



Welcome to Roll20!

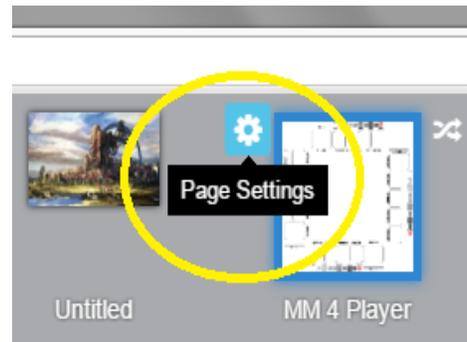
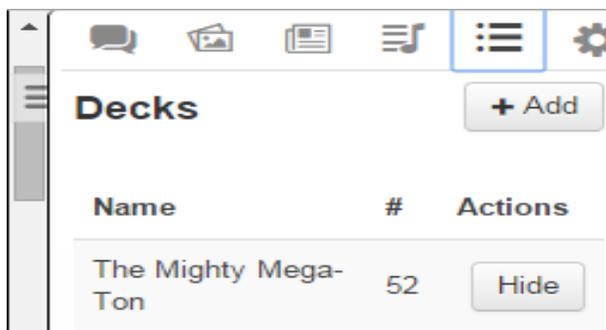
Roll20.net is an incredible resource for running tabletop games online.

Unfortunately, Mythic Mortals requires a little bit of work to make it playable online. This guide will get you up and running on Roll20 in about 10 minutes or so, depending on your familiarity with the platform. So make sure you give yourself a few minutes before the game to get everything configured and ready to roll(20).

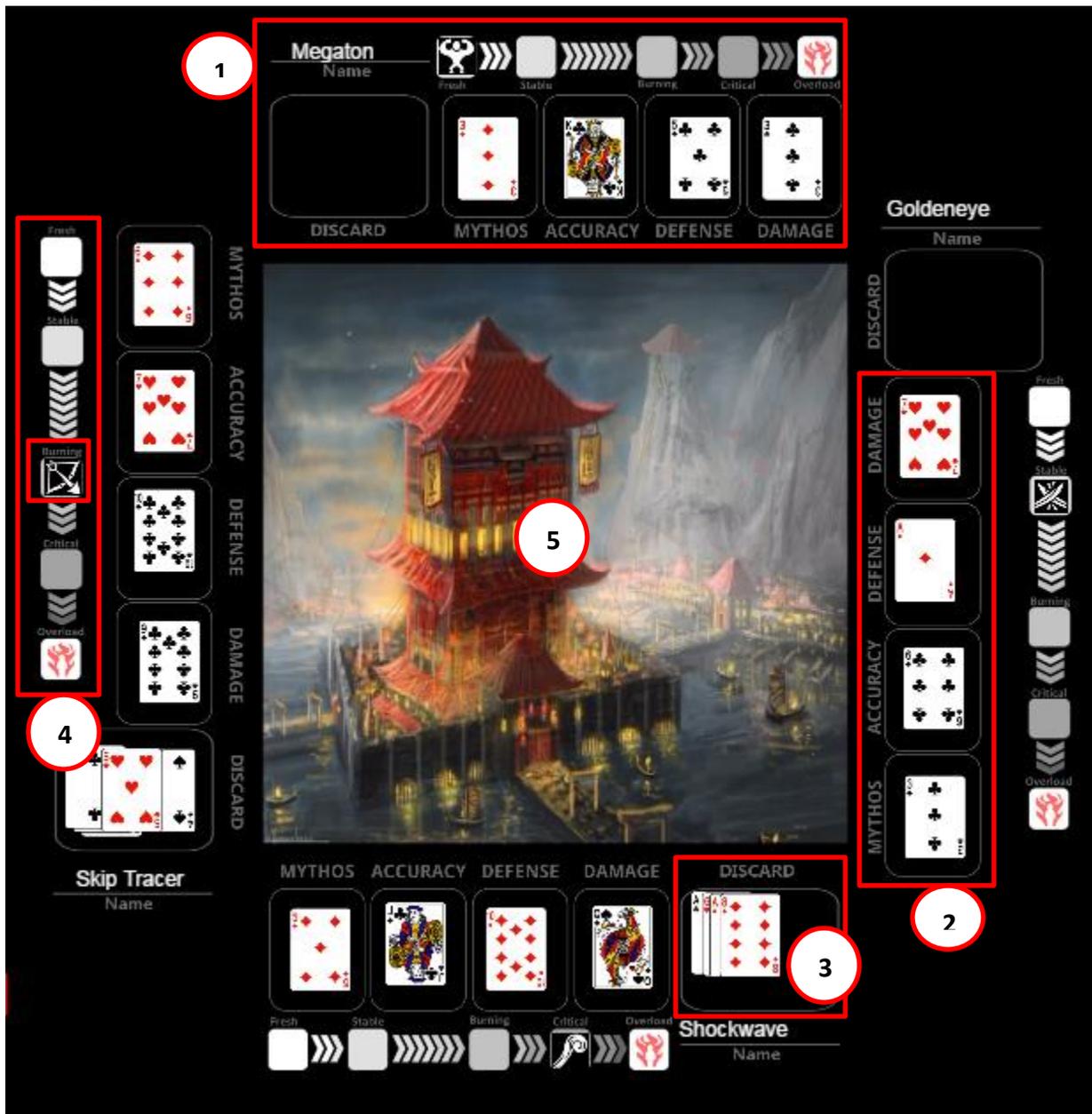
Let's get started!

You will need everything in the Roll20 Packet, which includes Premade Game Boards, two Mats, and icons. You'll also need to direct the players to download whatever Mats they want to use from mythicmortals.com. Here's the Roll20 tools/features we'll be using:

1. The Roll20 Page Settings and Text Tool.
2. Roll20 Card Decks.



4-Player Game Board



- 1) Player Mat for one Player. Featured here is the Brute.
- 2) Card Slots.
- 3) Discard Pile
- 4) Stability Track & Character Icon
- 5) Display area for adventure relevant pictures and other kinds of information.

6-Player Game Board

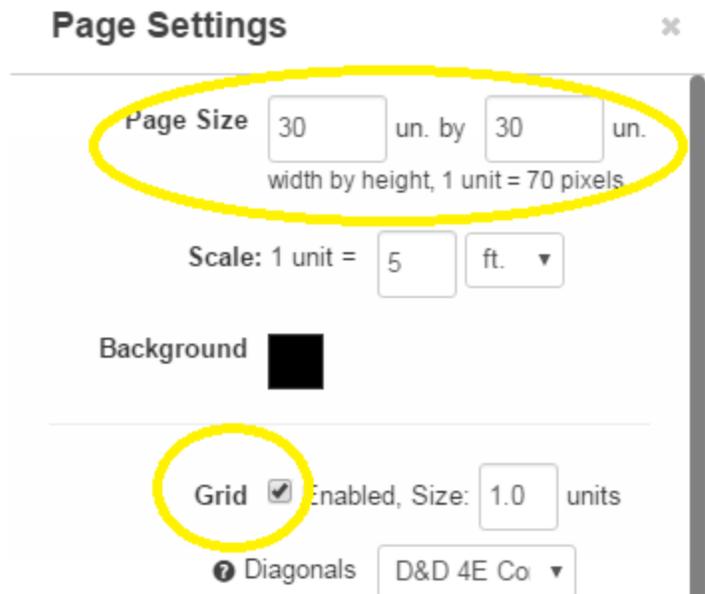
Megaton Name					Goldeneye Name					
DISCARD	MYTHOS	ACCURACY	DEFENSE	DAMAGE	DISCARD	DISCARD	MYTHOS	ACCURACY	DEFENSE	DAMAGE
Overwatch Name						Skip Tracer Name				
						DISCARD				
DISCARD	MYTHOS	ACCURACY	DEFENSE	DAMAGE		DISCARD	DAMAGE	DEFENSE	ACCURACY	MYTHOS
Heartfire Name						Shockwave Name				
MYTHOS	ACCURACY	DEFENSE	DAMAGE	DISCARD	MYTHOS	ACCURACY	DEFENSE	DAMAGE	DISCARD	

Setting up Play Mats

There are a few ways to do this. If you've got 4 or 6 players in the game, the easiest option is to use the premade 4-player and 6-player game boards respectively. If you have an odd number of players, you might be better served using the individual Mats to set the board appropriately.

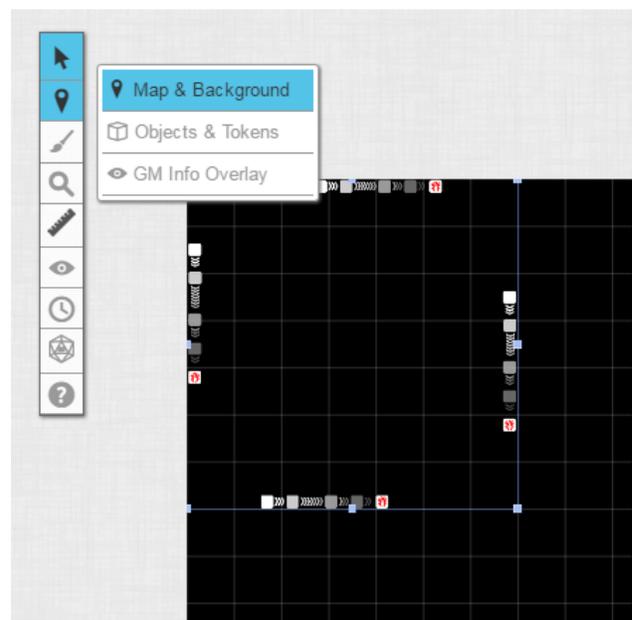
Premade Game Board Setup

1. Change the size of the actual game board to be larger than the standard size. **Page** **Toolbar** >> **Page Settings**.
And you'll see a dialogue box



like the picture on the right. For the **Page Size**, you'll want 30 x 30.

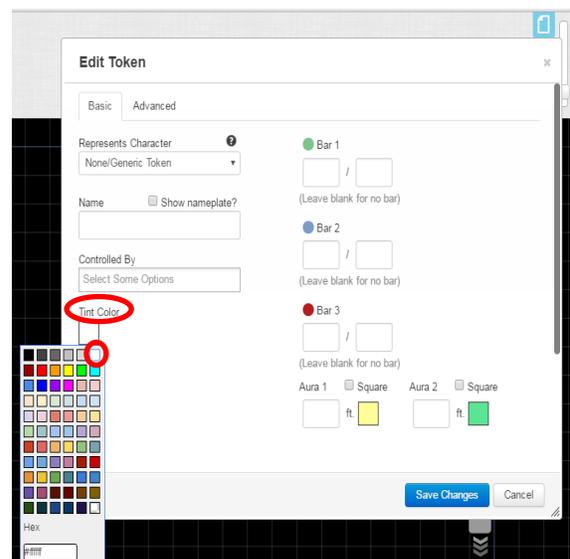
2. For now, leave the **Grid Enabled**, you can turn that off later for a smoother look.
3. The **Background** color has been set to black. This is really a matter of personal taste; you could just as easily have a white background or a transparent background. But, if you choose to go with black, you'll have to do one extra step at the end. We'll cover that later.
4. Next, make sure you switched to the **Maps & Background Layer**,



then drag and drop the 4-Player or 6-Player Board into Roll20. For this tutorial, I'm using the 4-Player Board. You'll probably end up with something that looks like the image above. As you can see, it's too small and we can't see all of the Mat design (black text/lines on a black background).

5. Fixing the size of the Image is simple. Grab the corner and drag it out to fill up the screen. In order to make the Mat design visible we'll need to change the tint of the object.

6. When you import the Premade Board into Roll20, the image is by default considered to be a Token. Double clicking the Image allows you to edit certain properties of the Token. The property we need to change is the **Tint** of the image. Double click the 4-Player Board image and you'll see the dialogue box to the right. Leave all the other options alone, all we need is the **Tint** option. When you click that square you get a list of other colors you can tint the whole object into. I chose white to keep things clean and simple.



7. Now, hit save changes and you're done setting up the Premade Board.

Optional Tweaks & Troubleshooting

It's important that you have the Game Board or individual Mats added into the Maps & Background Layer of Roll20. That way the whole setup doesn't accidentally get moved by an errant mouse click. If you forgot to do that however, it's an easy

fix. Right-click on the image and go to **Layer>>Maps & Background Layer**.

This will send the image to the appropriate layer with minimal fuss.

As a personal preference, I don't quite like playing with the Grids enabled; I find it makes the whole game board look too busy for my tastes. However, I do use the Grids in the start to help me align the Mats just right. Once I've finished aligning the Mats I just go back to **Page Toolbar >> Page Settings** and then uncheck the box that says "Grid Enabled."

Last but not least, each Mat has a space near the Discard Box for players to enter their Character Name. This helps keep track of which Mat belongs to which player. The players or the GM can do this by using the Roll20 Text Tool to populate a text box and fill in the appropriate name next to the appropriate Mat.

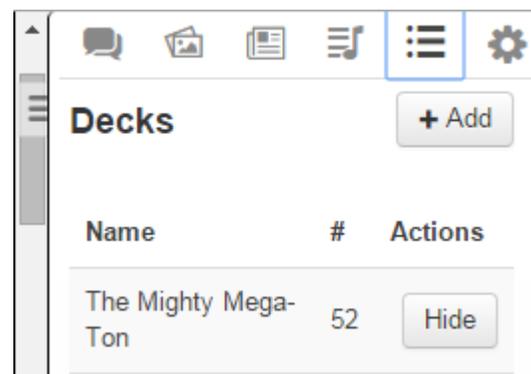
Setting up Card Decks

1. Go to the tab for **Decks and Tables** (right next to the cog-wheel on the upper right corner).

2. You'll see text that says **Playing Cards**, click that and a dialogue box opens up.

3. Scroll to the bottom of the dialogue box

and hit duplicate deck. For your sanity's sake, don't mess with this first deck of playing cards.



4. Now, once you close that dialogue box you'll see two entries for **Playing Cards** in the **Decks and Tables** tab. We're going to edit the second set of playing cards. Click the text and you'll see the image on the right.

5. Make sure players cannot choose specific cards from the deck.

6. Furthermore, do not enable the Discard Pile. Unfortunately, this function doesn't work quite like we need for Mythic Mortals.

7. Now, change the **Card Size** to 120 x 160 px.

8. Mythic Mortals doesn't use Jokers. We could scroll

through the deck and take them out. That dialogue box will show you every card in the deck and the **Decks and Tables** tab gives you a count of how many cards are in each deck. So you can check to make sure the deck only has 52 cards. Or, you can just have your players discard any Jokers they draw and then redraw another card.

9. Change the name on the Deck to the Mat name, in this case Brute.

Brute

Show deck to players?
 Players can draw cards?
 Cards in deck are infinite?
 Always a random card
 Draw through deck, shuffle, repeat

5 Allow choosing specific cards from deck:
Disabled

6 Discard Pile:
No discard pile

When played to the tabletop...

Played Facing: Face Up

Considered: Drawings (No Bubbles/Stats)

7 Card Size: 120 x 160 px

Save Changes Cancel

9. Change the name on the Deck to the Mat name, in this case Brute.

10. Last but not least, let's change the card backing so the player playing the Brute knows at a glance which deck is theirs. Scroll to the bottom, you'll see the standard card-backing picture. Now, just drag and drop the Brute icon into the card backing slot. This is the same icon that will be used to track Stability. If you need to find the image again it will be in your **Roll20 Library**.

11. Save changes and you're all done! To make additional decks, duplicate this deck and repeat steps 9 & 10. Finally, make sure each deck is being shown by clicking the **'Show' button** next to their name in the **Decks & Tables** tab.

Using Cards In-Game

So, you've got enough decks for your players and they need to use them. Players can draw the appropriate number of cards or they can be dealt those cards by the GM. Just look for the appropriate card icon that matches the player's archetype.



When a player takes damage, have them draw that amount of cards off the deck and drop it into the Discard Space. Same goes for when they overload or vent.

Returning Cards & Determining Health

When a player needs to put cards back into their deck (Revive, venting, etc.), they root through their Discard and find the cards they want back. The players then right click the cards they want and select **Take Card**. This sends the selected cards back into the player's hand.

The GM then selects the recall option on the deck specific to that player (See #1 above). When doing so, the GM has the option of recalling all cards on the table or the cards in the player's hand. Simply recall the cards from the player's hand (#2 to the right) and they're back in the deck.

Finally, only the GM can determine how many cards are left in a character's deck. Sure, the players can keep track and do some math, but the GM can see an accurate count on the Recall Cards dialogue box. As show above, it will tell you how many cards are in hand, on the table and left in the deck. This is the easiest way to track health, it simply requires the GM to periodically update the players so they know what to expect going into a confrontation.

