

--- GAME PREP ---

- 1. Sign Up:** Email tgchristy@att.net or discord message (@d20play) to sign up. Tell me what you go by and if it will be your first time seeing the adventure. Send your hero (see guidance below) and an image to make their token from (full body with solid or clear background is best) as soon as you can.
- 2. Hero:** Select one of your existing heroes (or a pregen/new/leveled-up one) of the adventure level or lower. You can send them as-is and I'll help with changes to match the following guidance (if needed).
 - Hero Sheet:** Use any format you like (not required if using a pregen).
 - Rules Sources (use latest version of a rule):** Draw Steel Heroes only.
 - Equipment:** Use standard starting equipment/kits/wards/etc.
 - Magic Items:** Existing heroes may have up to **1+level** magic items that they have found or crafted through play (new heroes have none, leveled up heroes don't get any they don't already have).
 - not more than half that number can be permanent magic items.
 - 1 (or 2 at echelon two+) can be a leveled magic item.
 - 1 can be of higher echelon than the adventure (and then only one echelon higher).
 - If two or more heroes have the same unique item, only one will function for the session.
- 3. Play:** I'll let you know when I have set up your token with macros which include all you need to play. Go to the d20play **roll20**, uncheck "Alphabetically sort Token Actions" on "My Settings" page, and test your macros to make sure I did not make a mistake before the game. Jump on d20play **discord** and **roll20** to play!

*Upcoming games are announced on d20play's **discord** and **twitter**.*

Games are recorded (usually audio-only), streamed, edited, and/or uploaded (see [youtube.com/d20play](https://www.youtube.com/d20play) for examples). If a video releases mid-adventure, you can listen to it without spoilers, but don't watch it yet (you will see the Director view).

--- IN-GAME (Including Roll20 VTT) CONVENTIONS ---

Taking Turns While Interfacing with Roll20

- Monitor damage, conditions, etc. affecting your hero, quickly update your token and notes (see below).
 - Monitor triggers, click a triggered ability macro button* or announce (then click button)* when you use one.
- Plan your actions
 - When ready, set your Initiative to 1 (or 2)
 - When your turn arrives, describe your hero's actions with brief in-world descriptions of their words, moves, maneuvers, main actions, forced moves, killing blows, etc. Add additional details for big moments!
 - Click associated macro buttons* in parallel with your descriptions and incorporate any varying results.
 - Announce targets with compass directions from you, allies, etc. (I am often not watching the screen).
 - After your turn, reset your initiative to 0 and return to step 1.

* If you use an ability that only affects your hero and has no outward signs, it is ok not to announce it or click a macro button for it.

Tracking Status and Resources

Track **Stamina** (left circle, and lower bar), **Recoveries** (middle circle), and **Temp Stamina** (right circle, and upper bar) on your token. When temp stamina is 0, delete the value (so the bar goes away) rather than setting it to 0.



Track **Heroic Resources** (Focus, Insight, Wrath, etc.), **Surges**, **Victories**, and **Conditions** (save ends (SE) or end turn (ET)) as you like (I recommend a scratch pad). If you would like to indicate you have a condition you want help removing you can add a xhalf-haze marker (for SE) or a ready marker (for ET) to your token.

I will mark those **granting edge due to Aid Attack** with a hex (skull and crossbones) marker. You can remove that marker from your own token after an enemy uses it (or the end of the next turn of the marker passes).

--- REFERENCE INFO ON TOKEN MACROS ---

Reading Token Macros

After you have unchecked "Alphabetically sort Token Actions" and then click again on your token, a bar of one or more rows of individual macros will appear at the top of the screen. They are described below.

IN0	1	2	SLIVER-M/Sp7/Sb0/D2-i.bleed.cld1.cor1.lgt1.poi1-w.fire5	Mi0 Ag2 Re1 In1 Pr1	GEAR	TRG	enemy target u w str-CleverTrick							
Insight	deal dmg w surge 1/r	hero end trn-Hesitation1	ACT	Chg	Def	Heal	MFS-M1	RFS-R10	FadeS-M1/R10c	TeamworkS-M1/R10				
TwoThroats3-M1/R10tt	Shadowstrike5	MNV	AA	CB	Esc	Grb	KB	Stand	Use	ImNoThreat	MV	Dis	Ride	END/SV

IN0, 1, 2 Set your initiative

NAME Displays picture and general info. On button is your size, speed (Sp), stability (Sb), Disengage shift (D), and any immunities (i) or weaknesses (w) you have.

Mi Ag Re In Pr Rolls test and lists all skills/features affecting tests. On button are your characteristic scores.

● **GEAR** Lists your gear

● **TRG** Groups triggered abilities. indicates regular triggered ability (1 trigger per round), indicates a free trigger at the start of your turn, the rest are free triggered abilities

● **ACT** Groups main actions. Charge (Chg), Defend (Def), Heal, Free Strikes (MFS/RFS), Ancestry/Class Abilities, Signature Abilities (S at the end), Heroic Abilities (# at the end)

● **MNV** Groups maneuvers: Aid Attack (AA), Catch Breath (CB), Escape (Esc), Grab (Grb), Knockback (KB), Stand, Use Consumable (Use), Ancestry/Class Abilities

● **MV** Groups move actions: Advance (not shown), Disengage (Dis), Ride

● **END/SV** Rolls a save

Distances/Areas/Targets Shorthand on Macro Buttons

Appended to the macro buttons so you can see before clicking are shorthand notes for distance/area/targets.

M = Melee

R = Ranged

number = Distance in squares

Ba = Cube that spreads **a** in all directions from you. B2 is a 5x5 cube centered on you (if you are size 1).

Cainy = Cube of **a** by **a** squares with at least 1 square in **y** of originator (C3in10 is a 3x3 cube in 10 of originator)

Laxbiny = Line of **a** by **b** squares with at least 1 square in **y** of originator (L5x1in1 is a 5x1 line in 1 of originator)

Targets appended at end. Area abilities affect all in area unless noted.

blank = creature or object

tt = one creature or object per t

c = creature(s) only

o = object(s) only

s = self only

a = ally(s) only

h = hero(s) only (self or ally)

e = enemy(s) only