

STEPS TO PLAY *(Only the items on this page are required. Remaining pages are for reference only)*

1. Email character sheet, log sheets, and image to me at tqchristy@att.net
 - follow AL player's guide: <http://www.dmsguild.com/product/208178/DD-Adventurers-League-Players-Pack>
 - or, pregen (if 1-4 adventure): http://media.wizards.com/downloads/dnd/StarterSet_Characters.pdf
 - or, surrogate (if Season 7 + ur PC dead): <http://dnd.wizards.com/articles/news/tomb-annihilation>
 - use any format you like with all required info included and legible (photo, text, excel, word, pdf, etc.)
 - send a large, uncropped image that I can use to create your token and portrait
 - a 500x500 pixel (or larger) full-body picture with a light background is preferred
 - please avoid some items (see "Please Don't Bring" section)
 - check character sheet and log sheets carefully. If there are no errors, PC will start with inspiration. I look for the following (not all of which are specifically required by AL).
 - note if playing "meat grinder" in log
 - list +1 source in log
 - list each item bought/sold/found/lost/etc. in log (so that difference from starting gear for class/background to what PC has now is easy to determine and is consistent).
 - fully identify adventure played in each log entry (including part/chapter/etc. number)
 - list all armor/weapons/equipment in equipment (and replace packs w/ what they consist of)
 - identify origin or random roll info for all magic items (including those traded for)
2. Read "Reward Distribution" at end of this document and confirm u agree by emailing me at tqchristy@att.net.
3. Install Chrome or Firefox browser (Roll20 does not work well in internet explorer, I recommend Chrome). If you have technical issues, check here for possible solutions: https://wiki.roll20.net/Solving_Technical_Issues
4. If using Chrome, enable hardware acceleration
 - Launch Chrome.
 - Type "chrome://settings/system" into your address bar (no quotes).
 - Ensure "Use hardware acceleration when available" is enabled.
 - Relaunch Chrome.
5. Install Skype: <http://www.skype.com>
 - Set up push-to-talk (if you don't have other quick way to mute), see "Skype Push-to-Talk" section below.
 - Set Skype so you can hear other applications. Right click on volume icon in task bar. Click Sounds. Click Communications tab. Click Do Nothing button.
 - Call Echo/Sound Test Service to make sure everything is working.
6. Send me a contact request on Skype. My user name is Arksorn (Thomas Christy).
7. Join roll20.net: <http://roll20.net>
8. I will set up your token and email you the campaign URL when it is ready. I will send you a list of possible errors, questions, suggestions, recommendations, and/or explanations for how you can expect rules to work for interpretable items on your character and/or log sheets. There is no need to fix any of these before the game, it is just for your reference (but you are welcome to send me questions/answers if you like).
9. Test your token macros at the campaign URL I provided. To use a macro, click your token then click on a macro at the top of the screen. Please test each one (to make sure they are correct, and to learn where they are). If there are too many for you, you can abbreviate and/or no-show some of them.

Important: to have your macros display in the intended order, uncheck "Alphabetically sort Token Actions" on the "My Settings" page in Roll20 (the page at the top right with the gear icon), then click off your token and back on it.
10. Five minutes before game, gather character info, start Skype, and open campaign URL I provided. I will call on Skype up to 5 minutes before game. There will be a 10 minute grace period before accepting alternates.

You are ready to play!

CONTACT INFO AND USEFUL LINKS

note: my website (www.d20play.com) may be blocked on some browsers, I am working on fixing that

my email: tgchristy@att.net

my website: www.d20play.com

my form fillable character sheets and log sheets: <http://d20play.com/houserules.html>

my schedule: <http://www.d20play.com/schedule.html>

my twitch: www.twitch.tv/d20play

my twitter: [@d20play](https://twitter.com/d20play)

my youtube: <https://www.youtube.com/channel/UCKqUU-qMCsP6V8MrGoZWRWg>

if you like this resource, please toss me a like or two and subscribe

AL player's guide: <http://www.dmsguild.com/product/208178/DD-Adventurers-League-Players-Pack>

Includes:

- Players Guide
- Character Sheet
- Content Catalog
- Death Curse Reference
- FAQ
- Logsheet
- Surrogate Logsheet
- Tier1 Surrogates
- Tier2 Surrogates
- Volos Reference
- XGE Reference

AL pregenerated characters: http://media.wizards.com/downloads/dnd/StarterSet_Characters.pdf

D&D basic rules PDF: [http://media.wizards.com/downloads/dnd/DnDBasicRules\(PrinterFriendly\).pdf](http://media.wizards.com/downloads/dnd/DnDBasicRules(PrinterFriendly).pdf)

D&D basic rules webpage: <http://dnd.wizards.com/products/tabletop/players-basic-rules>

Skype: <http://www.skype.com>

roll20: <http://roll20.net>

roll20 tutorial: https://wiki.roll20.net/Getting_Started_Players

roll20 wiki: <https://wiki.roll20.net>

roll20 tech issue solutions: https://wiki.roll20.net/Solving_Technical_Issues

roll20 power cards api: <https://app.roll20.net/forum/post/4285059/script-powercards-3-thread-4>

Pinterest Fantasy Characters: <https://www.pinterest.com/topics/fantasy-characters/>

Pinterest Character Art: <https://www.pinterest.com/topics/fantasy-characters/>

Pinterest RPG: <https://www.pinterest.com/topics/rpg/>

Ryan Devoto D&D Diorama: <https://www.youtube.com/watch?v=QZfaZoKWDQM> (amazing!)

If you come across something else amazing you think I should share, let me know!

READING MACROS

Don't worry about reviewing this in detail, I will be able to quickly get you up to speed in game.

- When you click on your token you will see macro buttons at the top of the screen.



- The macros are arranged in the following order:

Senses > Defense > Abilities > Description > Gear > Features > Attacks > Spells

Important: to have macros display in intended order, uncheck "Alphabetically sort Token Actions" on "My Settings" page in Roll20 (the page at the top right with the gear icon), then click off your token and back on it.

- Senses. Title includes initiative, speed, passive perception, and special senses. Rolls initiative.
- Defense. Title includes defensive info. Rolls hit dice and death save. Prints defensive notes to chat.

Jace	
AC18	Studded Leather (AC12), Shield (+2), Dex (+4)
HP36	4*(d10+2) 11
Death Save	1 11
DivineHealth	Immune to disease

The roll on the HP line is a hit die roll.

The death save has 2 numbers. The first is normally used. The second is for advantage/disadvantage.

- Abilities. Title includes ability score. Rolls ability check, skill check, and save. Prints ability notes to chat.

Rusty	
Dex Check	5 20
Add	1 for Dex Check, Sleight o Hand (JackAT)
Add	3 for SAVE, Acrobatics, Stealth, Thieves Tools

The two numbers after the ability name are for an ability check. They include the ability modifier.

The first number is usually used. The second number is used if there is advantage/disadvantage.

Additional lines show what to add to the roll if proficient or have special features.

Notes are also included when appropriate.

6. Description. Prints description info to chat.

Rourke	
DESCRIPTION	Rourke is 21 years old. He is 5'10" tall and 140 lb. He has blue eyes and sandy blonde hair.
Race	Human
Class(es)	Sorcerer5 (Storm)
Alignment	NG
Faction/ Rank	Harper/ 2
Lifestyle	Wealthy
Lang	Common, Giant, Primordial (Wind Speaker), Undercommon
Prof	CS, ChS, Arcana, Deception, History, Perception, Persuasion, Sleight of Hand, dagger, dart, sling, quarterstaff, light crossbow, dice
+1 Source	SCAG
Background	Noble
PositionOfPrivilege	Welcome in high society, people assume you have right to be wherever you are. Common folk make every effort to accommodate you and

Followed by "H" macro which prints adventure history and story awards to chat.

Galendril	
HISTORY	
Background	Entertainer
ByPopularDemand	Always find place to perform, inn, tavern, circus, theater, court. Perform each night for free comfortable food/lodging. Local figure. Strangers recognize u and typically take liking to u.
Adventures	DDAL0-2C; DDEX1-1ab/9; DDEX3-15; SKT-3; TrYP-3/5; DDAL7-2abc; DDAO-16; HULB1-1
GratitudeOfHulburgsGangs	gratitude of Scarlet Fangs and Ship Guild (HULB1-1)
IndebtedToVerthandantalynx	u pledged a favor to ancient green dragon Verthandantalynx. (DDAL0-2C)

7. Gear. Rolls for magic item split. Prints gear and magic item count to chat.

Jazreth	
GEAR	Roll 15 20 , Count 2
Hands	shield / free splint, shield
	handaxe x2, longsword, WEAPON OF WARNING - TRIDENT - A
	common clothes, order of gauntlet pendant, RING OF WATER WALKING
	pouch (coins, healer's kit (10ch), Potions: Healing x4)
	backpack (bedroll, crowbar, insignia of rank, mess kit, rations x10, set of bone dice, tinderbox, torch x10, waterskin, 50' hempen rope)

The rolls (15|20) are used to see who picks magic items first (if counts are equal). The first is normally used. The second is a tie-breaker.

Followed by macro for each piece of gear with a description and/or actions which prints description to chat.

Jazreth	
WeaponOfWarningTrident	uncommon, attune, DDEX2-3
	<i>Trident of unusual, blue steel.</i>
AD	Init; u+ally in 30' no surprised/ awaken if sleeping naturally
	(wield); u feel oddly self-assured

8. Features. Prints class and racial features to chat.

Jazreth
FEATURES
ActionSurge on ur trn; take 1 xtr action; 1/SR; L17 2/rest (1/trn)
Breath-5'x30' In 2d6 acid (8+Prof+CMod DS half); 1/SR; L6/11/16 3/4/5d6
DamageResistance resist acid
ExtraAttack atk 2x w/ take atk action on ur trn; 3x/4x at L11/20
FeatWarCaster AD CS to maintain concentration on spell w/ take dmg; perform S comp of spell w/ wpn or shld in 1/ 2 hands; w/ hostile cr provoke OA, can use REACTION to cast spell at it rather than make OA (spell must have 1 ACTION cast time and target only that cr) (170)
FightStDuel +2 mwdmg w/ weild in 1 hand + no other wpn
SecondWind-B regain d10+FtrLv hp; 1/SR
WeaponBond 1hr ritual during SR, in reach throughout; can't be disarmed unless incap; if on same plane, can summon as BONUS; can have 2 bonded but summon1 at time

Followed by macro for each feature with an action.

Jazreth
Breath-5'x30'In 2d6 7 acid (13 DS half); 1/SR

9. Attacks. Prints weapons to chat.

Jazreth
ATTACKS Handaxe, Longsword, Trident

Followed by macro for each attack.

Jazreth
Trident-20'60' 26 8
Hit d6+5 11 6 mpiercing (FSDuel)

First two numbers (26|8) are attack roll. First is normally used. Second is used for advantage/disadvantage. Two damage numbers (11|6) are normal damage on left and additional crit damage (if applicable) on right.

10. Spells. Prints spell list to chat.

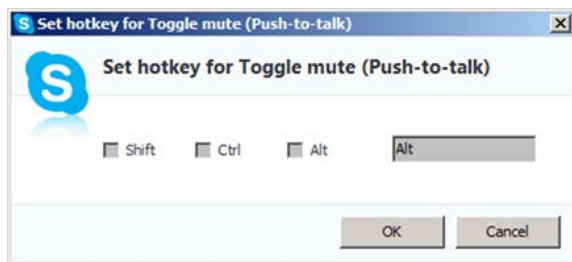
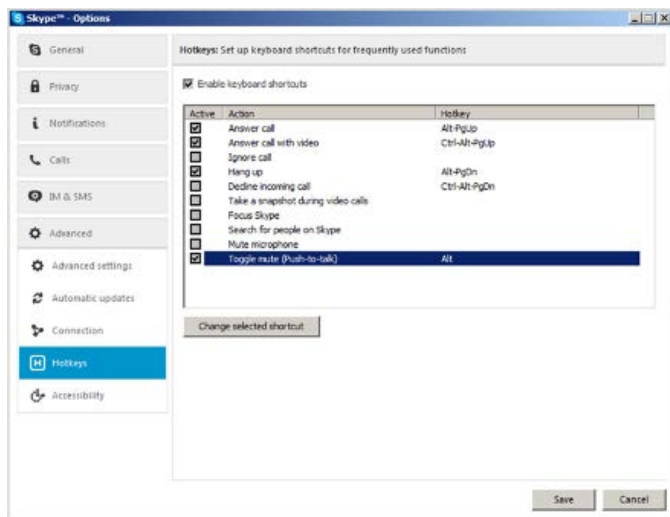
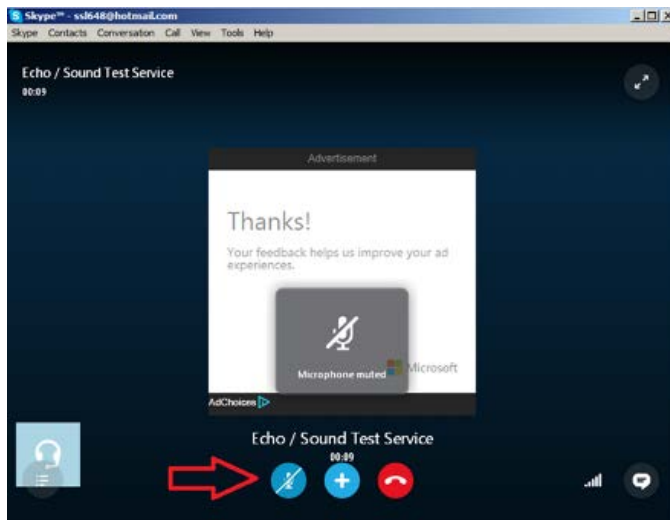
Rourke
SPELLS(+7/DC15)-4/3/2
Cantrips Booming Blade, Chill Touch, Fire Bolt, Poison Spray, Shocking Grasp
1st Chromatic Orb, Mage Armor, Thunderwave
2nd Misty Step, Shatter
3rd Lightning Bolt

Followed by macro for each spell.

Rourke
Thunderwave1h-S/15'cu 2d8 10 thunder + push 10' (15 CS half + no push). Unsecure obj pushed. Thunderous boom in 300'; +d8/sl
SL2 add d8 7
SL3 add d8 7

SKYPE PUSH-TO-TALK

1. Launch Skype, click the "Tools" menu and select "Options" to open the Skype Options window.
2. Click the "Advanced" button in the left pane to view the advanced settings.
3. Select "Hotkeys" in the left pane, under "Advanced."
4. Check "Enable keyboard shortcuts" check box to enable the shortcuts.
5. Click check box in front of "Toggle Mute (Push-to-talk)" entry to open "Set Hotkey for Mute Microphone" window.
6. Select "Change selected shortcut button", and assign any key, I recommend the ALT key (not as a combination press, but just holding the ALT key to talk). You will note, this actually sets the "Press to Mute", but if you Mute your microphone (by pressing on your Mic button in the Skype Window when connected to a Call), then the "press to mute" becomes a "press to talk".



ROLL20 NOTES

API's Used

- Custom Power Cards

SPECIAL NOTE: The API's help to format Macros to look good in the chat window but they often stop working and require a reset of the scripts for the campaign. If you run into that, text or email me and I will reset them as soon as I can. In the mean time you can continue to edit and test the macros by adding a "-" in front of each.

Maptools Comparison

- Players can go into the campaign any time. So you don't need server running to go in and edit PCs.
- Players cannot add tokens or pictures to the map. Please email me a token and any pictures you will want to use before the game. I will work with you to assign the token to your character.
- Players cannot save tokens. I recommend saving any macros you make in a text file on your computer as backup. This may be fixed if you are a supporter with the character vault.

Fantasy Grounds Comparison

- Players can go into the campaign any time. So you don't need server running to go in and edit PCs.
- In combat, targeting is not automatic. Instead, announce your target and then click your macro button. Damage is added and subtracted from the tokens manually.

ABBREVIATIONS

Spell Line**NameLevelxx-range/etc.-action****NameLevelxx abbreviations**

The following abbreviations are used after the level for spells

c concentration required
h can be heightened
r can be cast as a ritual

range/etc. abbreviations

short/long range in feet OR range/area for spells
S range self
Sm range self and move with u
T range touch

action abbreviations

<blank> standard action
B bonus action
F free action or feature
R reaction
XXmin XX minute casting time

Action Types:

All powers use your action unless they state otherwise as shown below.

BONUS: takes your bonus action
REACTION: takes your reaction
REACTION (hit by rwtk): takes your reaction, triggered by being hit by ranged weapon attack

Saves and Ability Checks

SS: Strength Save
DS: Dexterity Save
CS: Constitution Save

IS: Intelligence Save

WS: Wisdom Save

ChS: Charisma Save

SC: Strength Check

etc.

Durations

D1h: Duration 1 hour

D1m: Duration 1 minute

EYNT: Until the end of your (the caster/attacker) next turn

ETNT: Until the end of the target's next turn

Other

AD: Advantage

atk: attack

chk: check

CL: character level

cr: creature

DA: Disadvantage

dmg: damage

lv: level

msatk: melee spell attack

mwtk: melee weapon attack

mwpn: melee weapon

rng: ranged

rsatk: ranged spell attack

rwtk: ranged weapon attack

rwpn: ranged weapon

SL: spell level

sv: save

u: you

ur: your

v: versus

wpn: weapon

PLEASE DON'T BRING

Please don't play PCs that bring any of the following (but it is ok to bring the PC if you leave the item behind (if it can be)). Some of these take significant time away from other players, some are almost impossible to obtain without foreknowledge, some come from cherry picking hardback chapters, some don't make sense, etc. You can ignore this request, but for the good of all our fellow players and respect for me, please don't.

- Action consuming companions (conjured animals, familiars, animal companions, warhorses, etc. are ok)
 - Simulacrum
 - Golem
 - Shield Guardian
 - Awakened Creature
 - Charmed Creatures
 - Etc.
- Boons
 - +4 Charisma from hardback x, chapter y (looks especially bad if it was only chapter PC played and if PC entered and exited a certain land before and after that adventure)
- Items (or items obtained by trading any of these items)
 - Elemental Weapon from Princes of the Apocalypse (these are needed to close gates that protect people, land, wealth, trade-ways, etc. The factions would not stand them not being used for that.)
 - Staff of Power from hardback x, chapter x (very hard to know how to get this (if you can confirm no one knew and DM did not provide hints, I may be ok with this))
 - Very rare/legendary item from SKT chapter 11 if that is only chapter of SKT that PC played.

If you play your second favorite character, or leave items behind for the adventure, or abstain completely to avoid bringing a character with any of these, thank you so much for your consideration and it would be my honor to game with you in the future! If you think of other items that should be added to this list, please let me know. Thank you!

REWARD DISTRIBUTION

If we all agree, we can split permanent magic items up as follows. This is similar to the standard method with just a couple tweaks to increase fairness and avoid hard feelings. I ask that you please review this and confirm you will agree. If you have any questions or other suggestions, please let me know.

1. All unlimited-uses permanent magic items that you have received as a reward do count toward your magic item count (unless campaign documentation specifically says they don't), even if traded away for a limited-uses permanent magic item that you have used up.
2. All limited-uses permanent magic items that you have received as a reward do not count toward your permanent magic item count, even if you still have them, unless you trade them for an unlimited-uses permanent magic item.
3. Magic item counts are split into rarity groups and only affect pick order in those groups. The groups are common, uncommon, rare, very rare, and legendary. Unique items are assigned an appropriate rarity. Items that change rarity use their original rarity.
4. When splitting rewards for an adventure, magic item count only affects order of first item taken for a PC and does not affect consumable picks but does affect limited-uses permanent magic item picks.
5. When counting items for an ongoing hardback campaign, the higher of the player's total for that hardback campaign or the character's total is used (this does not affect normal Friday games).

Why is this method proposed?

- It is aligned with the intent that it does not matter how many magic items a PC has, what matters is how often the PC has taken magic items that other PCs may or may not have wanted.
- It ensures limited-uses permanent magic items are used for the good of the party and not arbitrarily to lower a PC's magic item count
- It helps ensure that a casual player with just one PC has the same chance for a magic item pick for that PC as a prolific player who has many opportunities through trading with their other PCs to lower their magic item count.
- It disincentivizes passing on low rarity magic items (possibly to the detriment of the party) so a PC will have first pick when a high rarity magic item is available.