experience will be using the Chrome or Chrome-based browser's app support on your phone or tablet. Mobile browsers are not as ubiquitous as web browsers, so these steps may change based on your device and preferred browser.

Select the "share" icon to the right of the address bar (a square with an arrow pointing up). In the pop up, select More... in the bottom right. Then select "Add to Home Screen". This will provide an app-like experience that has been "serviceable" even on my iPhone. If you want to use it on a phone, installing it as a web app is vital to getting the best play experience.

Remember that you can always use this directly on the website, but the full screen button will not work on iOS. So the Add to Home Screen solution is really the best.

Installation Instructions:

Android:

As with iOS, the definitive experience here is with a Chrome-based browser. Installation instructions should not differ much if at all from the PC browser instructions detailed previously. I've found that Android users tend to get an icon in the address bar to install the app, though I have not tested all devices.

Use without installation:
It is **VITAL** to note that if you use the app as a website rather than installing to your device, your data will be stored within the browser, but if you install it, your data structure will change. This may require manual migration (exporting/importing) your save data to switch between the browser version and the app version.

Once installed, this app should run offline, storing your data without a connection, and basically working as a standalone app. As always, with so many devices, operating systems, versions, etc... it is not possible to test every single one. If your device has an issue, please feel free to reach out, and I will address it if at all possible.

For any additional suggestions, please feel free to drop me a line at djhoski@gmail.com. I hope you will all enjoy the app as much as I've enjoyed using it.

Fear not the dark, adventurers. Your party is waiting.