

# d20Pro Advanced Workshop

## Status & Spell Effects System

Creature Status is incredibly simple while the Effect system has the most complex UI in d20Pro. There is also a high potential for redundant data entry, as they are not handled consistently across their usage in On-the-Fly Effects, Effects tied to Spells, and Special Abilities built directly onto a Creature.

### Creature Status

A Status is a simple marker with a name and icon. They are for information only and do not currently interact with the Rules Engine. Do *Context Menu* → *Status* and select or deselect the desired items. Status icons are modifiable should your campaign need something custom.

### Edit Effect

Activate the *effect* box to enter Edit Effect. Effects are instantaneous by default, so remember to set a duration if desired. Also configure the saving throw if applicable.

### Select Targets

Activate the *target* box to enter Select Targets. Now select a Creature on the Map to add it as a target. When the Effect is for an area-of-effect spell, do *Main Menu* → *Game Tools* → *Map Template* and drop the desired Template on the Map. All Creatures that are touched by the Template are added as targets. Very handy for fireballs and the like.

### Generating On-the-Fly Effects

Do *Main Menu* → *Active Effects* → *Create* or the *X* key and a Decision window will appear. Build out the Effect normally and optionally target some Creature(s) with it.

### Spells with Effects

An Effect may be applied while casting a Spell. Currently the Spells can't retain an Effect. This can be ad-hoc or by using the Save/Load features to quickly recall common Effects. Quite often though with many Spells, you may prefer to simply track that fact it has been cast and then handle all ramifications directly.

### Special Abilities



Especially handy for 4e games, the Special Abilities retain Effects without having to Load something. Consider using them for commonly cast spells. Another great use of a Special Ability is when a Creature picks up a wand of healing or damage. Set the amount and style to *Charge*.

## Advanced Fog of War

The advanced FoW is based on polygonal Regions that, when active, hide the Map area beneath them from the Players' view. Do *Main Menu* → *Game Tools* → *Fog of War* and if necessary opt-in to Advanced Mode. Select the *Draw* tab. There may be a large help window open -

minimize it by pressing the small - button in the top left corner. Now being clicking on the Map to draw edges of the Region. Click again on the starting knot to close the polygon or press *Enter* at any time to close.

## Sticky Tiles & Movement

This is really useful for boats, mounts, or other large props that Creatures might ride on. Any Map Tile can be made *Sticky* by toggling  to . Whenever a Sticky Tile is moved or rotated, any Creatures that are touched by the Tile will also be moved or rotated accordingly.

## Map Markers

Markers are a great way to strategically place hidden notes for yourself around the map. Do *Main Menu* → *Game Tools* → *Map Markers* and you should be in Map Markers mode. Press anywhere on the Map in this mode and a menu will appear; do *Create Marker*.

The Description of a Marker can be quickly sent to the Game Log as box text. Select a Marker and right-click and do *Use as Box Text*.

## Facing & Elevation

Facing is an optional feature that is especially popular with overhead style Creatures. Do *Context Menu* → *Rotate* and the desired direction or angle. The *[* and *]* keyboard shortcut keys are really useful to quickly face a Creature or Sticky Tile.

Creatures are considered to be at zero elevation by default. Do *Context Menu* → *Location* → *Elevation*. Make sure to enter a new elevation in valid game units (e.g. -5, 0, 5, 10 for 5' squares or -1, 0, 1, 2 for 4e).

## House Rules

Whenever faced with a house rule that d20Pro doesn't handle or other unsupported game mechanic, always ask yourself "How would I solve this if I wasn't using a VTT?" Usually there is a common sense outcome for the event in the game. In these cases, once you've determined the outcome without using the program, simply apply whatever outcome you wish to track. Typically this will manifest and direct damage or healing, or otherwise adding Effects.