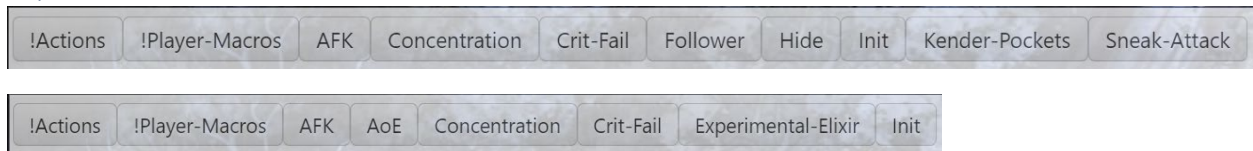


My Roll20 Setup

Top Macro Bar



Common location where I place a combination of group and player specific macros.

Top Macro Bar Common Macros (Across all players)

!Actions



I built this for some of my new players that get confused with character sheet layout. This summarizes everything on your character sheet down to a simple list of:

- Changing roll type (Normal, Advantage, Disadvantage)
- Global mods (Bless, Guidance, ...)
- Actions
- Bonus Actions
- Reactions
- Spells
- Less commonly used macros (like fly or Healing Potions)

!Player Macros

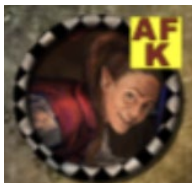
Location where I place a lot of the common macros players might run.

- **Find My Friends** – Presents a dialog that allows you to ping the location of a particular party member
- **Dice Statistics** – In the background I track most rolls by players so that they can be analyzed and compared. Great for the analytical nerd that swears he rolls worse than everyone else. Here is the data.

- **Set Status/Condition** – Pops up a dialog to quickly set your status or condition (Frightened, exhausted, ...). Also gives you the description of the condition after it is selected
- **Unmark Status/Condition** – Quick way to remove status conditions from your token.
- **Grow/Shrink** – Allows you to grow or shrink the size of your token. Handy for those that can change size (like druids and magic users).
- **Rest Short/Long** – Resets spells and resources on your character sheet based on taking a long or short rest.
- **Light Set/Report** – Quick way to setup lighting for your token (torches, driftglobes, dark vision) and to report on the current settings.
- **Party Funds** – Summarizes the **cp**, **sp**, **ep**, **gp**, and **pp** by player and adds them all up for the group. Also does a conversion of all your coin to **gp**. Some parties like this, some don't - Easy to turn off if you don't want others seeing how much coin you are carrying.
- **Potions/Scrolls** – Similar to party funds, summarizes the parties consumable items. I often find that people forget they had that Scroll of *Whatever* or Potion of *Some crazy power* and never use it because it's hidden away in their character sheet.
- **Spellbook** - Lists spells in your spell book, indicating how many slots you have available and which ones you've prepared. There are options to see a quick description and cast the spell from this dialog
- **Spell Asset and/or Templates** – Allows you to place things like Mage hands or Spiritual Weapons onto the map. Also has templates for AoE type spells like Fireball. Although I commonly use a dynamic AoE macro for most of my AoE effects.
- **Spell AoE** – Initiates a dialog that allows you to place dynamic Area of Effect spells onto the map. That includes Cones, Lines, Spheres and Squares that may or may not be centered on the caster. Squares and Spheres that are centered on the caster will move with the caster automatically.
- **Wild Magic Surge** – Random table for those playing with Wild magic.
- **Healing Potion** – Select the kind of Healing Potion, and it will roll the dice for you automatically.



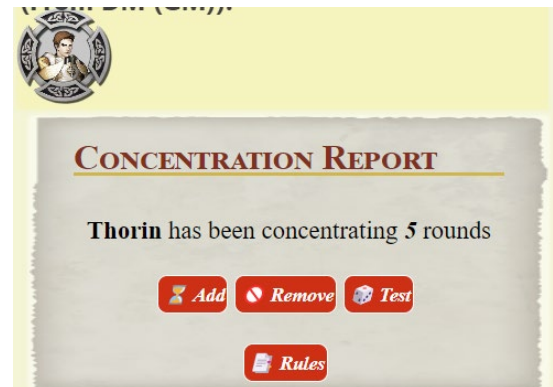
AFK



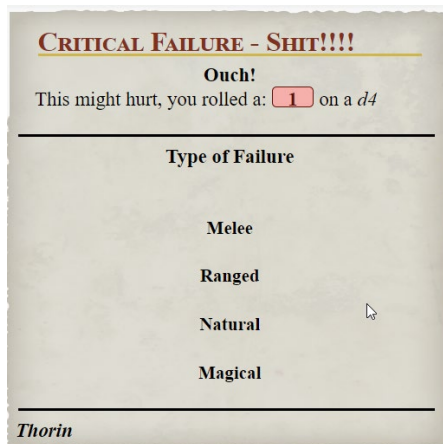
Places an **Away From Keyboard** indicator on your token to let the DM and all the players you've stepped away for a sec. I also get a whisper in chat. Clicking it again takes the AFK indicator off.

Concentration

Gives you the ability to add/remove concentration token marker quickly. Also has an option to make a quick Concentration Check and quick link to the rules on Concentration.



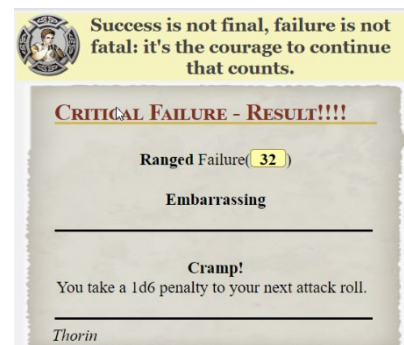
Crit-Fail



For those groups that like to add the potential for bad stuff to happen if you critically fail a roll, this macro is for you. The way I've done this in the past, both at the table and via Roll20 is to have the player (or monster) roll a d4 on a crit-fail. On a 1, something bad happens. On a 2-4, no impact. As you can see in this example, Thorin got a cramp, and will take a 1d6 penalty on his next attack roll.

Not all groups like this mechanic, but it does add a bit of spice to

the game, especially when the big bad guy crits, can be a turning point for the combat.



Follower

Provides a mechanism to allow a follower (Animal companion, summoned creatures, Familiar, Horse), to follow you around the game map. Once linked to your token, it follows you around the map as you move your token.

Init

Simply makes an Initiative roll for you and adds you to the turn order.

Character Specific Macros on the Macro Bar

Depending on your character class I may have a macro that automates some aspect of your gameplay. For example; Hunters Mark, Sneak Attack, Bless, Hide, Spawn, ...

On the !Action dialog

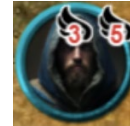
I place a number of less used macros on the !Action dialog including:

Death Saves (Whisper)

If you are taken down to zero hit points – Instead of making public death saves, I have you whisper them to me via this macro.

Fly

Quick way to add an indicator on your token as to how high you are flying.



Shove

Performs the shove action as described in the PHB. I need to write a grapple as well.

Hide

Performs a stealth check and adds an indicator to your token that you are trying to be sneaky.

Other features during gameplay

Health Indicators

As you or the monsters you are fighting take damage, a colored indicator will automatically pop up on the token indicating health status.

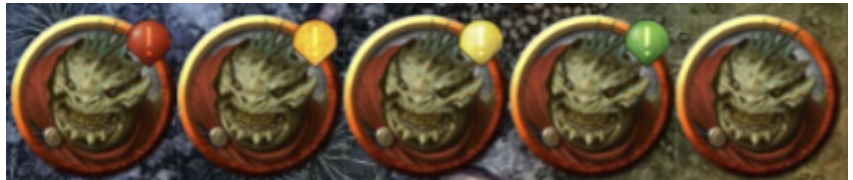
No Indicator – HP > 90%

Green – HP between 75 and 90%

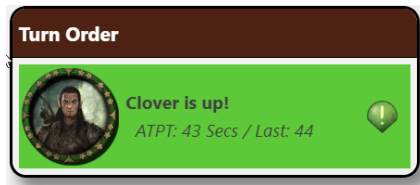
Yellow – HP between 50 and 75%

Orange – HP between 25 and 50%

Red – HP less than 25%



You Are Up Message



As the turnorder progresses, you'll see a dialog like this popup when it becomes a players turn. This saves me from always saying "Clover, your up".

Behind the scenes it automatically tracks the number of seconds you take on your turn, storing the last 50 turns and tracking you average.

I find this encourages some of my slower players to be more conscientious with time, without me having to implement a timer (which I hate as it distracts from play) or constantly get on them to not wait till their turn to decide what spell they might cast. Some character classes will always be slower (Magic Users, Clerics, ...) as the options they have seem endless, but this is fun. I also believe some players don't realize how much time they take, and this is a great reminder, especially when they see they spend 600 seconds and everyone else is averaging 40 or 50.

ATPT: Stands for Average Time per Turn and is a rolling 50 turn average.

Last: How long you spent on your prior turn.

Tracking Notes & Treasure

I generally create a number of handouts for **players** so **they** can manage notes and track party loot. There are also handouts documenting our agreed upon house rules and a Combat Cheat Sheet for our new players.

Note: *If the magic wand you swear you found several sessions ago isn't in the party loot sheet or in a player's inventory, perhaps a crafty rogue made off with it.*

 **Combat Cheat Sheet**

 **Party Loot**

 **Player Journal**

 **Optional House Rules**

House Rules

Here are the house rules I'm running in my other game. Take a look at them and we can discuss what to throw out and what to add in our Session zero.

1. **Consuming health potions during combat:** Bonus Action to consume a Potion of Health
2. **Initiative:** Rolling a Natural 20 on Initiative gives you Advantage on first attack. A 1 gives you Disadvantage
3. **Flanking:** +2 bonus to hit (Not advantage)
4. **Team Inspiration:** Rather than individual inspiration, pool them with a limit pool to 4 Inspirations - Anyone can earn it, and any players pull from it
5. **Inspired Saving Throws:** Use reaction and a point of inspiration to gain a saving throw re-roll (Consider dropping)
6. **Inspired Help:** Use a point of inspiration to ask for some kind of help
7. **Upgrade Hit to Critical Hit:** You can take a hit, and upgrade it to a critical, but it costs the player two (2) levels of **Exhaustion**

8. **Critical Fail in Combat:** Gives opponents an opportunity to use their **Reaction** to get a single melee attack in (Not multi-attack) if within 5 feet
9. **Click!** If someone triggers a trap, DM says "CLICK!" and he may indicate how trap was triggered. Each player (starting with triggering player) announces what they do in immediate response to the trigger, then DM determines how the trap is resolved with appropriate bonuses/penalties based on player actions.
10. **Death Saves:** Players whisper rolls to DM. **Medicine check to determine the downed players health.**
11. **HP when leveling:** Player can roll once for HP, and then decide to take the roll or pick the average for that class
12. **Leveling Up:** Level up during a Long Rest
13. **Gag:** Upon a successful Grapple, player can make the attempt again to grapple the opponent, muffling them and preventing spell caster from using verbal based spells. Player should have **Advantage** on the gag attempt
14. **Arrows/Bolts:** If you spend one minute after a battle, you can try to recover ammunition. Roll percentile dice (round down) to determine how many you recover/find.