IPRPS OS Session Master Training Manual

Learn to prepare, run and wrap up great games with IPRPS OS · Version 1.0 · November 2026



IPRPS OS wallpaper artwork

How to use this manual

This manual teaches you to run games with IPRPS OS. You will learn the tools one at a time. Each chapter ends with a **walkthrough**: a short exercise you do on your own computer, step by step.

All the examples use one campaign, **Iron City Blues**. It is a noir mystery on the Infinite Plane, with rain, gas lamps and a harbor full of secrets. Four players are at the table:

Player	Character	Who they are
Dana	Brenna Holt	Wolffolk tracker who used to work for the Night Watch
Marcus	Tobin Fairweather	Human insurance investigator
Priya	Mira Quickstep	Catfolk cat burglar
Leo	Dr. Oro Kessel	Gemp harbor doctor

If you have run the walkthrough adventure *Fog on Pier Nine*, you already know these people. That's fine if you haven't.

How to read the steps:

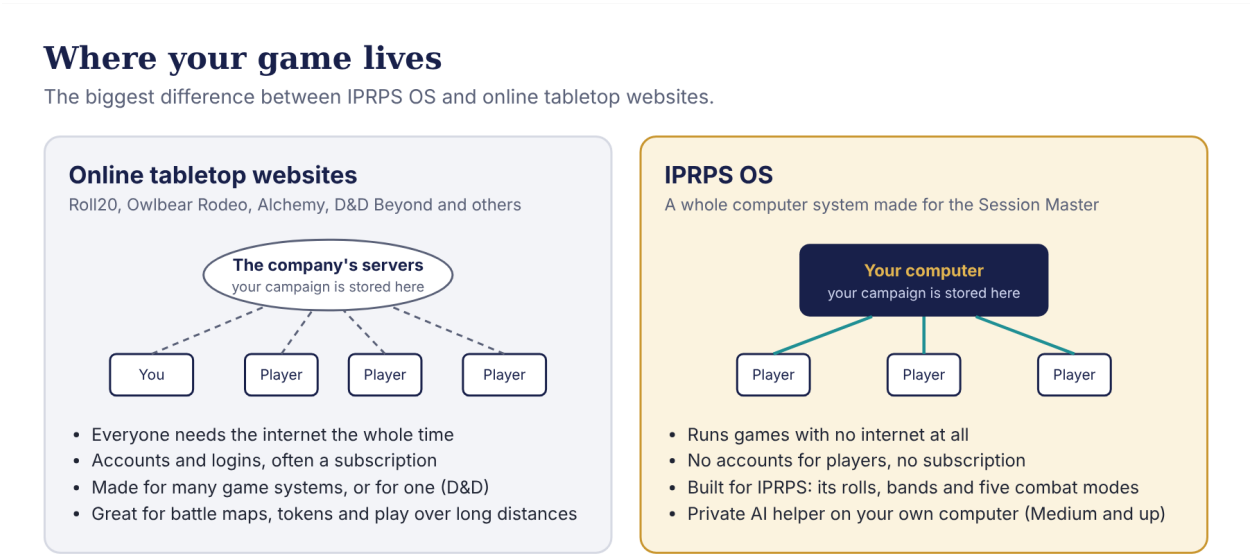
- Words in **bold** are buttons, menus or labels you will see on the screen.
- An arrow (→) means "then choose". **IPRPS → IPRPS Welcome** means: open the IPRPS menu, then choose IPRPS Welcome.
- Boxes that start with **Try it** are short practice tasks.
- Boxes that start with **Tip** share a shortcut or a good habit.

What you need: a computer running IPRPS OS (any edition), and a Wi-Fi network. For the Table chapters, borrow one or two phones, or use a tablet or laptop. The IPRPS Oracle chapter needs the Medium or Advanced edition.

Chapter	You will learn to	Time
1. What makes IPRPS OS different	Know when IPRPS OS is the right tool	10 minutes
2. Get set up	Create your campaign and choose your apps	15 minutes
3. Prepare a session	Collect characters, notes, monsters, maps, pictures and sound	40 minutes
4. Open the IPRPS Table	Get players connected on their phones	15 minutes
5. Roll the IPRPS way	Read checks, bands and BTN	15 minutes
6. Run a fight	Track initiative, HP, AR and conditions	20 minutes
7. Set the mood	Use the Soundboard and the Table's sound	10 minutes
8. Ask the IPRPS Oracle	Improvise NPCs and scenes with private AI	15 minutes
9. Wrap up the night	Write the recap and track XP	10 minutes
10. Keep it running	Install updates and invite remote players	10 minutes

Chapter 1: What makes IPRPS OS different

Most digital tools for tabletop games are **websites**. You and your players sign in, and the game lives on the company's computers. IPRPS OS is different. It is a **whole computer system** made for the Session Master. It runs on your own PC, and your game lives there too.



Where your game lives: online tabletop websites keep your campaign on the company's servers, and everyone needs the internet; IPRPS OS keeps it on your computer, and players join over your Wi-Fi

Five things that set IPRPS OS apart

1. It works with no internet at all. Your players join from their own phones, tablets or laptops over your home Wi-Fi. They don't need an account, an app or a password. They scan a QR code, type a six-letter join code, and they are in. If the internet goes down on game night, nothing stops.

2. It speaks IPRPS. Other tools are made for many game systems, or for one other system. IPRPS OS is made for the Infinite Plane Role Playing System. The dice know the **success bands**, the **BTN** (Base Target Number), **Skill Shift** and **Attribute Shift**. The combat tracker subtracts **AR** (Armor Rating) from damage and supports all **five IPRPS combat modes**. The Character Creator counts **Development Points** for you.

3. It has a private AI helper. In the Medium and Advanced editions, the **IPRPS Oracle** runs on your own computer. It can invent an NPC, a place or a read-aloud description for you. It reads your campaign, so its ideas fit your story. Its own model keeps everything on your computer, with no account or fee. If you want faster answers, you can switch it to Claude, an online AI, with your own key.

4. Every tool is connected. The dice roller and the combat tracker write into the **session log** as you play. After the game, the log turns into a **recap** with one click. Character sheets you import show up in the combat tracker, the Table and the Oracle. One click on **Session Master Mode** opens everything you need for game night.

5. Your game is yours. Your campaigns, notes, sheets and recordings stay on your computer. There is no subscription to keep paying, and no company can close your account or lose your campaign.

How it compares with popular online tools

Here is a short, fair comparison with five well-known tools. These tools are good at many things, and many groups use them happily. The details below are a summary as of November 2026; check each website for current features and prices.

Tool	What it is	What it does best	How it differs from IPRPS OS
Roll20	A virtual tabletop website for many game systems	Battle maps and tokens, character sheets for many systems, a big store of official adventures, voice and video chat	Runs on Roll20's servers and needs the internet. Some features, like dynamic lighting and more storage, need a paid subscription
Owlbear Rodeo	A simple map-and-token website	Quick, clean battle maps with very little setup, plus add-on extensions	Online only. Focused on maps, so rules, notes and campaign records happen somewhere else. Paid plans add storage
Alchemy RPG	A "cinematic" virtual tabletop website	Mood: animated scenes, music and a story-first, theater-of-mind feel	Online only, with free and paid plans. Built for other publishers' games, not for IPRPS rolls
Fantasy Grounds	A desktop program for many game systems	Deep rules automation for supported systems, and a large content library	The base program is free, but most official content is sold. It is a program on top of your computer, not a whole system with prep, writing and AI tools
D&D Beyond	The official online toolset for *Dungeons & Dragons*	D&D character building, rules lookup and its own maps tool	Made only for D&D, and needs an account and the internet. Custom maps need a paid tier

When another tool is a better fit. IPRPS OS 1.0 doesn't have battle maps with movable tokens, fog of war, or built-in voice and video chat. If your group plays mostly online, every week, with a battle grid, a website tool may suit you better for that part. You can still use one: open it in the web browser on IPRPS OS, and keep using the IPRPS tools for dice, combat, notes and recaps.

When IPRPS OS shines. IPRPS OS is at its best when your group meets **in person**, with phones and tablets around the table. It is also the best fit when you play **IPRPS**, when the internet is slow or missing, and when you want your campaign kept **private**.

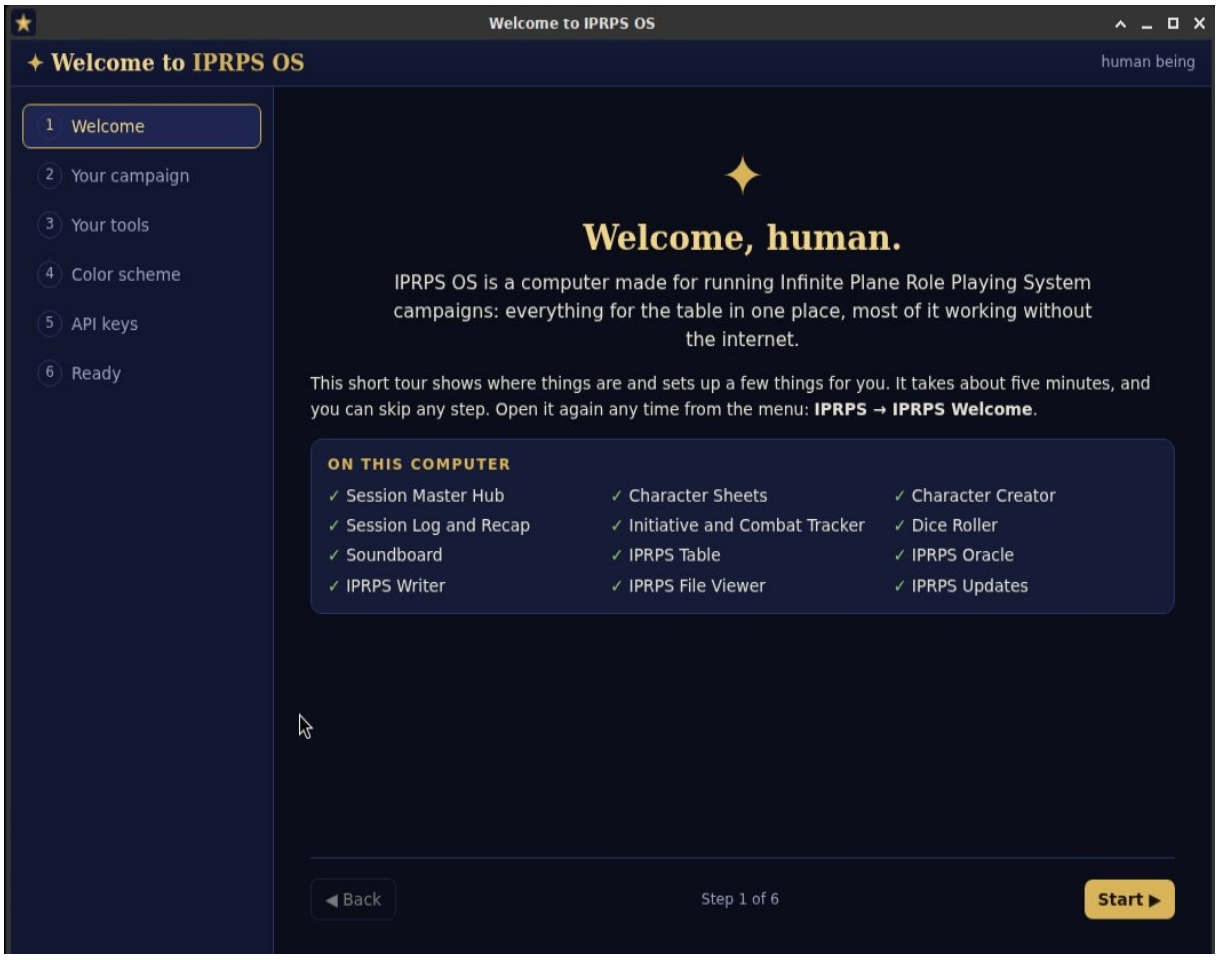
SIDE NOTE **Tip:** A player in another city can still join your IPRPS Table. Chapter 10 shows how.

Chapter 2: Get set up

Your first login

> SIDE NOTE **Tip: Give a new computer 30 minutes before game night.** Right after IPRPS OS is installed, it keeps working in the background for 10 to 30 minutes. It gets the disk ready and builds the lists that help apps open fast. During that time, apps can open slowly. Leave the computer on. A message says **IPRPS OS setup is finished** when it's done. Then restart once (menu → **Log Out** → **Restart**). After that, it runs at full speed every time.

The first time you log in, **IPRPS Welcome** opens. It is a short tour that takes about five minutes. You can skip any step and come back later from **IPRPS → IPRPS Welcome**.



IPRPS Welcome lists the IPRPS apps on this computer

The tour has five parts:

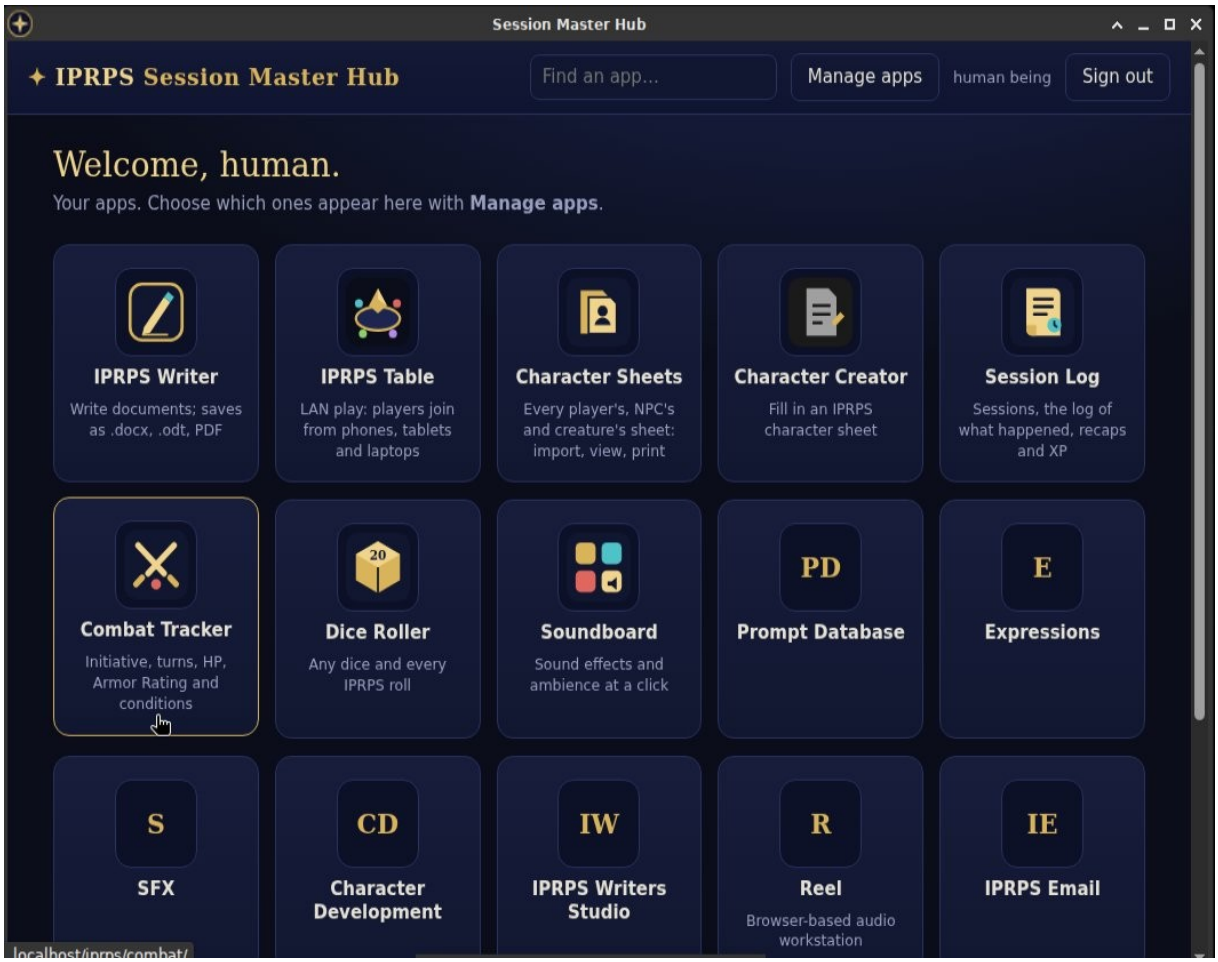
1. **On this computer:** which edition you have and which IPRPS apps are installed.
2. **Your campaign:** create your first campaign.
3. **Your tools:** every IPRPS app, with a short description and an **Open** button.
4. **Color scheme:** how the session tools look. Choose **Night**, **Parchment**, **Forest** or **High contrast**.
5. **API keys for online AI apps:** only needed for the two online AI apps. The offline tools never need keys.

Campaigns hold everything

A **campaign** is the folder for your whole story. Sessions, the session log, fights, character sheets, NPCs and quests all belong to a campaign. The Oracle reads it too. So create your campaign first.

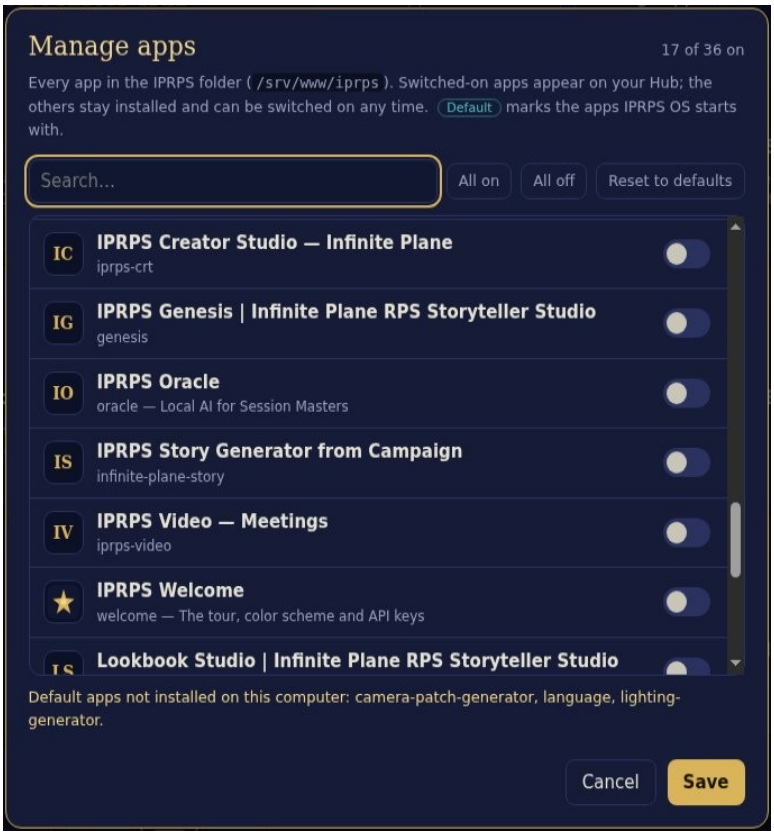
The Session Master Hub

The **Session Master Hub** is your home page. Each tile opens an app. Open it from the panel at the top of the screen or from the **IPRPS** menu. The first time, it asks you to sign in. That one sign-in covers every IPRPS app on the computer.



The Session Master Hub: your apps as tiles

You decide which tiles appear. Choose **Manage apps**, switch apps on or off, and choose **Save**. Each Session Master on the computer keeps their own choice. **Reset to defaults** brings back the standard set.



Manage apps: switch each app on or off for your Hub

SIDE NOTE **Walkthrough 1: Set up Iron City Blues**

1. Open **IPRPS → IPRPS Welcome** and go to the **Your campaign** step.
2. Type the **Name**: *Iron City Blues*. Type the **Setting**: *Iron City, the Infinite Plane*. Under **What it's about**, type one sentence: *A noir mystery in a rain-soaked harbor where the Guild rules the docks.*
3. Choose **Create campaign**.
4. Go to the **Color scheme** step and pick the one that's easiest for you to read.
5. Choose **Open the Session Master Hub**.
6. Choose **Manage apps**. Make sure these are on: IPRPS Table, Character Sheets, Character Creator, Combat Tracker, Dice Roller, Session Log, Soundboard, IPRPS Writer, Master Database and Map Maker. Choose **Save**.

Check: the Hub shows your apps as tiles. In the Combat Tracker, the **Campaign** menu at the top now lists *Iron City Blues*.

SIDE NOTE **Tip:** You can add more campaigns later from any session tool. Open the **Campaign** menu at the top and choose **+ New campaign...**, or choose the ✎ button next to it to edit one.

Chapter 3: Prepare a session

Good prep makes game night smooth. IPRPS OS gives you a place for each kind of material.

Your campaign folders

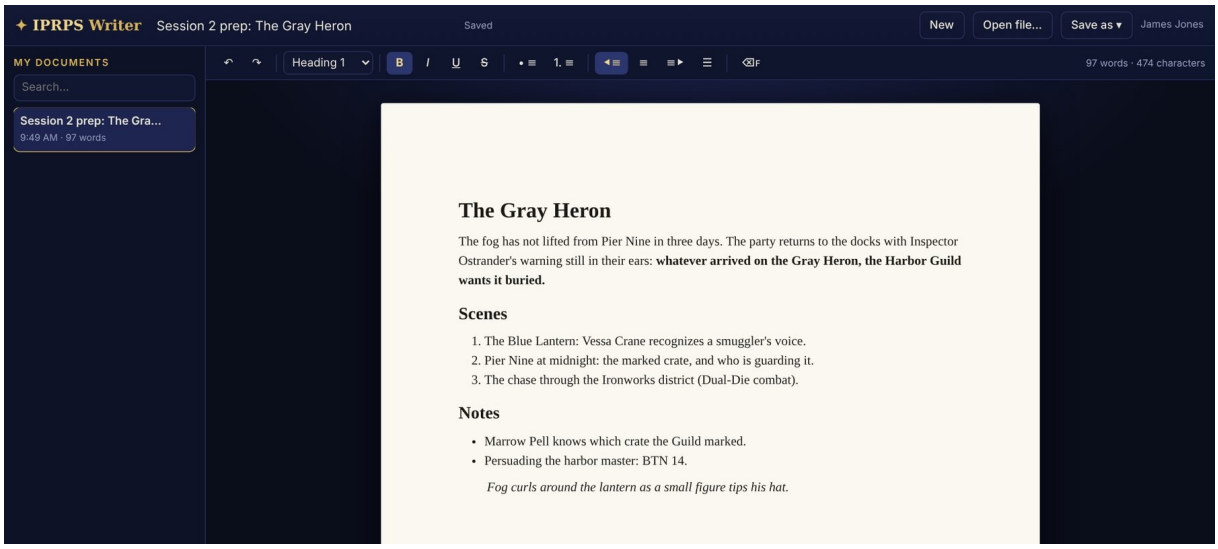
Your home folder has a **Campaigns** folder with three folders inside it:

Folder	Put this inside	Used by
Campaigns/Handouts	Letters, clues, portraits of NPCs	The IPRPS Table (**Add media…**)
Campaigns/Maps	Maps of cities, buildings and dungeons, including pictures you export from **Map Maker**	The IPRPS Table and the player display
Campaigns/Audio	Music and background sound (MP3, OGG, WAV, M4A)	Session Master Mode plays it as looping ambience

Use pictures and sounds that you made yourself, or that you have the right to use.

Notes in IPRPS Writer

IPRPS Writer is a word processor. Use it for scene notes, NPC lists and read-aloud text. It saves by itself as you type. **Save as** makes a Word file (.docx), an OpenDocument file (.odt), plain text or a web page. **Ctrl+P** prints, or saves a PDF.

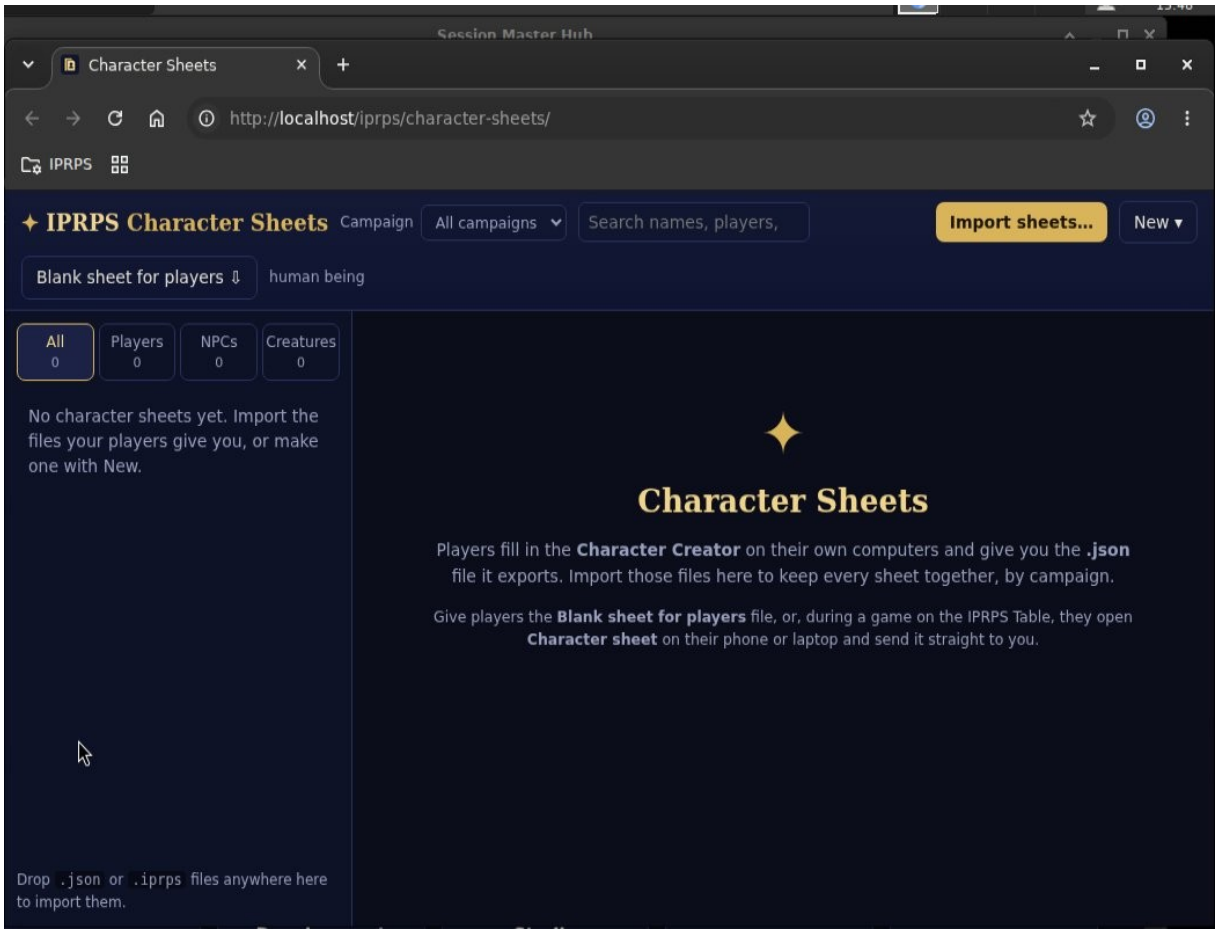


IPRPS Writer with session notes

Character sheets

IPRPS OS has two character sheet apps that work together:

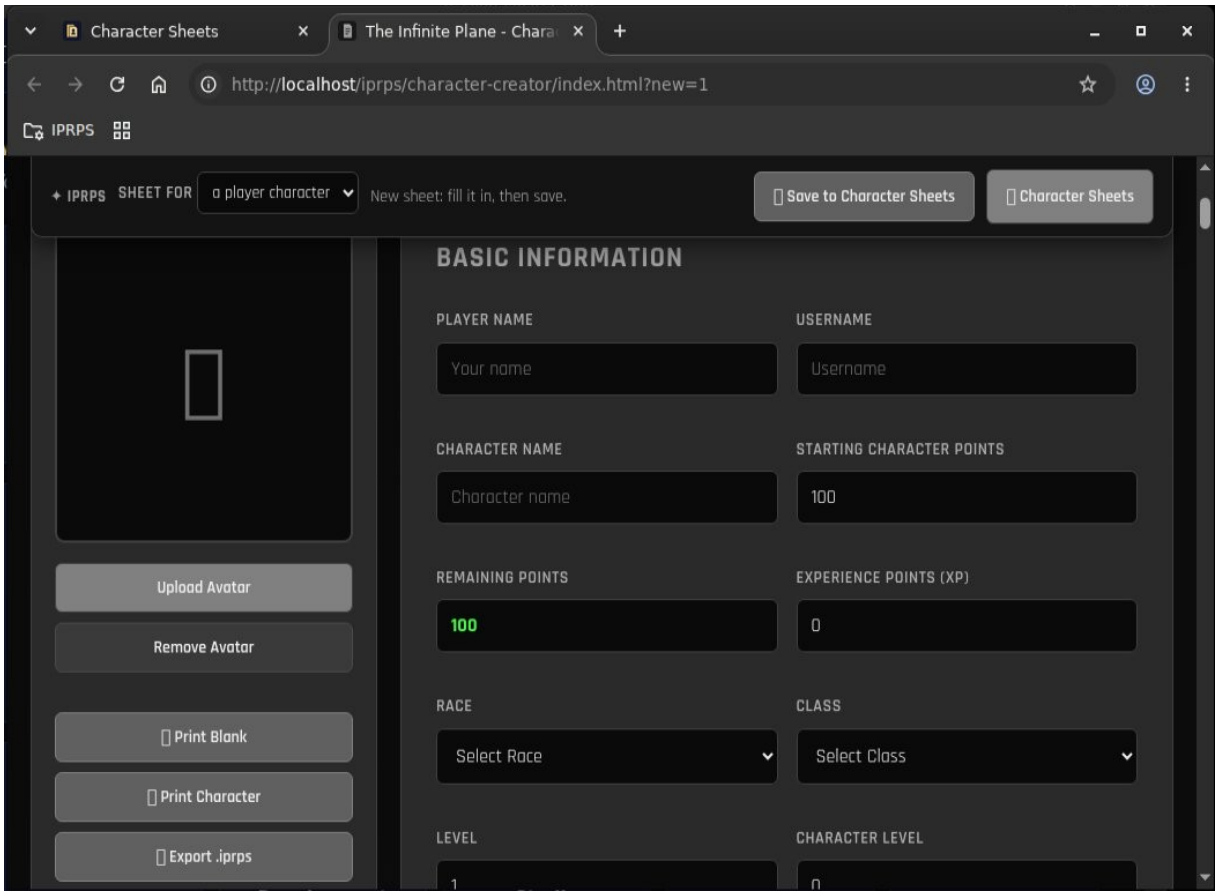
- **Character Creator** is the IPRPS character sheet. It tracks attributes, skills, advantages, spells and a portrait. It also counts the **Development Points** you spend, so players can't overspend by mistake.
- **Character Sheets** is your library. It keeps every player character, NPC and creature, sorted by campaign.



Character Sheets: your library of player, NPC and creature sheets

There are two ways to get your players' characters:

1. **Before the game.** In Character Sheets, choose **Blank sheet for players**. This saves the Character Creator as one file. Give it to your players by USB stick, email or a shared folder. They open it in any web browser, make their character, and send you the `.json` file it saves. You choose **Import sheets...**, or simply drop the files onto the Character Sheets window.
2. **At the table.** Players open 📜 **Sheet** on their phone or laptop in the IPRPS Table and fill it in there. When they send it, it appears in your Table console under 📜 **Character sheets**, and you choose **Import to Character Sheets**.



The Character Creator counts Development Points as players build

> SIDE NOTE **Walkthrough 2: Get the characters in**
>
> 1. Open **Character Sheets** from the Hub. Set **Campaign** to *Iron City Blues*.
> 2. Choose **Blank sheet for players** and save the file. Open it yourself to see what players will see.
> 3. In the file, make Brenna Holt: Wolffolk, STR 14, DEX 12, CON 14, WIS 14, and the skills Tracking 30, Brawling 20 and Intimidation 20. Watch the Development Points change as you go. Save it as a `.json` file.
> 4. Back in Character Sheets, drop the `.json` file onto the window, or choose **Import sheets…**. Choose **Import**.
> 5. Now make an NPC: choose **New ▾ → NPC sheet** and create *Inspector Hale Ostrander*, a gruff Wolffolk detective.
>
> **Check:** the list shows Brenna under **Players** and Ostrander under **NPCs**. Both will show up in the Combat Tracker's **From sheets** list.

The Master Database

The **IPRPS Master Database** is your reference library for the Infinite Plane. It keeps ten catalogs in one searchable place: the **bestiary**, the **tavern ledger**, **humanoid species**, **physical weapons**, the **weapon armory**, the **grimoire**, **flora and fauna**, **gear**, **covenants** and **dungeon traps**. Open it from the Hub or the IPRPS menu.

- Type in **Search entries…**, or browse a catalog, to find a monster, a spell or a trap in seconds.
- ＋ **New entry** adds your own, with a picture if you like.
- 🖨️ **Report** on an entry makes a printable page for your notes.

- ⭳ **Export data (.iprps)** saves entries as a file you can share with another Session Master.

The catalogs start empty. The first time, choose ⭳ **Import**, then **Import ALL starter datasets**. About 2,500 entries come in. Importing again is safe, because it skips entries you already have.

> SIDE NOTE **Tip:** Everyone who signs in on the computer can add and change entries. If your players use the same computer, the person who set it up can limit editing to the Session Masters. The build guide (12.10) explains how.

The Character Prompt Builder

Want a picture of an NPC? The **Character Prompt Builder** writes the description for you. It picks random traits, such as gender, height, build, skin tone, age, hair and eyes, from lists you can change. Then it turns them into a **prompt**: text you paste into an image AI to get a character reference sheet.

1. Open **Character Prompt Builder** from the Hub or the IPRPS menu.
2. Choose **Randomize Traits**. Change any trait you don't like.
3. Choose **Copy**, and paste the prompt into the image AI you use.

It works without the internet. Only the image AI you paste into is online.

> SIDE NOTE **Try it:** Make a prompt for Inspector Hale Ostrander. Randomize, then set the traits to match a gruff, older Wolffolk detective in a rain-soaked coat.

Maps with Map Maker

Map Maker draws top-down maps for your game, the kind you see from above, like a bird would. It can make four kinds:

Map	What it shows	Starts with
Travel / terrain map	A region: coasts, forests, hills, mountains, rivers, roads, cities, villages, dungeons and ruins	Hexes; 1 hex = 6 miles
Battle map	One fight: a forest clearing, crossroads, camp, river crossing, cavern, ruined temple or tavern	Squares; 1 square = 5 feet
Dungeon level	Numbered rooms, corridors, doors, secret doors, stairs, traps and treasure	Squares; 1 square = 5 feet
Town, city or village	Streets, houses, the market square, temple, inn, keep, walls and districts	No grid; 1 square = 10 feet

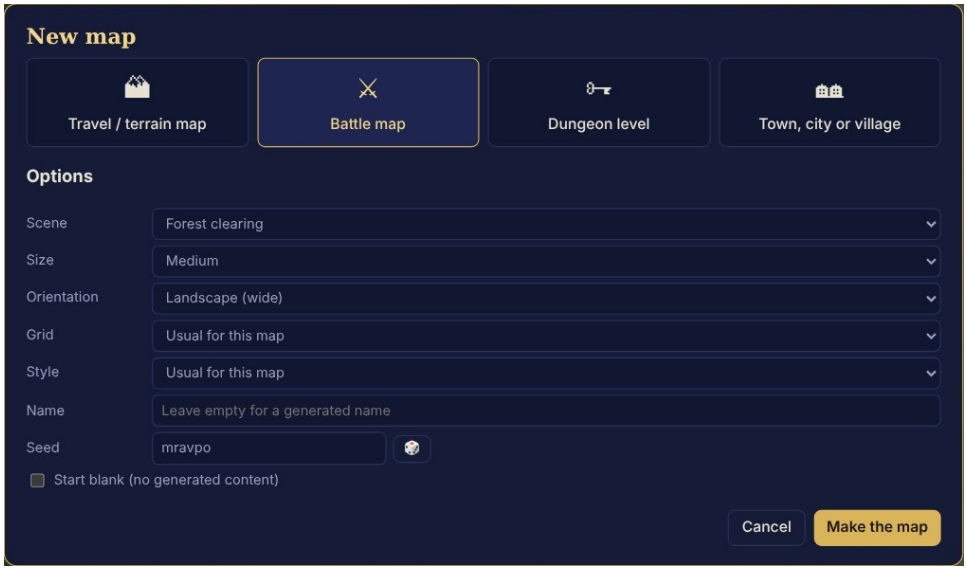
Map Maker draws the first version for you. Then you change anything you like. It works without the internet.



Map Maker: the tools on the left, the map in the middle, and the options for the tool you picked on the right

Make a map. Open **Map Maker** from the Hub or the IPRPS menu. Choose **+ New**, pick the kind of map and its options, and choose **Make the map**. Leave **Name** empty and Map Maker invents one.

Each map has a **seed**, a short code like *re5hjb*. The same kind of map with the same seed always comes out the same. So a friend can make your exact map from its seed. Don't like the map? Choose **⟳ Regenerate** for a new one.



New map: pick the kind of map, its size, and whether it is wide (landscape) or tall (portrait)

Change the map. The tools are on the left. The options for each tool show in the **Tool** tab on the right.

Tool	Key	What it does
Select	V	Click something to change it. Drag it to move it. **Delete** removes it
Paint and **Fill**	B, G	Paint grass, forest, water, floors, walls and other ground
Stamp	S	Add trees, rocks, doors, stairs, traps, chests, tables, tents, boats, buildings and more
Place	P	Name a city, town, village, dungeon, cave, ruin, room, region or other place
Path	R	Draw a road, trail, river, street or wall. Click each point, then double-click to finish
Pen, line, arrow, box, circle, text	D, L, A, Q, O, T	Draw notes on the map in any color
Erase	E	Remove something you added
Measure	M	Drag from one point to another to see the distance

Ctrl+Z undoes a change. To move around, drag with the ✋ tool or hold the **Space** bar. The mouse wheel zooms in and out.

Name places and their people. Click a place with **Select**, or open the **Places** tab. For a city, town or village you can type its **population** and its **people**: each species and its share, like *Human 52%*, *Wolffolk 21%*. **Make it 100%** fixes shares that don't add up. Map Maker also shows about how many of each species live there. Dungeons, caves, ruins and rooms can list the **areas inside** them, each with its own notes.



The Places tab: Iron City's population, people and notes

A place can have **its own map**. On a travel map, click a dungeon and choose **Make one**: Map Maker makes a dungeon level with the same name and links the two. **Open** brings you back to it later.

How the map looks. The **Map** tab sets the **style** (full color, parchment, ink, old-school blue or night), the grid and the scale, and which way **north** points. **Turn 90°** switches a map between wide and tall. You can also show or hide the **title**, the **legend**, the **compass**, the **scale bar**, the populations and people, and a **key** that lists numbered rooms beside the map.

Preview, save and print. Preview shows the finished map. **Save** keeps it in your library, under the campaign at the top. **Library** opens your saved maps. **Print** fits the map on one page, or prints it at **battle scale**: one inch per square, over several pages, for miniatures. Each page is labeled with its row and column, so you can tape them together.

Share it. Export saves the map as a picture (**PNG**, **JPG** or **GIF**), a drawing that stays sharp at any size (**SVG**), a text map (**ASCII**), or an **.ipmap** file. Send the .ipmap file to another Session Master: they open it with **Import** and can change it. An SVG made by Map Maker can be imported and changed too.

> SIDE NOTE **Tip: Show to players** puts the map on the player display in one click. To show it on players' phones through the IPRPS Table, export a PNG into **Campaigns/Maps** and use **Add media...** in the Table console.

> SIDE NOTE **Walkthrough 3: Map the Gaslight Bridge**
>
> In Walkthrough 6, smugglers ambush the party on the Gaslight Bridge. Make the battle map for that fight now.
>
> 1. Open **Map Maker** from the Hub. Set **Campaign** to *Iron City Blues*.
> 2. Choose **+ New**, then **Battle map**. Set **Scene** to **River crossing with a bridge**, **Size** to **Medium** and **Orientation** to **Landscape**. Type the **Name**: *Gaslight Bridge*. Choose **Make the map**.

3. Choose the **Stamp** tool (**S**), then **Boat** in the **Tool** tab. Click the river next to the bridge. This is Sully's getaway boat.

4. Choose the **Place** tool (**P**). Set **Kind** to **Point of interest** and click next to the boat. In the **Places** tab, type the **Name**: *Sully's boat*.

5. Choose the **Arrow** tool (**A**) and pick red. Drag from the trees on one bank to the bridge. Then choose the **Text** tool (**T**), click by the trees, type *Enforcers hide here*, and choose **OK**.

6. Open the **Map** tab. Set **Style** to **Night**, because the ambush happens in the rain after dark.

7. Choose **Preview** to see the finished map, then **Save**.

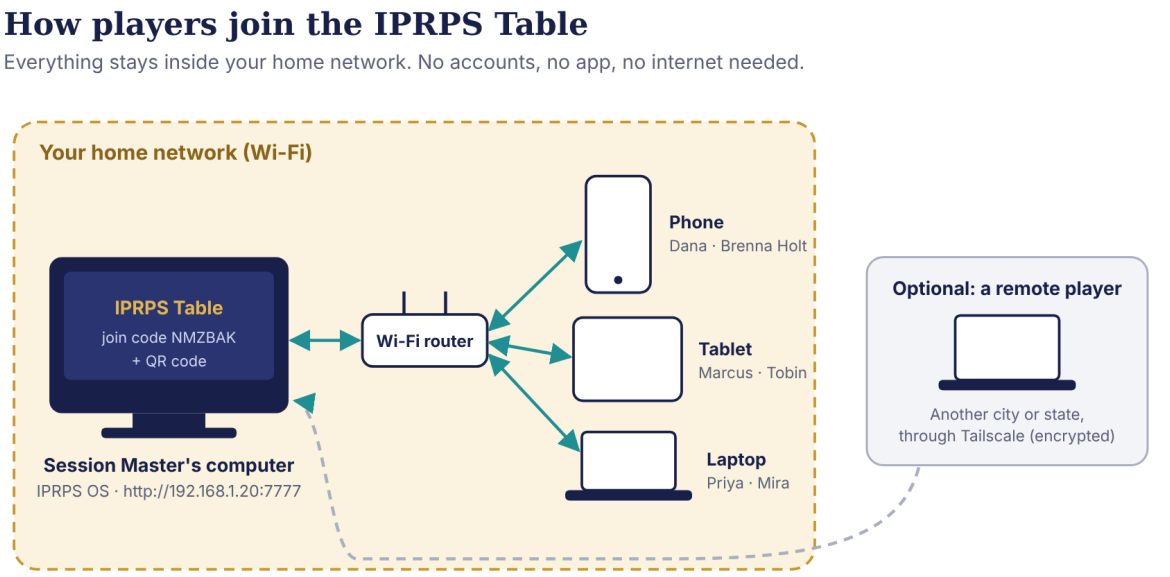
8. Choose **Print...**, set **Print** to **Battle scale: 1 inch per square**, and choose **Print**. In the print window, choose **Save as PDF** if you don't want to print it yet.

Check: Library shows *Gaslight Bridge* with a small picture, under *Iron City Blues*. The printout has several pages, each marked with its row and column.

SIDE NOTE **Try it:** Make a **Travel / terrain map** of the coast around Iron City. Rename one city *Iron City*, give it a population of 38,400, and set its people to Human 52%, Wolffolk 21%, Catfolk 15% and Gemp 12%.

Chapter 4: Open the IPRPS Table

The **IPRPS Table** is the heart of in-person play. Your players join from their own devices. They can chat, roll IPRPS dice, see pictures and hear sound you send, and fill in their character sheets. You control everything from the **console** on your computer.

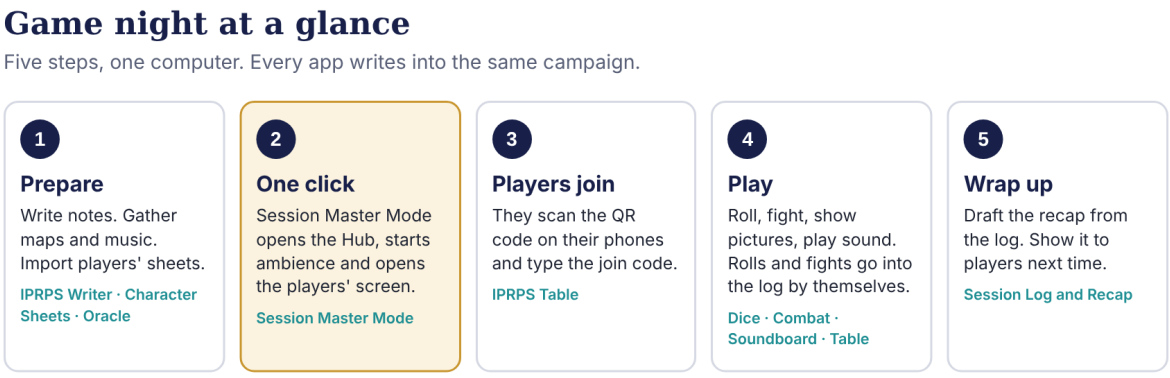


How players join: your computer, your Wi-Fi router, and each player's device. A remote player can join too, through an encrypted link

Session Master Mode: game night in one click

About fifteen minutes before players arrive, choose **Session Master Mode** on the panel. With one click, it:

1. opens the **Session Master Hub**;
2. plays your **Campaigns/Audio** folder as shuffled, looping background sound, in a small window with play, pause and volume buttons;
3. with a **second screen** (TV, projector or monitor), opens the full-screen **player display** there; with **one screen**, it opens the **IPRPS Table** console instead;
4. in Medium and Advanced, loads the **IPRPS Oracle**, so its first answer doesn't have to wait for it to load.

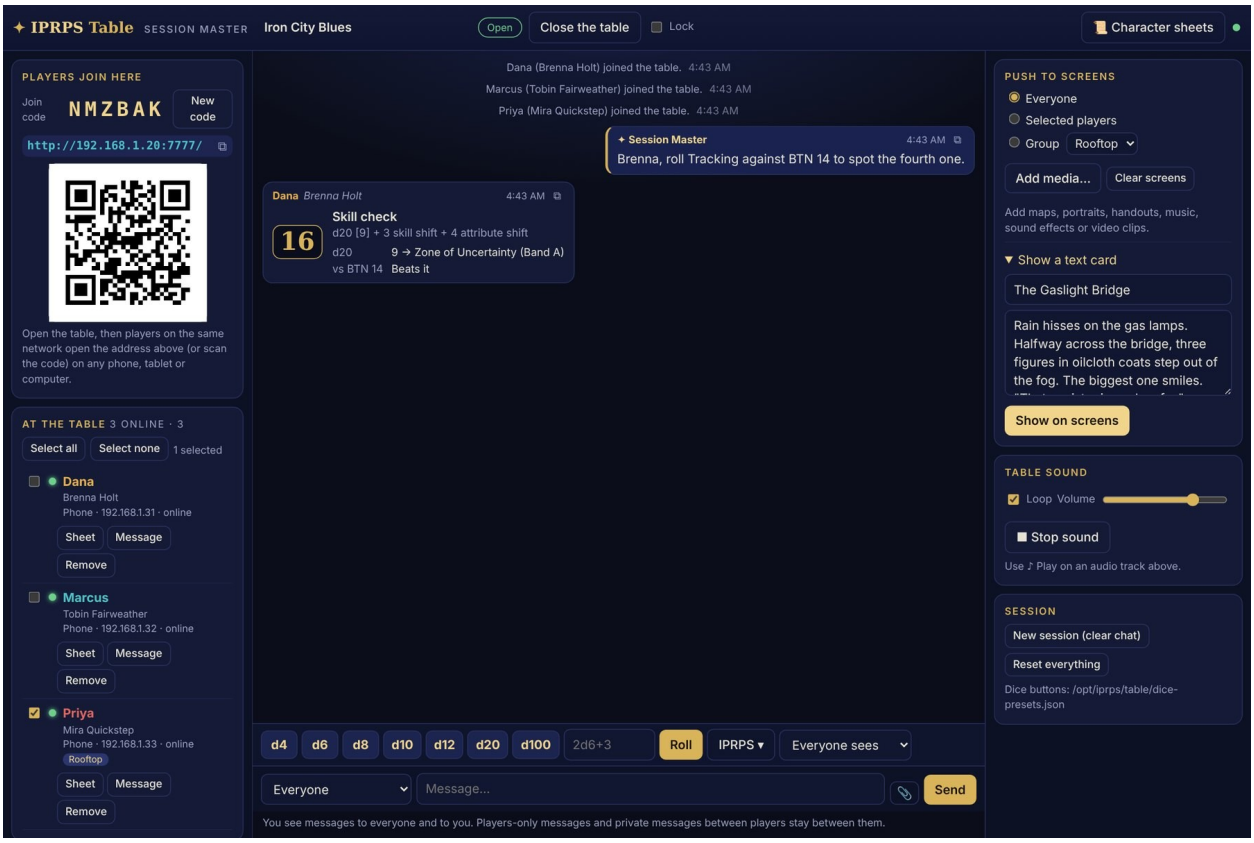


Game night at a glance: prepare, one click, players join, play, wrap up

Opening the table

The table starts **Closed**. Nobody can join until you open it.

1. In the console, click the name at the top and type the campaign name. Players see it.
2. Choose **Open the table**. The status changes to **Open**.
3. The **Players join here** box shows the **join code**, the computer's address and a **QR code**.

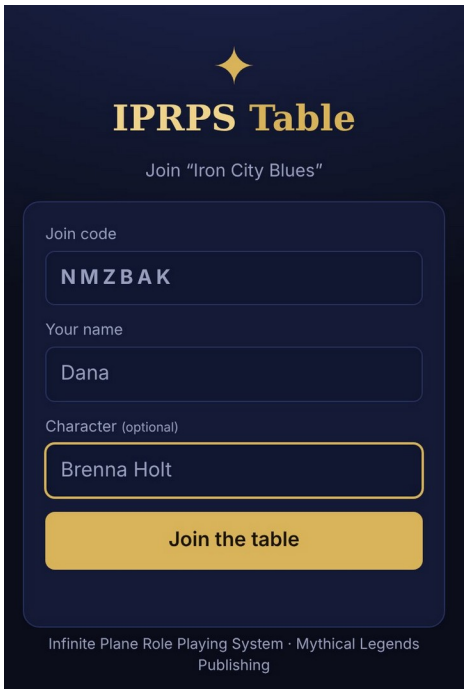


The IPRPS Table console: the join code, address and QR code on the left, chat and rolls in the middle, and the tools for pictures, text cards and sound on the right

How players join

Each player, on a device connected to the **same Wi-Fi**:

1. scans the QR code with the camera (this fills in the code), or opens the address in any web browser;
2. types their name and, if they like, their character's name;
3. taps **Join the table**.



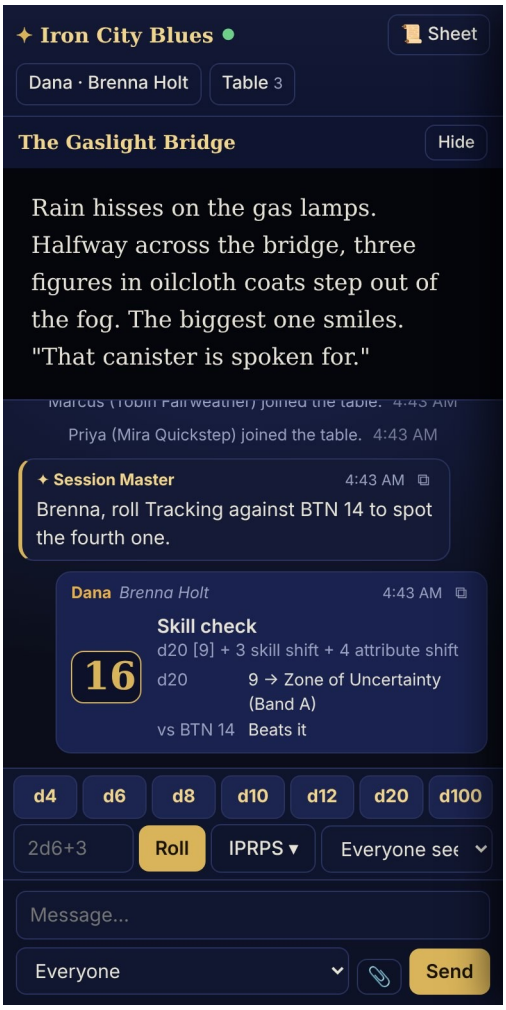
The join screen on a player's phone

Each player appears under **At the table** with a green dot when they are online. When everyone is in, tick **Lock** so nobody else can join.

What you can do from the console

You want to	Do this
Talk to everyone	Type in the message box with **Everyone** selected, then **Send**
Whisper to one player	Choose their name in the **To** menu, or choose **Message** under their name
Talk to part of the party	Tick the players, type a name under **Groups**, choose **Make from selected**
Show a picture or video	Under **Push to screens**, choose who sees it, then **Add media…** and **Show**
Read a scene aloud	Open **Show a text card**, type a title and the text, then **Show on screens**
Play music or sound on their devices	Choose ♪ **Play** on an audio file in your media list; tick **Loop** to repeat it
Clear the players' screens	**Clear screens**
Roll in secret	Set the dice menu to **Secret (only me)**
Start fresh next time	**Session → New session (clear chat)**

Your players see what you send at the top of their screens. The dice bar is at the bottom.



A player's phone: a text card from the Session Master at the top, then the chat, a skill check and the dice bar

Privacy at the table. You see messages sent to everyone and to you. Messages that players send only to other players stay between them. Every roll is made on your computer, so nobody can fake a roll.

> SIDE NOTE **Tip:** Phones stay silent until the player touches the page once. If you start a sound and someone hasn't, they will see 🔊 **Tap to turn on the table sound**.

> SIDE NOTE **Walkthrough 4: Get your players in**
>
> 1. Choose **Session Master Mode** on the panel. If you have one screen, the Table console opens. If not, open **IPRPS Table** from the Hub.
> 2. Rename the table *Iron City Blues* and choose **Open the table**.
> 3. On a phone on the same Wi-Fi, scan the QR code. Type *Dana* as the name and *Brenna Holt* as the character. Tap **Join the table**.
> 4. Join from a second device as *Priya*, playing *Mira Quickstep*.
> 5. In the console, tick Priya, type *Rooftop* under **Groups**, and choose **Make from selected**.
> 6. Open **Show a text card**. Title: *The Gaslight Bridge*. Text: *Rain hisses on the gas lamps. Three figures in oilcloth coats step out of the fog.* Choose **Show on screens**.
> 7. Tick **Lock**.

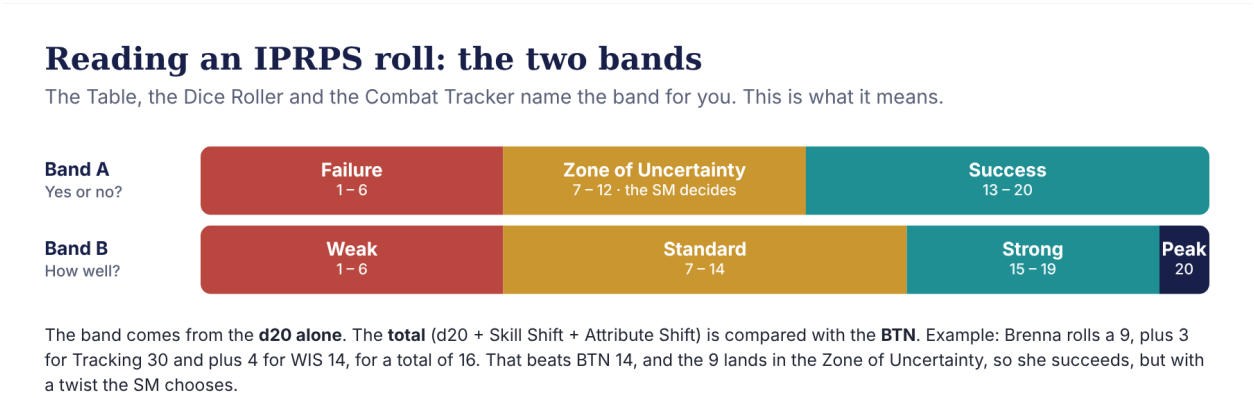
> **Check:** both devices show the text card at the top. Priya has a **Rooftop** tag under her name. A third device can't join while the table is locked.

Chapter 5: Roll the IPRPS way

IPRPS uses a d20 for skill checks. The roll has two parts, and IPRPS OS shows both every time.

The total. Roll 1d20, then add the **Skill Shift** (the skill divided by 10, rounded down) and the **Attribute Shift** (the attribute minus 10). Compare the total with the **BTN** (Base Target Number) that you set for the task.

The band. The d20 by itself also falls in a **band**. **Band A** answers "yes or no?". **Band B** answers "how well?".



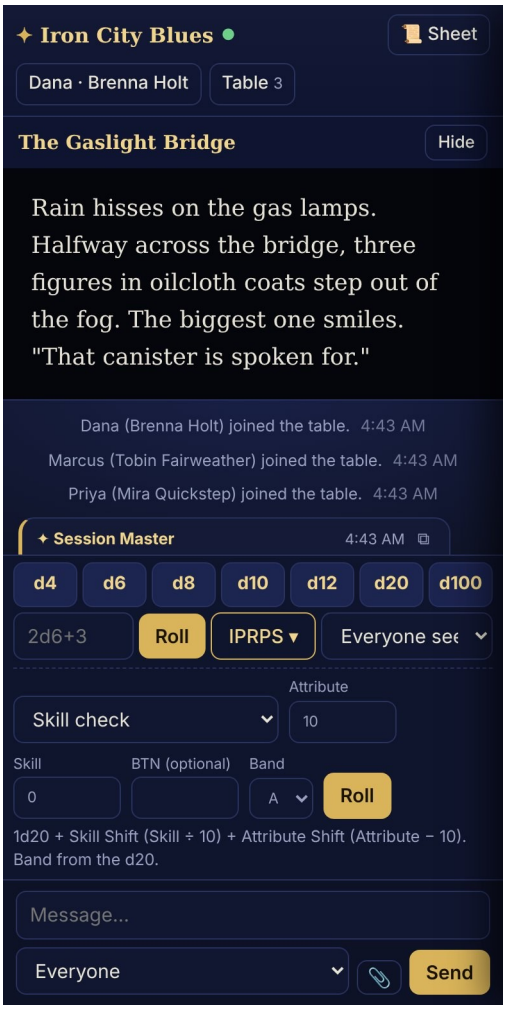
The two IPRPS bands. Band A: Failure 1–6, Zone of Uncertainty 7–12, Success 13–20. Band B: Weak 1–6, Standard 7–14, Strong 15–19, Peak 20

An example. Brenna tracks the smugglers. Her player rolls a **9** on the d20. Tracking 30 gives a Skill Shift of **+3**, and WIS 14 gives an Attribute Shift of **+4**. The total is **16**, which beats BTN 14. But the 9 lands in the **Zone of Uncertainty**, so you, the Session Master, decide the twist. Maybe she finds the trail, but the smugglers hear her coming.

You never have to do this math. The Table, the Dice Roller and the Combat Tracker do it, and they name the band for you.

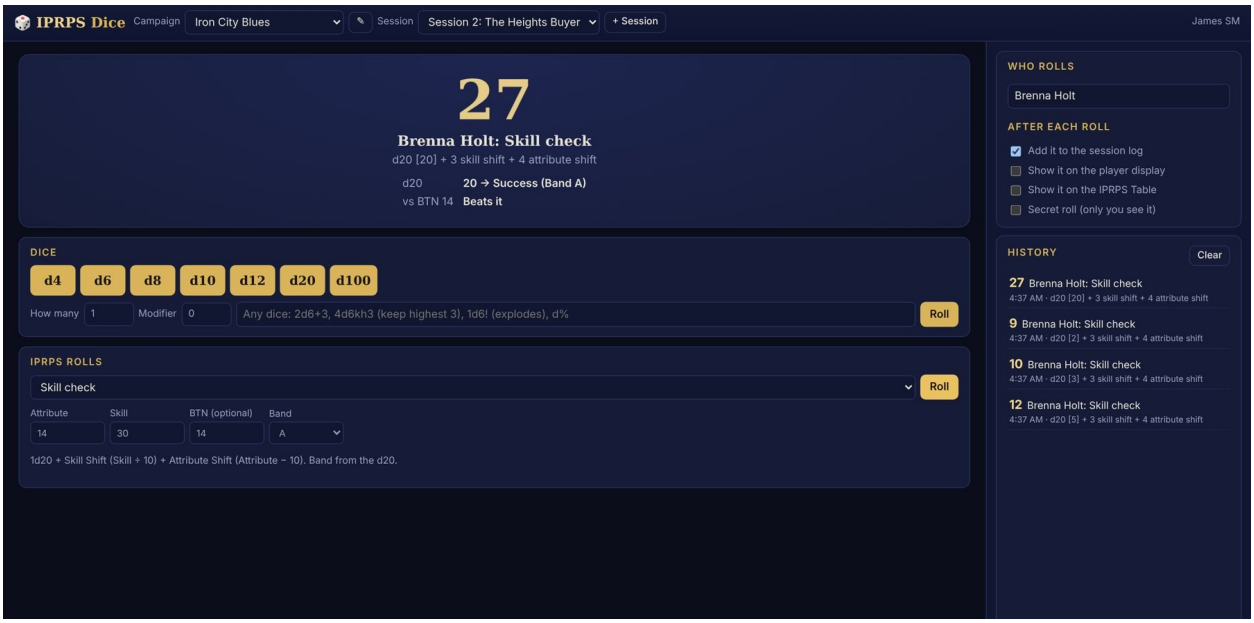
Three places to roll

1. On the IPRPS Table. Players open **IPRPS ▾** on the dice bar and pick a roll: **Skill check**, **Initiative**, **Reaction**, **Trinity Hand**, **Dual-Die attack**, **Infinite Convergence**, **RPS stance**, or a weapon's damage. They type their numbers and roll. They choose who sees it: **Everyone sees**, **Only the SM sees** or **Only I see**.



On a phone: the IPRPS rolls menu with a Skill check ready to roll

2. In the Dice Roller on your computer. It has every die, any dice formula (such as `2d6+3`), and the same IPRPS rolls. Under **After each roll** you choose what happens next: **Add it to the session log**, **Show it on the player display**, **Show it on the IPRPS Table**, or **Secret roll (only you see it)**. The **History** keeps every roll.



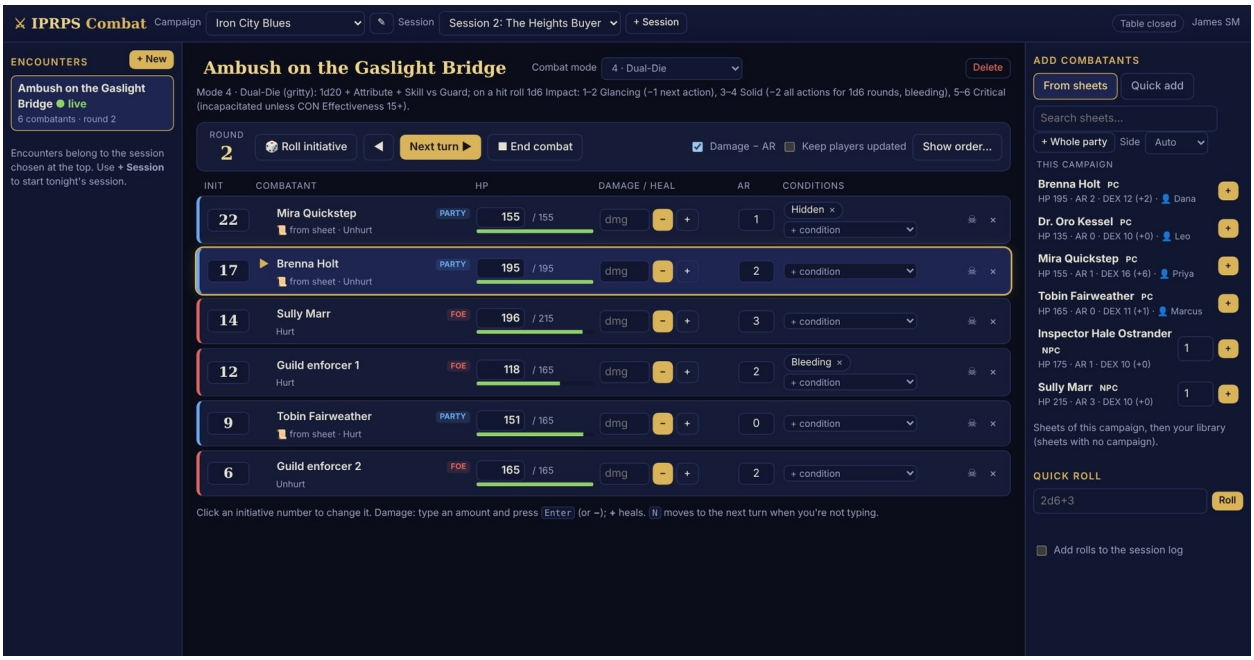
The Dice Roller: a Skill check for Brenna, with its band and BTN result

3. In the Combat Tracker during fights (Chapter 6), with **Quick roll**.

> SIDE NOTE **Walkthrough 5: A skill check, start to finish**
>
> 1. With your players at the Table, send everyone a message: *Brenna, roll Tracking against BTN 14.*
> 2. On Dana's phone: **IPRPS ▾ → Skill check**. Attribute **14**, Skill **30**, BTN **14**, Band **A**. Tap **Roll**.
> 3. Read the result in the console's chat. It shows the d20, the shifts, the total, the band, and **Beats it** or **Falls short**.
> 4. Now roll a secret one yourself. In the **Dice Roller**, type *Ostrander* under **Who rolls**, pick **Reaction**, tick **Secret roll (only you see it)**, and roll.
> 5. Untick **Secret roll** and tick **Add it to the session log**. Roll a Skill check for Brenna.
>
> **Check:** the players saw Brenna's roll but not Ostrander's reaction. The Session Log (Chapter 9) shows Brenna's second roll.

Chapter 6: Run a fight

The **Initiative and Combat Tracker** keeps a fight moving. It tracks turn order, rounds, HP, Armor Rating and conditions for every fighter. Fights are saved by session, so you can stop and pick up later.



The Combat Tracker in round 2: turn order on the left, HP bars, AR and conditions for each fighter, and sheets to add on the right

The five IPRPS combat modes

Pick the mode in the **Combat mode** menu. The tracker shows a short reminder of how that mode works.

Mode	Best for	In one line
1 · Standard	Most fights	Initiative 1d20 + DEX modifier. Attack 1d20 + Skill Shift + Attribute Shift against Guard. Damage − AR
2 · Trinity Hand	Bosses, hordes, player-versus-player	Everyone rolls 1d3 Velocity, 1d20 Impact and 1d12 Guard at once. Bosses roll extra Impact dice (Hydra Hand)
3 · Rock-Paper-Scissors	Quick story skirmishes	Rock beats Scissors, Scissors beats Paper, Paper beats Rock
4 · Dual-Die	Gritty, dangerous fights	On a hit, roll 1d6 Impact: Glancing, Solid or Critical wounds
5 · Infinite Convergence	One big, decisive clash	Each fighter picks a Blur level: more dice for speed, or bigger dice for precision. Top results explode

The main controls

Control	What it does
+ New	Makes a new encounter in tonight's session
From sheets	Adds characters from Character Sheets. **+ Whole party** adds every player character at once
Quick add	Adds fighters by hand: name, how many, HP, AR and initiative modifier
🎲 **Roll initiative**	Rolls for every fighter who doesn't have a number yet
▶️ **Start combat** / **Next turn** ▶️	Starts the fight and moves to the next fighter. The **N** key does the same
Damage box	Type the damage and press **Enter**. With **Damage − AR** ticked, the tracker subtracts the target's AR for you. **+** heals
+ condition	Adds a condition such as *Bleeding* or *Hidden*
Keep players updated	Shows the turn order to players after each turn
■ **End combat**	Ends the fight and records it in the session log

SIDE NOTE **Walkthrough 6: Ambush on the Gaslight Bridge**

The smugglers spring a trap on the party in the rain. Use Dual-Die, the gritty mode. If you made the map in Walkthrough 3, open it in **Map Maker** and choose **Show to players** first.

1. Open the **Combat Tracker**. Set **Campaign** to *Iron City Blues*. Choose **+ Session** to start tonight's session.
2. Under **Encounters**, choose **+ New**. Name it *Ambush on the Gaslight Bridge*. Set **Combat mode** to **4 · Dual-Die**.
3. Under **Add combatants → From sheets**, choose **+ Whole party**. Your player characters join with their HP and AR.
4. Choose **Quick add**. Name *Guild enforcer*, **How many** 2, **HP** 165, **AR** 2, **Side** Foe. Choose **+ Add**. Add *Sully Marr*, HP 215, AR 3, the same way.
5. Choose 🎲 **Roll initiative**, then ▶️ **Start combat**.
6. Mira hits an enforcer for 12. Type **12** in his damage box and press **Enter**. His HP drops by **10**, because his AR of 2 is taken off.
7. The hit was a Solid wound. Choose **+ condition** and add **Bleeding**.
8. Press **N** to move to the next fighter. Tick **Keep players updated** so the players see whose turn it is.
9. When Sully flees, choose ■ **End combat**.

Check: the fight shows the round number and each fighter's HP bar. The Session Log has a combat entry for the ambush.

SIDE NOTE **Tip:** Click any initiative number to change it, for example when a player delays their turn.

Chapter 7: Set the mood

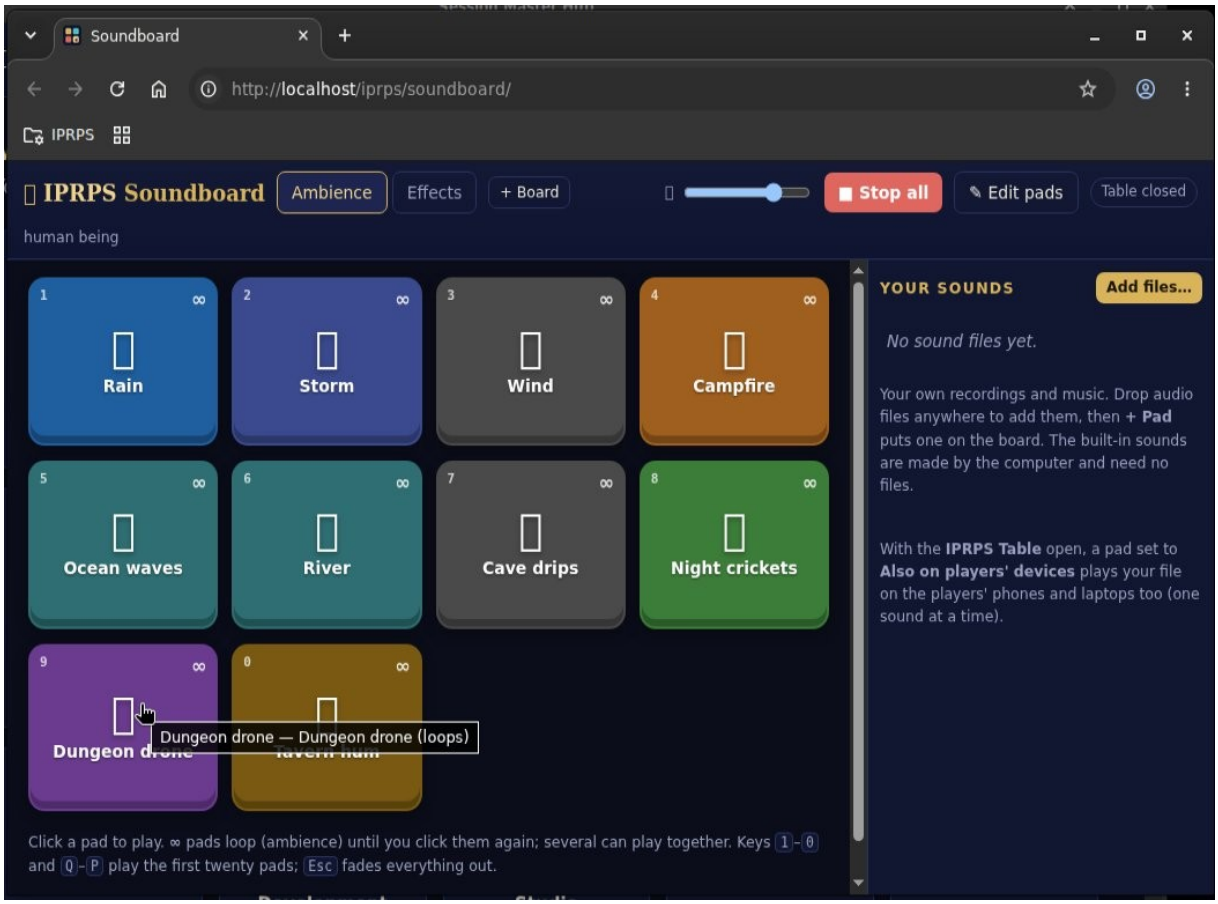
Sound turns a description into a scene. IPRPS OS gives you three ways to play it.

Sound	Where it plays	How
Ambience playlist	Your computer's speakers	Session Master Mode plays your **Campaigns/Audio** folder
Soundboard pads	Your speakers, and players' devices if you choose	Click a pad, or press its key
Table sound	Players' phones and laptops	♪ **Play** in the Table console

The Soundboard

The **Soundboard** puts sounds on big buttons called **pads**. The built-in sounds are made by the computer as they play, so they need no files and no internet.

- **∞ pads loop** until you click them again: rain, storm, wind, campfire, ocean, river, cave drips, night crickets, a dungeon drone and a tavern hum. Several can play together.
- **Effect pads** play once: thunder, a sword clash, an arrow, a spell, a gong, a war horn, level up and more.
- **Keys 1–0 and Q–P** play the first twenty pads. **Esc** fades everything out.



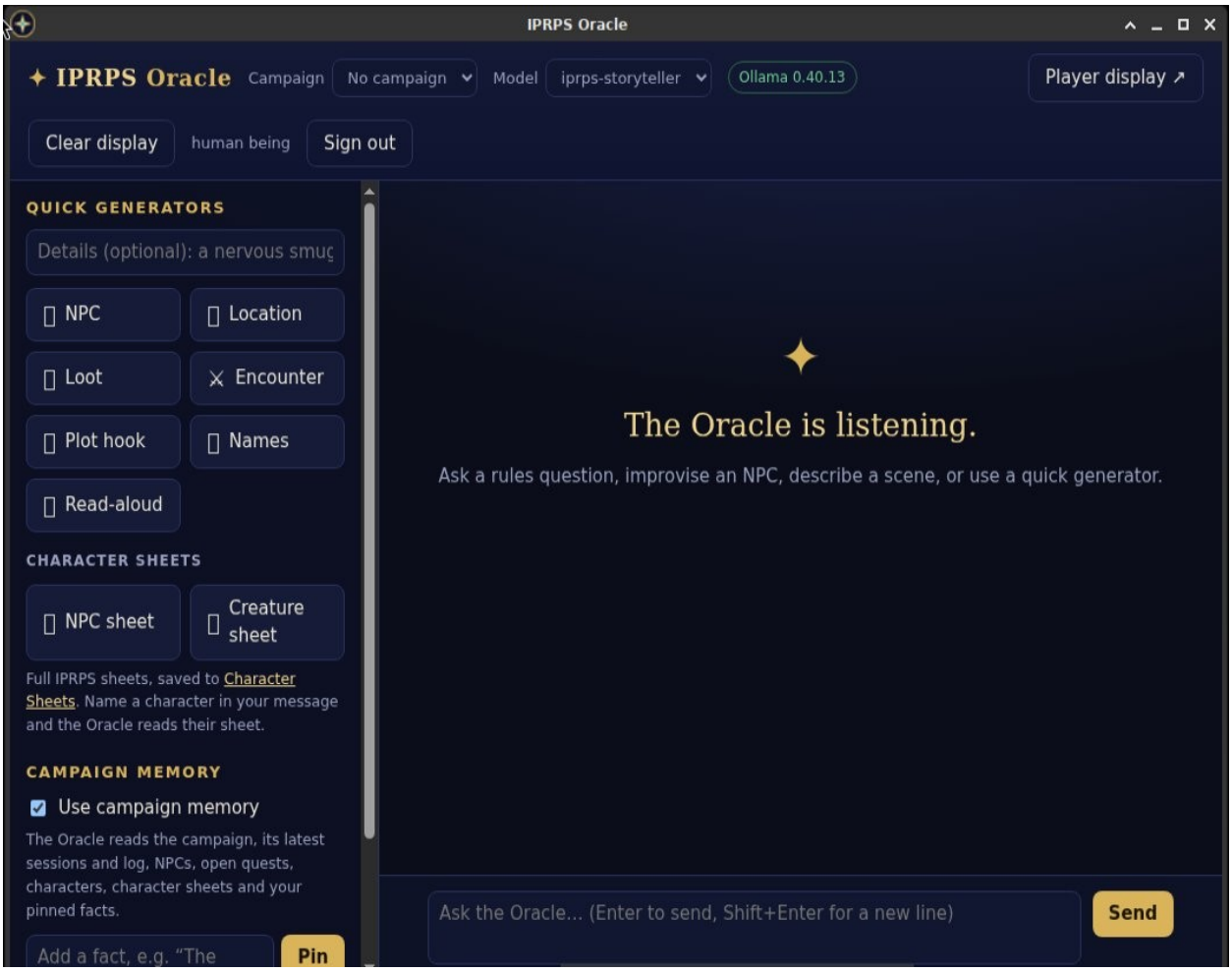
The Soundboard's ambience board, with your own sounds on the right

Add your own music and recordings with **Add files…**, or drop them on the window. Choose **+ Pad** to put one on a board. Make a new board, such as *Tavern* or *Battle*, with **+ Board**. To change a pad, choose ✎ **Edit pads** and click it. A pad set to **Also on players' devices** plays your file on the players' phones too, while the Table is open.

> SIDE NOTE **Try it:** Make a board called *Iron City*. Put **Rain** and **Tavern hum** on it, plus **Thunder** as an effect. Start the rain, then press the thunder pad's key during the ambush.

Chapter 8: Ask the IPRPS Oracle (Medium and Advanced)

Players often go somewhere you didn't plan. The **IPRPS Oracle** helps you keep up. It is a storyteller AI. Its model, **Llama 3.2 3B**, runs **entirely on your computer**. It needs no internet, no account and no API key, and nothing you type leaves the machine. *Built with Llama*.



The IPRPS Oracle: quick generators, character sheets and campaign memory on the left, the conversation on the right

What it can do:

- **Quick generators: NPC**, **Location**, **Loot**, **Encounter**, **Plot hook**, **Names** and **Read-aloud**. Type a few words, such as *a nervous dockhand*, then choose a generator.
- **Character sheets: NPC sheet** and **Creature sheet** write complete IPRPS sheets and save them to Character Sheets.
- **Campaign memory:** it reads your campaign, its latest sessions and log, NPCs, open quests and character sheets. **Pin** facts it must always respect.
- **Share it:** under each answer, **Show players** puts it on the player display, **Pin to memory** saves it as a fact, and **Save NPC** keeps a character for later.

How fast is it?

The Oracle thinks on your own computer, not in a big data center, so it is much slower than online AI. Plan for that and it works well at the table.

Every answer has three parts:

1. **Loading.** The first answer after you start the computer waits while the AI loads, about 40 seconds on a 16 GB laptop. Session Master Mode loads it for you, so start it a few minutes before the game.
2. **Reading.** The Oracle reads your request, its instructions and your campaign memory before it writes a word. With campaign memory on, this can take a few minutes on a laptop. A follow-up question in the same chat usually starts sooner, because the Oracle keeps what it has already read.
3. **Writing.** The answer appears word by word, about **two or three words a second** on a laptop. A short paragraph takes about half a minute. You can start reading before it finishes.

A real example. On a 16 GB laptop with the Advanced edition, a three-sentence description of a nervous dockhand, with no campaign memory, took about a minute and a half the first time: 40 seconds loading, 20 seconds reading and 35 seconds writing.

- **Short answers are quickest: Names**, **Loot** and **Plot hook**, especially with **Use campaign memory** unticked.
- **NPC** and **Read-aloud** take a few minutes. **NPC sheet** and **Creature sheet** take the longest.
- **The computer matters most.** A newer processor and 16 GB of memory help. A graphics chip the AI can use helps even more.

> SIDE NOTE **Tip:** Use the Oracle like a helper behind your screen, not like a search box. Make your NPCs and places **before the session**, choose **Save NPC**, and have them ready. During the game, ask while the players talk, shop or plan. When you need an answer in seconds, switch the **Model** menu to Claude (below).

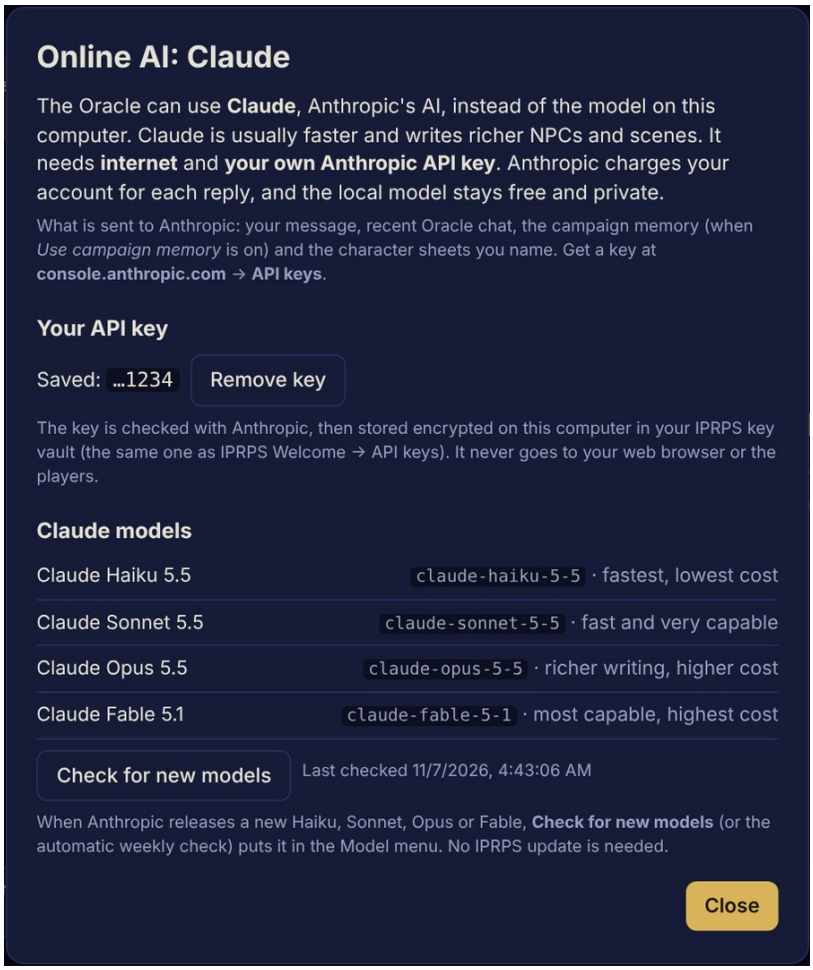
Good habits:

- Set the **Campaign** menu at the top before you ask, so the Oracle knows your story.
- Pin the facts that matter, like who is secretly working for whom.
- Treat answers as ideas. You are the Session Master, so change anything you like.
- **Clear this chat** between scenes, and untick **Use campaign memory** for **Names** and **Loot**. Both make answers start sooner.

> SIDE NOTE **Walkthrough 7: When the players go off script**
>
> Tobin decides to visit a pawnshop you never planned.
>
> 1. Open the **IPRPS Oracle**. Set **Campaign** to *Iron City Blues*.
> 2. Under **Campaign memory**, type *The Harbor Guild pays the Night Watch to look away on Thursdays.* Choose **Pin**.
> 3. In the **Details** box above the generators, type *a pawnbroker near the docks who hears everything*. Choose **NPC**.
> 4. Read the answer. If you like the character, choose **Save NPC**.
> 5. In the **Details** box, type *the pawnshop at night, in the rain* and choose **Read-aloud**. Choose **Show players** to put it on the player display, or copy it into a Table text card.
> 6. Need stats? Type a short description of the pawnbroker in **Details** and choose **NPC sheet**. With the local model it takes several minutes, so this is a good one to do before the session.
>
> **Check:** the new sheet appears in Character Sheets under **NPCs**, ready to add to a fight.

Optional: Claude, the online AI

The local model is free and private, but it is slow, especially on older computers. If you have internet, the Oracle can use **Claude**, an AI made by Anthropic, instead. Claude usually answers in seconds and writes richer scenes. You need your own **Anthropic API key**, and Anthropic charges your account a small amount for each answer.



The Online AI window: your saved key, the four Claude models, and Check for new models

Set it up once:

1. Get a key at **console.anthropic.com**, under **API keys**. It starts with `sk-ant-`.
2. In the Oracle, choose **Online AI...** next to the **Model** menu.
3. Paste the key and choose **Check and save**. The Oracle tests the key first. Then it stores it, locked with encryption, on your computer.

Choose a model in the **Model** menu, under *Online: Claude*:

Model	Good for
Claude Haiku	The fastest and cheapest. Quick NPCs and names at the table
Claude Sonnet	Fast and very capable. A good everyday choice
Claude Opus	Richer writing, at a higher cost. Prep work between sessions
Claude Fable	Anthropic's most capable model, at the highest cost

What changes when Claude is on:

- The top bar turns teal and says **Online**. A notice above the message box reminds you that your message, the campaign memory and any character sheets you name go to Anthropic.
- Recaps (✦ **Draft with the Oracle**) and **NPC sheet** use Claude too.
- To go back, choose **iprps-storyteller** under *On this computer*. **Remove key** deletes your key.

New Claude models. When Anthropic releases a new model, choose **Check for new models** in **Online AI…**. The Oracle also checks once a week by itself. The new model shows up in the menu. You don't need an IPRPS update.

> SIDE NOTE **Tip:** Use the local model when your campaign holds secrets you'd rather keep at home. Use Claude when speed matters most, like a busy game night.

Chapter 9: Wrap up the night

The **Session Log and Recap** keeps a record of every game night. Notes, events, rolls, fights, loot and XP go in as you play. The Dice Roller, the Combat Tracker and the Oracle add their own entries, so your log fills up by itself.



The Session Log for tonight: notes, an event, a roll and a fight, with filters by type

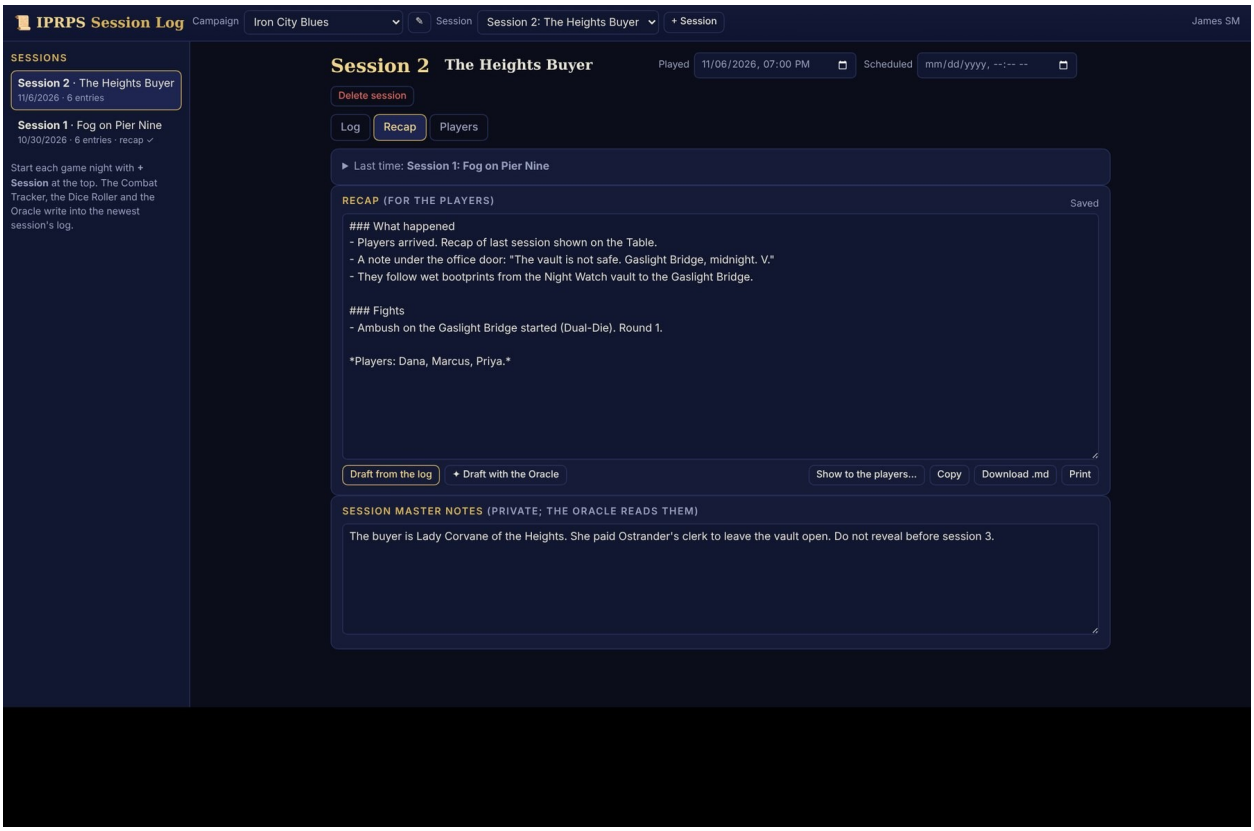
During the game

Start each game night with **+ Session** at the top. Then add your own entries as you go. Pick the type (📝 **Note**, ✦ **Event**, ⚔️ **Combat**, 🎲 **Roll**, 💰 **Loot** or ⭐ **XP**), type what happened, and press **Enter**.

After the game

Open the **Recap** tab:

- **Draft from the log** writes a first draft of the recap from tonight's entries. In Medium and Advanced, ✦ **Draft with the Oracle** writes it as a short story instead.
- Edit the draft. It's for the players, so keep secrets out of it.
- Put your secrets in **Session Master notes**. Players never see them, but the Oracle reads them.
- **Copy**, **Download .md** and **Print** let you share the recap outside IPRPS OS.



The Recap tab: a recap drafted from the log, and private Session Master notes below

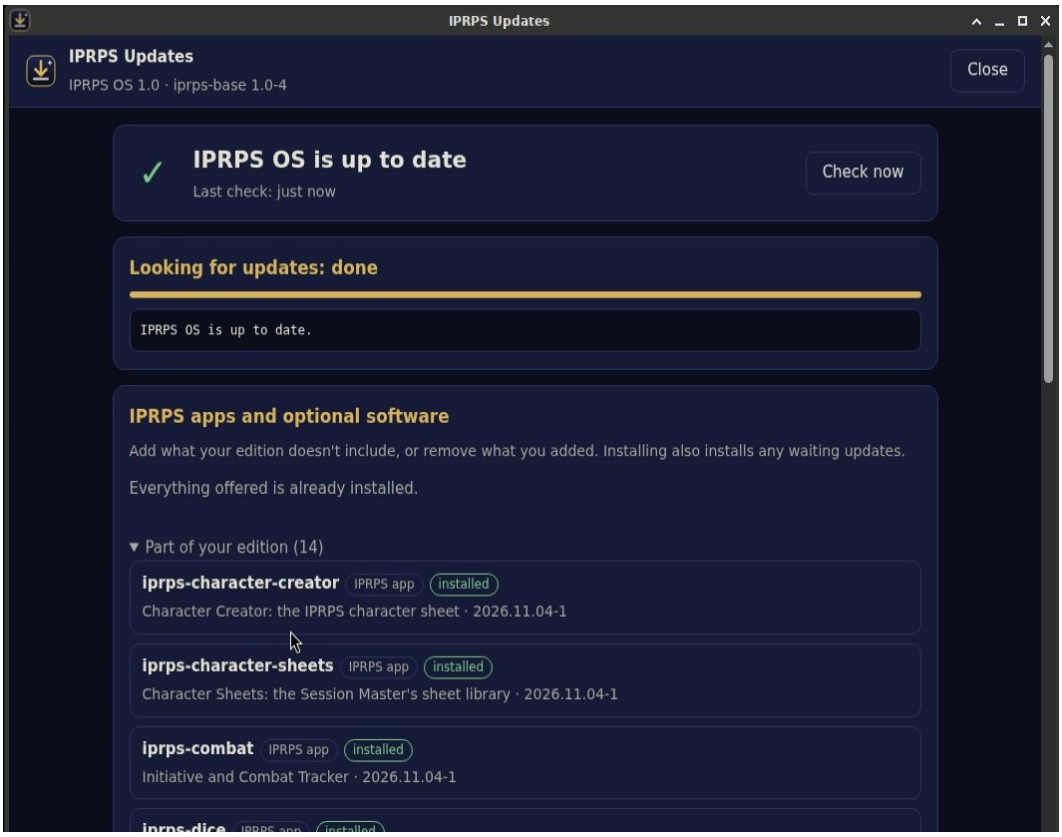
Use the **Players** tab to record who came and the XP each player earned. XP here is a record. Update each character's XP on their sheet too.

> SIDE NOTE **Walkthrough 8: Close out the night**
>
> 1. In the **Session Log**, check that tonight's session is selected. Add a 💰 **Loot** entry: *A brass key from Sully's coat.*
> 2. Open the **Recap** tab and choose **Draft from the log**. Shorten it to a few sentences.
> 3. In **Session Master notes**, type the secret: *The buyer is Lady Corvane of the Heights.*
> 4. Open the **Players** tab. Mark who played, and enter the XP you awarded.
> 5. In the Table console, choose **Close the table**. Everyone is disconnected, but the chat and media are kept for next time.
> 6. Next game night, start the new session with **+ Session**. On its **Recap** tab, open **Last time** and choose **Show "last time" to the players...** to begin with last session's recap.
>
> **Check:** the session list on the left shows "recap ✓" next to tonight's session.

Chapter 10: Keep it running

IPRPS Updates

IPRPS OS updates itself without reinstalling. About 10 minutes after you start the computer, and every 6 hours while you're online, it checks for updates. When some are ready, a notice appears on the desktop and on the Hub's **IPRPS Updates** tile.



IPRPS Updates

To install them, open **IPRPS → IPRPS Updates**, type your password, and choose **Install updates**. Your campaigns, sheets, settings and files are kept. The same window lists extra IPRPS apps and optional software you can add with **Install**.

Updates can also bring **new apps**. The Master Database, the Character Prompt Builder and Map Maker arrived this way. They appear in the IPRPS menu and on the Hub after the update. Now and then an app is **retired**. Then an update removes it, but anything you saved with it stays on your computer.

> SIDE NOTE **Tip:** Install updates the day before game night, not an hour before.

Remote players

A friend who moved away can still join your IPRPS Table. Both computers install **Tailscale**, a free app that links them over the internet with strong encryption. Your friend then joins exactly like a player on your Wi-Fi, at an address your Table console lists. IPRPS OS itself doesn't change.

In short:

1. On your computer, run the `iprps-remote-play.sh` script from the IPRPS OS repository, and sign in to Tailscale.
2. In Tailscale's admin page, **share** your IPRPS computer with your friend, and add the rule that lets players reach only the Table.
3. Your friend installs the Tailscale app, accepts your invite, and opens the `http://100.x.y.z:7777/` address with the join code.

Full steps are in `docs/REMOTE-PLAYERS.md` and in Appendix G of the build guide. Test it with a phone on mobile data first. Pictures and video you show come from your home internet's upload speed, so short clips work best.

Players who won't install anything: IPRPS Link. With **IPRPS Link**, remote players just open a link in their browser. It needs a *relay*: a small program at a public web address you control, on your own web hosting or a small server.

1. Install **IPRPS Link** from **IPRPS Updates → IPRPS apps and optional software**, and open it from the IPRPS menu or the Hub.
2. Choose **Sign in with Infinite Plane**, then **Allow**.
3. Type your relay's address (it starts with `https://`), choose **Save**, then **Turn on**.
4. Send players the link (or show the QR code). They join with the table's code as always.

Your console stays on your computer only. Turn remote play off when the session ends; players then see a waiting page. Use only a relay you or your co-Session Master run: IPRPS Link shows it your Infinite Plane sign-in. Setting up the relay is in `docs/REMOTE-PLAYERS-LINK.md`.

Record the session as a podcast

IPRPS Podcast Studio (optional, from **IPRPS Updates → IPRPS apps and optional software**) records actual-play episodes and recaps. It has a mixer, a soundboard and chapter markers. Co-hosts and guests join from their own browser with an invite link, and each person arrives in the editor on their own track. Edit on a timeline, export MP3 or MP4, and publish a podcast feed. An AI co-host is optional and uses your own API keys. Open it from the IPRPS menu. It keeps running when its window closes, so guests stay connected: stop it with **Settings → Quit Podcast Studio**.

Quick reference: game night

Moment	Tool	Where
Open everything for game night	Session Master Mode	Panel at the top of the screen
Let players in	**Open the table**, then **Lock**	Table console, top
Show a map or handout	**Push to screens → Add media… → Show**	Table console, right
Read a scene aloud	**Show a text card → Show on screens**	Table console, right
Music on players' devices	♪ **Play**, **Loop**, ■ **Stop sound**	Table console, right
Whisper to one player	**To** menu → their name	Table console, message box
Talk to a split party	**Make from selected**, then **To** → the group	Table console, left
Secret roll	**Secret (only me)**, or **Secret roll** in the Dice Roller	Dice bar / Dice Roller
An IPRPS check	**IPRPS ▾ → Skill check**	Dice bar on any device
Start a fight	**+ New**, **+ Whole party**, **Roll initiative**	Combat Tracker
Next turn	**Next turn** ▶️ or the **N** key	Combat Tracker
Thunder!	Click the pad, or press its key	Soundboard
Look up a monster, spell or trap	Search the catalog	Master Database
Show the battle map you made	**Show to players**	Map Maker
How far is it?	**Measure** tool (**M**)	Map Maker
A quick NPC or place	**NPC**, **Location**	IPRPS Oracle (Medium and up)
A faster Oracle	**Model** menu → a Claude model (online, your key)	IPRPS Oracle, **Online AI…**
End of the night	**Draft from the log**, then **Close the table**	Session Log, Table console

Troubleshooting at the table

Problem	What to do
A player can't open the Table address	Their device must be on the **same Wi-Fi** as your computer. Guest Wi-Fi networks often block devices from seeing each other, so use your main network. Check that the table says **Open**
"The table is closed"	Choose **Open the table** in the console. After a restart, the table always starts closed
A player can't join	You may have ticked **Lock**. Untick it, let them in, then lock again
A remote player sees *The Session Master's table isn't connected*	Open **IPRPS Link** and choose **Turn on**; check that your computer is online
A phone plays no sound	The player must tap the page once. Look for 🔊 **Tap to turn on the table sound**
Someone saw the join code who shouldn't have	Choose **New code**. Players already at the table stay connected
The Combat Tracker says to choose a session	Choose **+ Session** at the top to start tonight's session
A character isn't in the **From sheets** list	Import their sheet into Character Sheets, and set its campaign to this one
The Oracle is slow	That is normal for an AI on your own computer (Chapter 8, **How fast is it?**). Start Session Master Mode early, **Clear this chat** between scenes, untick **Use campaign memory** for Names and Loot, and prepare NPCs before the game. For answers in seconds, choose a Claude model
The Oracle says *A new local model is ready*	An update brought a new local model. Open a terminal and type `sudo iprps-ai-model upgrade` once (it downloads 3.4 GB). The old model keeps working until then
Claude: *refused the API key*, or *out of credit*	Copy the key again from console.anthropic.com, or add credit to your Anthropic account. The local model always works
The computer is slow right after installing IPRPS OS	This happens only once. It is finishing its setup in the background. Wait for the message **IPRPS OS setup is finished** (10 to 30 minutes), then restart once
The players see an old picture	Choose **Clear screens**, then show the new one
Map Maker is slow on a big map	Open the **Map** tab and turn off **Painted texture**, or make the map a smaller size
Battle-scale squares print smaller than 1 inch	In the print window, set the scale to **100%** (not **Fit to page**)

Glossary

Term	Meaning
AR (Armor Rating)	Armor's protection. It is subtracted from damage: Damage − AR
Band A / Band B	How to read the d20. Band A: Failure, Zone of Uncertainty, Success. Band B: Weak, Standard, Strong, Peak
BTN (Base Target Number)	The number a check's total must reach
Campaign	Your whole story. Sessions, sheets, fights and notes belong to it
Console	The Session Master's screen of the IPRPS Table
Development Points (DP)	The points players spend to build characters
.ipmap file	A map saved by Map Maker, to share with another Session Master or open again later
IPRPS	The Infinite Plane Role Playing System, by Mythical Legends Publishing
IPRPS Oracle	The storyteller AI (Medium and Advanced). Llama 3.2 runs on your computer; Claude is an optional online choice
API key	A secret code from a company like Anthropic that lets an app use its online AI and charges your account
IPRPS Table	Lets players join from their own devices to chat, roll and see what you share
Join code	The six-character code players type to join an open table
Master Database	The library of IPRPS creatures, species, weapons, spells, gear, covenants and traps
Prompt	The text you give an AI, such as a description for an image AI
Seed	The short code that Map Maker makes a map from. The same seed makes the same map
Player display	A full-screen window for players on a second screen
Session	One game night. Its log, fights and recap belong to it
Session Master (SM)	The person who runs the game
Session Master Mode	One click that opens the Hub, ambience and the players' screen
Skill Shift / Attribute Shift	What a check adds to the d20: skill ÷ 10, and attribute − 10
Zone of Uncertainty	A d20 of 7 to 12 in Band A. The SM decides what happens, often success with a cost

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