



ESKIT

EXPLORER'S KIT · 5TH EDITION

ESKIT AT A GLANCE

Characters, maps and campaigns with your friends, for the 5th edition. Free, in the browser and on your phone.

1

Sign in

Open app.eskit.app and create a free account, or sign in with Google or Apple. Just want a look? "Trial without an account".

2

Create a character

"New character": five questions and fate picks for you, or by hand from the official sheet. Class, species and scores fill themselves in.

3

The sheet does the maths

Experience and levels, hit points, Armor Class, attacks, spells and slots, rests: everything is worked out as you play.

4

The compendium

Monsters, magic items, spells and equipment from the rules, with search and filters. And you can add your own.

5

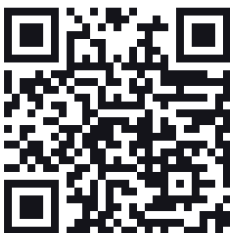
Scenarios and maps

Pick the terrain and the map draws itself. Markers, fog, music and monsters ready for the table.

6

Play with friends

Swap friend codes, create a campaign and invite. At the table: shared map, combat and turns for everyone.



The complete guide,
step by step
eskit.app/en/guide



Open ESKIT
app.eskit.app



ESKIT

EXPLORER'S KIT · 5TH EDITION

AN EVENING AT THE TABLE

THE GM

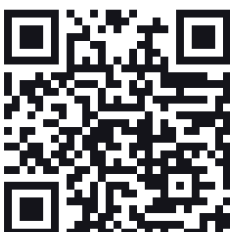
1. On the Friends page tap "New party": name, seats, who can see the sheets.
2. Pick the scenarios to bring and invite your friends, or create an invitation link.
3. When everyone is seated: "Confirm and open selection", then "Start the adventure".
4. At the table open the map, choose the music and show the markers.
5. "Combat": choose who fights and "Roll initiative". Turns, damage and conditions reach everyone.
6. At the end of the evening "End the campaign": pause it to pick it up later, or end it for good.

THE PLAYERS

1. The invitation arrives under the bell: "Join". Or open the link the GM sent you.
2. Pick a hero from your library and tap "Ready".
3. On your map you see the tokens and whatever the GM has revealed.
4. In combat follow the turn order and your hit points; your sheet saves itself.

GOOD TO KNOW

- The dice are always at the top, on every page.
- "Battle test" runs a practice fight that doesn't change the sheet.
- At the table, "Report, block or remove" keeps the game friendly.



The complete guide, step by step
eskit.app/en/guide