

d20Pro Basic Workshop

Start a Campaign

Choose one of the pre-populated starter Campaigns or do *Advanced* → *Create Campaign*. A freshly created campaign is bare bones and you will want to import some Rules from the Marketplace or copy them from an established Campaign.

Bulk graphics should be copied into the judge/campaign/res folders (CTR, FLR and ITEM).

Creating Maps

Do *Main Menu* → *Library* → *Map Library* and notice the buttons at the bottom of the window.

Graph Paper Style - Oldschool

Do *Create* → *Raw Map* and choose suitable dimensions. Remember that typical battle maps have only 40 or so squares in a direction. Feel free to make huge maps, just realize that you will have to fill them.

Do *Main Menu* → *Draw Tools* → *Draw Walls & Doors* and drag to place walls on the map.

Single Large Background

Locate your source image, either as an image file or in the clipboard. Do *Create* → *From File...* or *Create* → *From Clipboard* accordingly. Then adjust the Pixels / Square to get a match, or close as possible. Remember that if the source image is inconsistent, that will prevent the grid from aligning properly. Remember to use known techniques to rescale the source image to fit the grid.

Layered Tiles

Do *Main Menu* → *Draw Tools* → *Manage Tiles* and browse to the next Tile you wish to place. If there is already a Tile on the Map there, hold down the Control key to force placement. Tiles may be resized and rotated. Make sure to notice the Autoscale and align it with the Tiles to place.

Tiles may also be made invisible to the Players. This powerful technique allows fun layer options like removable rooftops on buildings and illusory bridges over a chasm that disappear when the PCs walk across.

Adding Fog of War

Easy? Easy!

Building Encounters

Do *Main Menu* → *Library* → *Creature Library* and then *Create*. A new "Unknown" Creature will appear in the table. It will have a placeholder image assigned. Select this image to bring up the *Edit Library Creature* window. Now enter in all the data you intend to use. If the Players are rolling

their own dice or keeping their own character sheets, the minimal recommended stats to track are: HP, AC, and Dex (for init). After that the rest of the Stats, Saves, and Skills are useful.

Importing Creatures from Hero Lab or PCGen is also highly recommend. As well as acquiring prebuilt content from the d20Pro Marketplace.

Welcoming Players

Do *Main Menu* → *Game Log* and notice the tall, thin area to the right of the log content. At the top is the Judge's alias. As Player Clients connect to your game, you will see their aliases appear beneath yours. There will also be a prompt to broadcast the Game, so that all Players will see the currently open Map.

Revealing the Map

If the Map is covered by Fog of War, it's the Judge's prerogative when to reveal certain areas. Fog of War may be configured to automatically reveal due to Player activity. The Judge also has direct control over the layer at all times.

Creatures have three visibility modes: Visible, Invisible, and Dynamic (the default). In Dynamic, a Creature will not be shown to the Players if it is completely under Fog of War. In the other two modes, the Creature will always be shown or hidden accordingly. Please note that a Creature owned by a Player will always be shown to that Player even when the Creature is invisible to other Players.

Initiative & Combat



Do *Main Menu* → *Roster* to view all Creatures in your game. The Roster is divided into two sections: Active and Passive. Only Active Creatures will get a turn in initiative. To active a Passive Creature, use the Context Menu, Keyboard Shortcut, or by dragging in the Roster.

When starting initiative mode, you are asked whether to roll new initiative. Typically you say OK and then all Active Creatures will appear in order according to their rolls and the rule system. Click on a Creature's result to fudge it or the <> button to swap adjacent Creatures' order.

The GM can advance initiative for any Creature at any time. Players can advance initiative for a Creature up they currently control. Be careful to coordinate with them who will be clicking "Next".

The key is to keep track of who is next and hit points are big time savers. If a particular rule is difficult to use in game, have your player roll for it normally and then bulk apply direct damage or healing to the target Creature(s).

Ready & Delay

Should a Creature wish to hold an action, press  to Ready or  to Delay. Initiative will advance to the next Creature. When the Creature wishes to take an action, select that Creature and do *Context Menu* → *Alter* → *Initiative* → *Go Now* or press G. The selected Creature will become the active Creature, going right before the Creature that was previously up in initiative.

Resting & Healing

Select one or more Creatures and do *Context Menu* → *Alter* → *Rest* → *All*. This action completely rests the Creature, restoring Spells and all Special Abilities. There are more options to selectively restore.

Game time may be advanced by clicking on the time at the bottom center of the screen. This will cause finite Effects to expire in time but will not automatically rest Creatures.

To quickly heal the entire party, drag to select them all then press H or do *Context Menu* → *Heal* to quickly apply bulk healing.