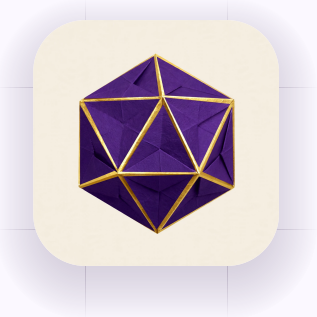


Fold&Roll Player Guide

Welcome

Fold&Roll is your companion for tabletop roleplaying in the 5th-edition tradition. Your character, spellbook, dice, battle tools, and table connection all live on your phone - no account and no internet needed at the table. Cloud Sync is optional, with Fold&Roll+.

This November 2026 edition covers the current app: persistent table sessions, Called Actions from your DM, Table Chat, spell-learning caps, Wild Shape, the new battle layout on wide screens, effect durations in battle, and deeper compendium search - plus what has arrived since: **Real Dice** for your own physical dice (1.2.0), **Telepathic Bond** online tables and the built-in **How to Play D&D** guide (1.3.0), and the 1.4 additions in the **New in 1.4** section near the end: the Apple Watch app, the Live Activity countdown, the spoken battle map, the Ready action, and staged Real Dice.

Keep this guide to hand for your first few sessions. After that, the Quick Reference at the end is all most players need.

How to Play D&D

New in 1.3.0 - and free. Fold&Roll now carries a complete **How to Play D&D** guide inside the app: **27 topics** that teach the game itself, from building your first character to checks, saves, and how combat actually runs - with DMing covered too, for the day you end up behind the screen.

Find it on the home screen, and in the **More** tab. You do not need a character, a table, or Fold&Roll+ - it is there for anyone with the app.

Topics link into the app. When a topic talks about your spellbook, your sheet, or the battle map, its link jumps straight to that screen, so you can read the rule and then look at your own character's version of it. A link that does not apply to what you are doing simply reads as plain text - never a dead end.

Track your progress. Mark each topic complete as you finish it. Groups of topics earn **badges**, and finishing all 27 earns the **Guide Master** capstone. Your progress lives on your device.

Work through it before your first session, or keep it open beside your sheet for your first few games - it is written to be used at the table, not just read once.

Creating Your Character

Tap **New Character** (the **+** button) on the roster. A **Random** button (dice icon) fills in a whole random character as a starting point - everything it picks can still be changed.

Faster still: tap **Create Random Character** on the roster and a finished character - spells and backstory included - is generated in one tap, already selected in the roster. It never opens this creator, and the same free-tier character limit applies.

How many characters? The free app holds up to 6 **characters**. **Fold&Roll+** removes the limit - unlimited characters (and campaigns).

Fill in the form top to bottom:

1. **Name.** Leave it blank and the app names your character "Adventurer".
2. **Class.** **You must pick a class - Create stays disabled until you do.** Changing class later resets subclass, skills, spells, and equipment picks.
3. **Subclass.** Appears once your class and level grant one (3rd level for most classes).
4. **Race.** Ranked best-to-worst by synergy with your class, strongest fits on top.
5. **Background.** Grants its own skill and tool proficiencies. The core list is the **Acolyte** (the SRD background); more backgrounds arrive through Homebrew, with Fold&Roll+.
6. **Level.** Stepper from 1 to 20. Starting above 1st adds hit points, features, and Ability Score Improvements.
7. **Class Skills.** Choose the listed number from your class list. Each row shows ability and full bonus (e.g. "Perception (WIS) +5"), best first. If race or background already gave you a listed skill, pick a replacement instead of doubling up.
8. **Ability Scores.** **Point Buy** (27 points, scores start at 8) or **Rolled** (4d6, drop the lowest, six times).
9. **Ability Score Improvements.** At starting level 4 and up: +2 to one ability, a +1/+1 split, or a feat. The core feat list is **Grappler** (the SRD feat).
10. **Starting Equipment.** **Standard Package** (fixed class gear) or **Roll Gold and Shop** (roll gold, then buy).
11. **Spells.** If your class casts, tap **Choose Spells** for cantrips and 1st-level spells within your class limits (see Spellbook).

2024 rules (new in 1.1.0). Creating a character now starts with an **edition pick**: the 2014 rules (SRD 5.1) or the **2024 rules (SRD 5.2)**. Already have a 2014 character you love? The **convert tool** builds a **linked** 2024 **variant** of them - a one-way trip. Your **original stays frozen and untouched**, exactly as it was. In 2024 play you also get **weapon mastery** - the 38 weapons each carry a mastery property, like Topple or Vex, for a trained wielder to use - and **Heroic Inspiration**, inspiration you can hold ready and spend to reroll a die. One caution: a campaign runs **one edition or the other**, set by your DM, so check which edition the campaign plays before you convert.

Tap **Create**. Tap your character on the roster to open the sheet.

Your Character Sheet

Header. Name, class and level, and vitals: **HP** with **+ / -** steppers, **Temp HP** with **Grant** (granting keeps the higher amount if you already have some), **Death Saves** (three successes, three failures - see Battle Mode), and **Token Color** for your map token.

Inspiration. The inspiration counter on your sheet tracks whether you hold inspiration. Tap to gain or spend it, as your DM awards it. Spend it for advantage on a roll, per your table's rules.

Rests. Tap **Short Rest** and choose how many hit dice to spend to recover HP. **Long Rest (8 hours)** recovers HP, spell slots, hit dice, and class resources, and removes one level of exhaustion.

Inventory. Each item shows name and quantity.

- **Activate / Deactivate** - weapons only. Exactly one weapon is active at a time; your attacks use it.
- **Wear / Remove** - armor and shields. Your AC comes from what you are wearing.
- **Attune / Unattune** - the link icon. Header reads **Attuned n/ 3** : at most three attuned at once, and only on items that need attunement.
- **Sell** - sells the item for coin.

Wallet, abilities, and the rest. Coin across platinum, gold, electrum, silver, and copper with a total; all six ability scores with modifiers and **Passive Perception** (1 0 + Perception bonus); Racial Traits, Background feature, Feats, and XP total.

Conditions and Exhaustion. Tap **Conditions** to add one (Blinded, Stunned, and the rest) - each carries its rules reminder. **Exhaustion** is a 0 - 6 stepper with cumulative effects listed.

Every tab - **Sheet, Map, Compendium, Battle, Chat** - shares the same top bar: **Home** on the left, which returns you to role select (there is no separate back button beside it), and **Notes**, **Table**, and **More** on the right. Battle mode lives on its own **Battle** tab.

Wild Shape and Class Resources

Wild Shape (druids). Tap your **Wild Shape** resource to open the form picker.

- Forms are **filtered by your druid level and CR limit** - you only see beasts you can legally take, including swimming and flying limits by level.
- Pick a form: your HP becomes the **beast's HP** while you are in form. Damage hits the beast form first.
- When beast HP drops to 0, you return to your druid form. **Any leftover damage carries over** to your own HP. Healing and ending the form work from the same box.

Other class resources. Rage, Ki, Sorcery Points, Bardic Inspiration, Lay on Hands, and the rest each live in their own box. **Tap anywhere in the box to spend one use** - the pips are the meter. The small refill icon restores the pool, usually on a rest. Short and long rests refill what the rules say they refill.

Spellbook

Spell Slots. Pips per spell level on your sheet and in battle. Warlock **Pact Magic** slots sit in their own section and refill on a short rest. **Recover All (Long Rest)** refills the rest.

Learning spells - the caps. The **+** button opens the compendium: search, filter by **All Classes** or your class, and tap to learn. Two limits apply:

- **Count cap.** You can only learn up to your class's cap for cantrips known and spells known/prepared at your level in that class.
- **Spell-level gate.** You cannot learn a spell above the level your class could cast at your level in that class. A 1st-level wizard cannot learn a 9th-level spell, even though casting is slot-gated anyway. Cantrips always pass. Multiclassed? A **Learning for** picker asks which class the spell belongs to, and that class's caps and level apply.

Nothing is ever taken away. Spells you already know stay known and castable. If a book is over cap - from an older version, an import, or a restore - it simply **cannot grow** until it is back under the cap.

Casting. Tap a spell row for its cast sheet: casting time, range, components, duration, attack bonus or save DC, and damage/healing. Pick a slot - **Lv X (N left)** or **Pact Lv X (N left)** - then tap **Cast**. **Upcasting:** pick a higher-level slot than the spell's level to cast it stronger, where the spell says upcasting helps. Attack spells read **"Cast - then tap a target"**: the slot is spent when you confirm the target. Out of slots? "No spell slots left - recover them with a long rest."

Magic-item bonuses. If a magic item raises your spell attack bonus or save DC, that bonus is already included in the numbers on the cast sheet.

Zones. Zone spells - **Moonbeam, Flaming Sphere, Spike Growth, Spirit Guardians, Wall of Fire, Cloudkill, Sunbeam** - place their area on the battle map from the cast flow. Rotate a wall to line it up; the area then stays up **while you concentrate** and vanishes the moment your concentration ends.

Dispel Magic. Cast it and pick the active spell effect to target. An effect at its **base level dispels automatically**; an **upcast** effect gets the ability check.

Concentration. One concentration spell at a time. A banner reads **Concentrating: {spell}** with **Drop**. Casting a second concentration spell asks you to confirm ending the first. Taking damage while concentrating prompts a Constitution save (DC 10 or half the damage, whichever is higher) - fail and the spell drops. Reaction spells (Shield, Counterspell, Absorb Elements) spend your battle reaction automatically; if it is spent, you confirm first.

Wild Magic (sorcerers). Wild Magic isn't in Fold&Roll yet — it was set aside during the SRD-only content pass, and a way to bring it back is still being decided.

Leveling Up and Multiclassing

When you have enough XP, **"Level Up to N!"** appears on your sheet. The wizard walks numbered steps ("Step 2 of 6 : Hit Points"):

1. **Level Up** - what this level grants, in summary.
2. **Hit Points** - **Roll 1 dX** or **Take the average** (plus CON modifier, minimum 1).
3. **Automatic** - proficiencies and features with no choices.
4. **New Features** - pick where there is a choice, including new spells within the caps.
5. **Subclass** - only on levels that grant one.
6. **Ability Scores or Feat** - only on ASI levels: + 2 , + 1 /+ 1 , or a feat.
7. **Confirm** - review and apply.

Multiclassing - add a second class at level-up. Instead of leveling your current class, choose **"Multiclass into a new class"** (later: **"Take a level in another class"**). The picker states the rule up front: new classes need 1 3 **+ in their key abilities** (and in your current class's abilities). Classes you do not qualify for are dimmed, with the shortfall in red ("Needs DEX 1 3 (have 1 1)") - prerequisites are a hard block.

A new class grants its 1 st-level features, its hit die for HP, and only the multiclass subset of proficiencies (Bard, Ranger, and Rogue also grant one skill). No double Unarmored Defense; Extra Attack does not stack. Spell slots use the combined multiclass caster table; Pact Magic stays separate. Your header reads the split - **"Fighter 3 / Wizard 2 "** - and resources track per class.

Joining a Table

Join from your character: open the character and tap **Table** in the top bar (the bottom bar's tabs are **Sheet**, **Map**, **Compendium**, **Battle**, **Chat**), then tap **Join Table**.

1. Your phone searches for nearby tables. Pick your DM's table.
2. The tab reads **Connected to "{table}"**. Your character is shared with the DM - a joined player sends their sheet on joining and whenever it changes, so the DM can view it read-only. Yours stays authoritative.
3. Tap **Roll Initiative** when combat starts - it goes straight to the DM's tracker. Or wait for a Called Action (next pages).

Your session now persists - this is new. Once you have joined, you stay at the table. Wander the app - open your spellbook, or reach the roster via **Table - Back to Characters** - you are still joined. **Only tapping Leave Table actually leaves.** There is no need to stay parked on the Table screen all night.

If the connection drops. The app **auto-reconnects**: when you are back in range it keeps trying for **about a minute**, with a **Cancel** option if you want to stop trying. If it cannot reconnect in that window, use **Join Table** again. If the DM ends the table, you will need to rejoin next session.

Secret rolls never leave your device. Roll with the Secret toggle on and only you see it - not the DM, not the table. By design.

Joining an online table (new in 1.3.0). Your DM can also run the table online - **Telepathic Bond** - so the party does not have to share a room. (The in-person table is now named **At the Table**.) The DM sends you an **invite link**: open it to join, or copy it and use **Paste Invite Link** inside the app if the link will not open directly.

Joining is always free. Only the DM needs Fold&Roll+, and only to create the table - never to join one. Once you are in, the shared battle map and its fog of war, the initiative order, and everyone's rolls stay in sync on your phone, wherever you are.

Your sheet, your choice. What you share from your character sheet - including sharing with the DM only - is your decision, the same as at a table in the room.

Battle Mode

Open the **Battle** tab - selecting it activates battle mode, and the flame icon turns orange while it is on.

Where Quick Rolls lives - read this first:

- **Wide / fold screens:** two columns - **combatants on the left**, full height; the right side splits into quadrants, with the **map in the top quadrant** and **Quick Rolls in the bottom quadrant**. Quick Rolls scrolls - **Battle Actions**, ability checks and saving throws, **Passive Perception** - with your **roll history pinned at the foot**. No tap needed to open anything; it is always there while you play.
- **Narrow screens:** Quick Rolls is a **dialog** as before - tap **Quick Rolls** to open it, roll, and close it.

Battle Actions (in Quick Rolls). Your active weapon gets **Attack** and **Damage** buttons, plus buttons for your attack spells. Weapon rolls happen in place. Spell buttons close the panel, then ask you to pick a target.

- **Critical hits.** Roll a **natural** 20 **on Attack** and you arm **one critical Damage roll**: the Damage button shows the **crit dice in gold**. Roll it before anything else uses it up - it is one roll, then it is gone.
- **Status at the top.** Name and **HP X / Y** with **+ / -** steppers, active **Conditions** (tap to add or clear), **Reaction** (one per round - **Reaction available / spent**, refreshes at the start of your turn; **OA** spends it for an opportunity attack), and **Exhaustion**.
- **Durations.** Timed effects - yours and the ones on enemies - show how long they have left, ticking down as rounds pass. No more counting Bless on your fingers.

Moving your token. Tokens are never dragged. **Tap your token to select it, then tap an empty cell to move it there** - the selection stays after the move, so you can chain moves. **Tap the token again to deselect.**

Tap a token on the map:

- **Enemy token** - opens the **targeted attack dialog**: declare your attack there. You then see **"Waiting for the DM's verdict..."** - only the DM knows enemy AC and rules hit or miss. The verdict banner handles damage from there; do not roll damage separately for a targeted attack.
- **Ally token - or your own** - opens the **heal dialog**: pick your healing and apply it to that ally.

Claiming your token. If your token is unclaimed or the DM places a new one, tap it and **Claim** it so moves, damage, and heals land on the right character. Your token uses your sheet's Token Color.

Enemies list and spells. Each visible enemy has **Attack** (or **Cast** while targeting a spell - banner: "Casting {spell} - pick a target", **Cancel** to stand down). Your battle spell list sits with the slot strip up top; tap the **Weapons box** to open **Equip Weapon** and switch your one active weapon in a tap.

Death saves. Drop to 0 HP and you are **Unconscious** (added automatically, removed when healed). Roll death saves on your turns - three successes stabilise you, three failures and the character dies. A natural 20 revives you at 1 HP; a natural 1 counts as two failures. The sheet and battle header track the pips for you.

Called Actions and Dice

Called Actions - new. When your DM calls for a roll, you do not need to hunt for the right screen. An **alert appears over whatever you are doing** - sheet, map, spellbook, chat - for:

- **Initiative** - roll for the tracker.
- **A saving throw** - the ability is named in the call.
- **An ability check** - likewise named.

If the DM left a **note**, it is in the alert ("Dex save - the floor gives way!"). Tap **Roll** to roll it right there: the result goes to the DM and the table log, and an **initiative call also fills your slot in the tracker**. Tap **Dismiss** to decline - nothing is rolled and nothing is sent. Dismissing is always safe to explain at the table; rolling twice is not possible from one call.

Dice tray. Find it on the **Map** tab as a persistent strip (outside battle), and inside battle mode.

- **Preset dice** - d 4 through d 1 0 0, plus **ADV** and **DIS** for advantage / disadvantage on a d 2 0.
- **Custom notation** - type anything in the notation field (" 2 d 6 + 3 ", " 4 d 8 ", " 1 d 2 0 + 5 ") and tap **Roll**.
- **Secret toggle** - secret rolls stay on your device only (see Joining a Table).
- **Quick Rolls** - Initiative and Perception on top, then all six **Ability Checks** and all six **Saving Throws**, each with its bonus shown. One tap rolls d 2 0 + bonus and labels it in the log.
- **Roll log / history** - every roll with its label ("Initiative", "DEX Save"), natural 2 0 s and natural 1 s marked. In battle on wide screens this history is the lower half of the under-map panel.

Real Dice (new in 1.2.0). Prefer your own physical dice? Roll them and enter the **die face** on the tap-to-commit pad - the app applies your modifiers, works out crits, and logs the roll as if it had rolled itself. It works in **Quick Rolls**, when answering a **Called Action**, for **initiative**, and for fresh **death saves**. Mis-tapped the face? **Undo** takes it back. Real Dice is free.

The roll log (new in 1.3.0). Every roll is recorded with who rolled it, what it was for, and the total - the table's memory, for when the argument starts.

Table Chat

Tap the **Chat** tab to talk without breaking the game. There are **four channels** - check which one you are in before you send:

- **Table** - **everyone** at the table, **including the DM** and the Table Display side. Use it for table-wide talk.
- **Party** - **players only. The DM cannot see Party chat - not during the game, not after.** Use it for plans you want to keep from the DM. Say it plainly: if it must stay secret from the DM, it belongs here, not in Table.
- **DM** - **private between you and the DM** only. For secret actions, questions, and "only you would know this" notes.
- **Direct** - **private to one other player**. Pick the player; only the two of you see it.

History. Chat is **kept on your device, per table** - rejoin the same table and your history for that table is there. It is not stored and forwarded: miss a session while away and those messages are not waiting for you.

Chat is completely free. No part of chat - channels or history - needs Fold&Roll+.

Players away from the table. You can **read** a thread with a player who is currently away, but you **cannot message them until they rejoin** the table. The DM sees Table plus one private DM thread per player - they do not see Party or your Direct threads with other players.

Session log. Your DM can mirror the **Table** channel to the table's Discord server (a host setting in their campaign), so the session keeps a searchable log after the night ends.

Shops, Compendium and Notes

Shops. When your DM shares a shop, it **opens automatically on your phone**. Browse the wares - each shows its price - and tap **Buy**. Short on coin: **Can't afford**. Beaten to the last one: **Sold out**. **Haggle** sends a proposed price to the DM, who accepts or refuses. Anything you buy lands in your inventory; equip or attune it from your sheet.

Compendium. The rules reference in the toolbar and tab bar. Browse and search:

- **Spells** - all 147 (24 cantrips, 123 leveled), full text - the same compendium the Spellbook learns from.
- **Equipment** - 237 entries: weapons, armor, and gear with prices and properties.
- **Magic items** - 273 of them: rarities, attunement needs, and effects.

Search digs deeper now: it matches the full text of entries, not just names - search "concentration" or "underwater" and the right entries surface; name matches still sort first.

Use it mid-game for a quick ruling check; your place in battle, chat, and the table session is untouched when you come back.

Private notes. Your **Notes** on the sheet are **private and on-device only**. They are not sent to the DM, not shared to the table, and not part of Table Chat. What you write about the quest, an NPC, or your plans stays on your phone unless you choose to say it out loud or in chat.

Cloud Sync, Themes and Fold&Roll+

Fold&Roll+ is one one-time purchase - $ 14.99 - not a subscription. It unlocks Cloud Sync, Homebrew Workshop, Unlimited Characters and Campaigns, UI Themes beyond the free theme, Campaign History, Campaign Memory, unlimited character variants, and unlimited JSON exports.

Cloud Sync (Fold&Roll+). Your characters **sync via iCloud** between your devices signed into the same account. Make a change on one device and it appears on the other. No Fold&Roll account to create.

- **If two devices edit the same character** before syncing, the app does not silently overwrite either copy. The **older copy is parked in the Cloud Sync screen**.
- Open **Cloud Sync**, compare the parked copy, then **Restore** it (make it the live version) or **Discard** it (keep the current version and delete the parked copy). Nothing is discarded until you tap Discard.

UI Themes. Tap the palette on the role-select / utility row to pick a theme. **Arcane is free** for everyone. **Four more themes - Crimson, Forest, Midnight, and Ember - come with Fold&Roll+**, and so does **Custom**: build your own theme from accent and secondary colors - swatches or hex values - with a live preview before you save it. Your theme tints the app; it changes looks only, never rules or data.

Content packs. A creator or your DM can hand you a **pack file** - their monsters, spells, items, even a class - to add to your Homebrew library. Open the **Homebrew Library**, tap **Import Pack**, and pick the file: the confirm screen shows the pack's name, its creator, and what's inside before you accept. If the pack is **encrypted**, it asks for the **key your creator gave you** - paste it in and tap **Unlock & Import**. A wrong key simply asks you to check it and try again; nothing is damaged. Re-importing an updated version of a pack you already have offers **Replace the previous copy**. Content from a pack is yours to play with, but it **can't be re-exported** - packs stay with the people the creator gave them to.

What stays free. The full character sheet, spellbook, dice, battle, table sessions, Called Actions, and **all of Table Chat** work without Fold&Roll+. The free tier holds 6 characters and 2 campaigns, allows 1 variant per character, and includes 5 free JSON exports.

New in 1.4

Version 1.4 mostly grows the battle around you - new screens, new alerts, and a map that can speak.

The battle on your wrist - the **Apple Watch** app follows your table: whose turn it is, the round, your HP, and how many turns until yours. It is a window, not a controller - actions still happen on your phone.

A countdown to your turn - online, a **Live Activity** keeps the fight on your lock screen: *You're up next*, or *Your turn in N turns*, plus a turn alert when the moment arrives. And when your initiative roll lands, the app takes you straight to the battle - no hunting for the tab.

The spoken battle map - if you play by ear, the battle map now has a screen-reader rendering of the same fight: every token spoken by its coordinates (like "D 5"), walked in initiative order, with rotors to jump between allies, enemies, and spell zones. Same fog, same secrets - the DM's hidden things stay hidden.

The Ready action - holding for the right moment is a real move now. On your turn, declare a Ready - an attack, a spell, or a move - and when your trigger happens, you act and spend your reaction.

Real Dice, staged - physical-dice entry grows up: it now covers **targeted attacks** too, and you enter the roll **die by die**, checking each face before you commit. A staged entry is never sent half-typed - closing it throws it away, and only a committed roll reaches the table.

Quick Reference

- **Create a character** - Roster - New Character - fill the form - Create (needs a class; free: 6 max)
- **Instant random character** - Roster - Create Random Character (finished character - spells and backstory - in one tap)
- **Spend a class resource** - Tap the resource's box (Ki, Rage, Wild Shape...)
- **Wild Shape** - Druid - Wild Shape box - pick a filtered form; excess damage carries over at 0 beast HP
- **Learn a spell** - Spellbook - + - tap to learn (count cap + spell-level gate; old spells never removed)
- **Cast / upcast** - Spell row - pick a slot (higher slot = upcast) - Cast
- **Zone spell** - Cast it - place the area on the map in the cast flow (stays while you concentrate)
- **Dispel an effect** - Cast Dispel Magic - pick the effect (base level automatic; upcast rolls)
- **Level up** - Sheet - "Level Up to N!" - follow the wizard
- **Multiclass** - Level-up - "Take a level in another class" (needs 13 + in key abilities)
- **Rest** - Sheet - Rests - Short Rest or Long Rest (8 hours)
- **Join a table** - Character - Table tab - Join Table (session persists until Leave Table)
- **Connection dropped** - Wait - auto-reconnect tries for about a minute - or Cancel, then rejoin
- **Quick Rolls in battle (wide)** - Bottom-right quadrant (map above it): Battle Actions, checks/saves, Passive Perception, history pinned at the foot
- **Move your token** - Tap token to select - tap an empty cell (selection stays; tap token again to deselect)
- **Quick Rolls in battle (narrow)** - Tap Quick Rolls to open the dialog
- **Critical damage** - Nat 20 on Attack - Damage button turns gold - tap it for the one crit roll
- **Attack from the map** - Tap enemy token - targeted attack dialog - wait for DM verdict
- **Heal from the map** - Tap ally (or your own) token - heal dialog
- **Answer a DM call** - Alert appears - read the note - Roll (initiative fills the tracker) or Dismiss
- **Import a content pack** - Homebrew Library - Import Pack - pick the file (encrypted packs: paste the key your creator gave you)
- **Party-only chat** - Chat tab - Party (the DM cannot see it)
- **Private chat** - Chat tab - DM (you + DM) or Direct (you + one player)
- **Secret roll** - Dice tray - Secret on - roll (never leaves your device)
- **Buy from a shop** - Shop auto-opens - Buy (or Haggle)
- **Resolve a sync conflict** - Cloud Sync screen - Restore or Discard the parked older copy (+ only)
- **Print my character** - Toolbar - Export PDF