

BREXOR/MD's DC UNIVERSE (M&M 3RD)

CAMPAIGN FRAMEWORK

A MAPTOOL GUIDE

for V.85+

Loading up...

PC/Player

Launch Maptool (DO NOT forget to edit your stack size to 8mb)

<http://www.rptools.net/index.php?page=launch>

QUICK LAUNCH (Java WebStart)

	Release	Development	
MapTool	1.3.b56	1.3.b79	
InitiativeTool	1.0.b24	1.1.b9	(Always right-click and choose Save As... then double-click the saved file. This
CharacterTool	-	1.0.b13	let's you re-use your configuration later without revisiting this page.)
TokenTool*	-	1.0.b28	
DiceTool	-	1.0.b34	

* Note that **TokenTool** requires **Java 5** or later, while the others require **Java 6** or later.

[CUSTOMIZATION](#) (click for additional options)

These are general purpose parameters for running the tools. You should not need to use these unless you want to configure the tool to have more memory than the default (you can see the defaults filled in below). These numbers are only used when executing a tool via the links above or from the resulting **JNLP** file that is created. See the [Tools](#) page for detailed information on how to execute the tools.

The values entered here will be incorporated into the above links. Therefore, you may change these values and then copy the link to send to others.

If you need an older version, there is another site that will allow you to pick certain "stable" versions of each of the tools and then configure the memory settings similar to here: [Visit this link](#)

Maximum memory:
Minimum memory:
Stack size:

“History”. Our group has been playing tabletop RPGs over the Internet (using Skype, webcams, etc.) for almost 5 years now. We have played many games using various systems. What our experiences have taught us is that simple is better. We currently use Maptool for dice-rolling, battle layouts (when needed), and to keep things organized (initiative, character abilities, etc.). We use Skype for voice chat (Ventrillo, Gtalk, or any other works fine as well) but text chat can work well also (and can be done in Maptool). We also use a VPN managing software called Hamachi which streamlines connectivity over the Internet with multiple players. This current configuration, thus far, has given us the best results and is what we recommend for folks who are starting out and haven’t developed their own *modus operandi* .

Links:

[Skype](http://www.Skype.com) www.Skype.com

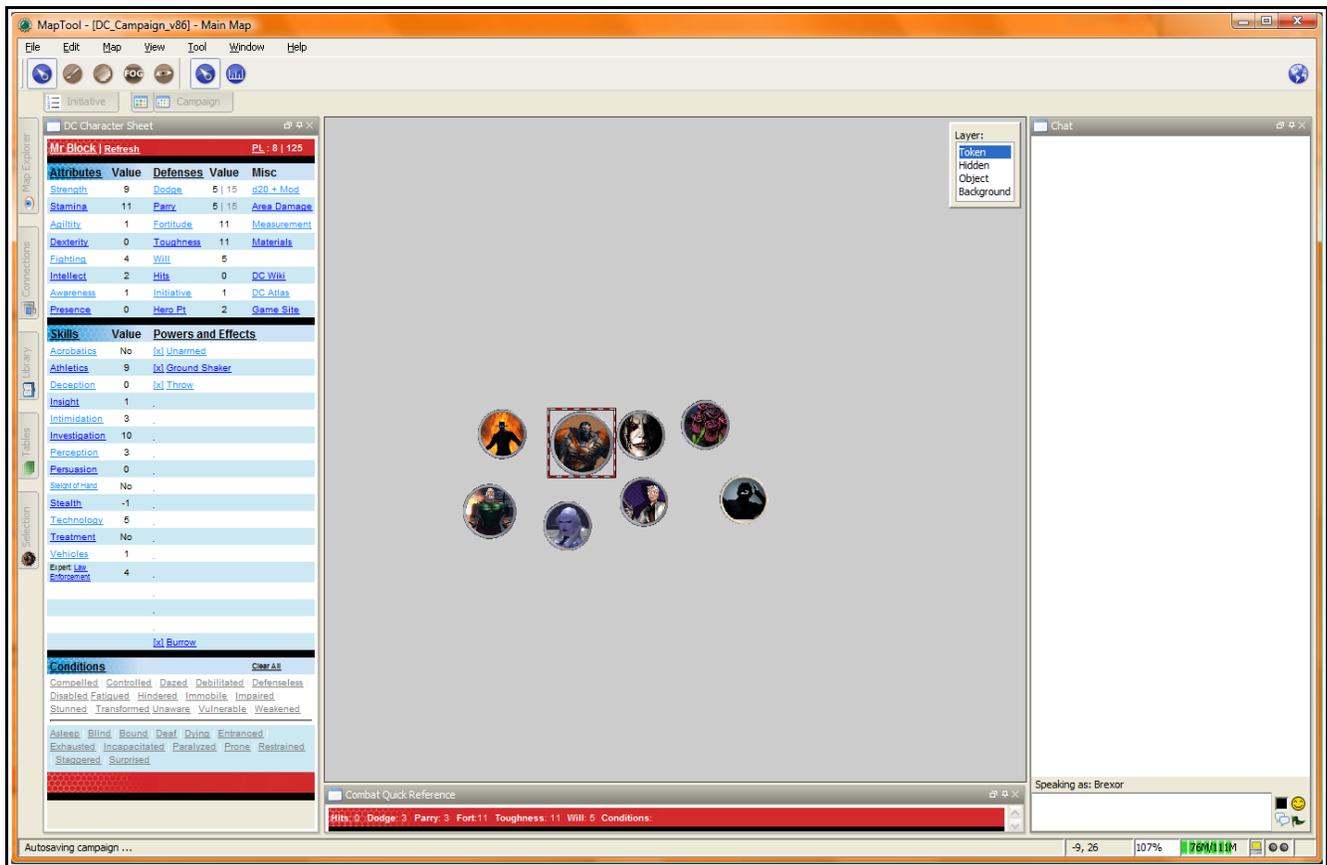
[Ventrillo](http://www.ventrillo.com) www.ventrillo.com

[Google Talk \(Gtalk\)](http://www.google.com/talk) www.google.com/talk

[Hamachi \(Unmanaged\)](http://secure.logmein.com/US/products/hamachi2/) secure.logmein.com/US/products/hamachi2/

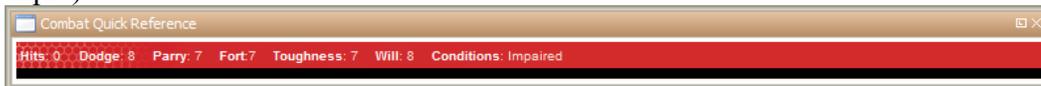
PLAYERS

“The Layout”. For the DC framework we decided to have as little displayed (for the players at least) as possible on the screen to keep the visuals as minimal as possible. The cleaner the layout and the less players have to keep track of, the easier it has been for them to know how to “run” their characters (and really helps the learning curve) which saves HUGE amounts of time. The current layout we use for PCs involves only 3 active windows/panels/frames. **The Character Sheet, Chat, and Combat Quick Reference**



“*Chat*”. The Chat window is where all the magic happens. This is where dice rolls appear, initiative indicators display, and combat effects are displayed. For those who do not want to trifle with voice chat, this is also where conversations should be typed. If this frame isn’t in view when you log into a game, it can be opened by going through the “Window” menu at the top. Dock this frame on the right side of the Maptool window by dragging it to the right until it makes a gray box outline and release. (See above for example)

“*Combat Quick Reference*”. The Combat Quick Reference frame is a simple way for players and GMs to get pertinent combat stats on tokens quickly by simply mousing over them. If a combatant wanted to know what the *Parry* value of his target was, he could mouse over the token and get the info displayed rapidly. This frame appears the moment you pass your mouse pointer over a token, once this happens dock the frame to the center-middle at the bottom of the window and release. It will reside there and give you “at a glance” combat statistics. (See above for example)



“*Character Sheet*”. Our design of this framework was to have the entirety (or 90% of it at least) of the “at table” functionality be run from the Character Sheet (CS). The CS is a macro which is run by hitting F6 on your keyboard when you have a token selected. It is usually one of the first things you’ll run when you log into a game. Dock the CS frame to the left side of the Maptool window and release. Most functions (see below) within the CS refresh it automatically. To reload manually click “Refresh” at the top left of the frame or strike F6 again on your keyboard.

CS Explanation

DC Character Sheet PL: 0 | 0

Example Token | Refresh

Attributes	Value	Defenses	Value	Misc
Strength	0	Dodge	0 10	d20 + Mod
Stamina	0	Parry	0 10	Area Damage
Agility	0	Fortitude	0	Measurement
Dexterity	0	Toughness	0	Materials
Fighting	0	Will	0	
Intellect	0	Hits	0	DC Wiki
Awareness	0	Initiative	0	DC Atlas
Presence	0	Hero Pt	0	Game Site

Skills	Value	Powers and Effects
Acrobatics	No	.
Athletics	0	.
Deception	0	.
Insight	0	.
Intimidation	0	.
Investigation	No	.
Perception	0	.
Persuasion	0	.
Sleight of Hand	No	.
Stealth	0	.
Technology	No	.
Treatment	No	.
Vehicles	No	.

Conditions Clear All

[Compelled](#) [Controlled](#) [Dazed](#) [Debilitated](#) [Defenseless](#) [Disabled](#) [Fatigued](#)
[Hindered](#) [Immobile](#) [Impaired](#) [Stunned](#) [Transformed](#) [Unaware](#) [Vulnerable](#)
[Weakened](#)

[Asleep](#) [Blind](#) [Bound](#) [Deaf](#) [Dying](#) [Entranced](#) [Exhausted](#) [Incapacitated](#)
[Paralyzed](#) [Prone](#) [Restrained](#) [Staggered](#) [Surprised](#)

Token Name

“Example Token”(In this example)
 Opens a dialog which displays the “Notes” field on the selected token. Notes can be accessed by double clicking on a token.

Refresh

Refreshes the frame (same as pressing F6)

PL

Opens an input dialog to fill in the PL and PP of the selected token.

Input Values for Example Token

Power Points?:

Power Level?:

OK Cancel

Attributes

Opens an input dialog to fill in the values of all 8 Attributes for the selected token. The current values will appear as the default.

Input Values for Example Token

Edit Strength:

Edit Stamina:

Edit Agility:

Edit Dexterity:

Edit Fighting:

Edit Intellect:

Edit Awareness:

Edit Presence:

OK Cancel

DC Character Sheet				
Example Token		Refresh		PL: 0 0
Attributes	Value	Defenses	Value	Misc
Strength	0	Dodge	0 10	d20 + Mod
Stamina	0	Parry	0 10	Area Damage
Agility	0	Fortitude	0	Measurement
Dexterity	0	Toughness	0	Materials
Fighting	0	Will	0	
Intellect	0	Hits	0	DC Wiki
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Skills	Value	Powers and Effects		
Acrobatics	No			
Athletics	0			
Deception	0			
Insight	0			
Intimidation	0			
Investigation	No			
Perception	0			
Persuasion	0			
Sleight of Hand	No			
Stealth	0			
Technology	No			
Treatment	No			
Vehicles	No			
Conditions Clear All				
Compelled Controlled Dazed Debilitated Defenseless Disabled Fatigued Hindered Immobile Impaired Stunned Transformed Unaware Vulnerable Weakened				
Asleep Blind Bound Deaf Dying Entranced Exhausted Incapacitated Paralyzed Prone Restrained Staggered Surprised				

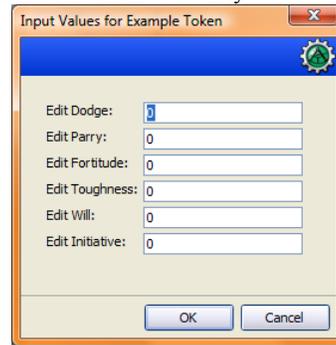
Specific Attributes – Strength, Stamina, Etc.

When the Attribute names are clicked the CS is going to make a d20+Attribute roll. An input dialog appears which asks for Roll_Modifiers (this dialog is VERY common and you will see it for most rolls). Numeric values are entered here (roll bonuses and penalties). The results for the roll will appear in the Chat window.



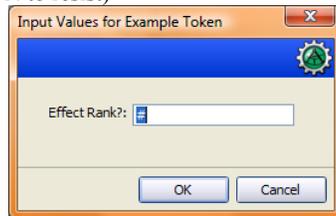
Defenses

Opens an input dialog to fill in the values of all 5 Defenses/Resists and Initiative for the selected token. The current values will appear as the default. The current incarnation of our framework does not calculate attribute/advantages into your defenses. All final values must be entered manually.



Specific Defenses

When the Defense names are clicked the CS will open an input dialog which asks for the “Effect Rank?”. This is the value of the attack/effect the token is testing against. The actual rank is entered, not the TN the CS figures the TN for you. (i.e. rank 9 damage, not the 24 TN to resist)



Initiative

Clicking Initiative will generate the initiative score for the selected token. The score generated includes all the additional factors for tie breakers (Init, Agility, Awareness, and a random roll). Highest goes first!

```
6+0 [d20+Init] Example Token: Initiative: 6.0000285
XX.00xxxx[Ag]
XX.xx00xxx[Awa]
XX.xxx285[d20 x d20]
```

DC Character Sheet				
Example Token		Refresh		PL: 0 0
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Asleep Blind Bound Deaf Dying Entranced Exhausted Incapacitated Paralyzed Prone Restrained Staggered Surprised				

Hits

Clicking Hits opens a dialog asking for you current hits (showing the current value as the default). The CS sets your current Toughness penalty (rolling against damage). The CS uses the absolute value to determine the penalty so a positive # is the same as a negative #.

Input Values for Example Token

Set Value for Hits:

OK Cancel

Hero Pt

Clicking Hero Points opens a dialog asking for you current Hero Points (showing the current value as the default).

Input Values for Example Token

Set Value for Hero Points:

OK Cancel

d20 + Mod

A generic roller, it does what it says and asks for a roll modifier.

Area Damage

A utility roller that combines a Dodge resistance roll with a Toughness roll for area effect attacks. It calculates the full/half effect based on your Dodge check and makes a Toughness roll with the result.

Measurement & Materials

Both of these display the Measurement and Material Toughness tables from the DC book for ease of reference.

DC Wiki, DC Atlas, & Game Site

These 3 open web links to useful sites online (currently the Game Site link takes you to our personal Google site).

Skills

Clicking Skills opens a dialog asking for you current Skill totals for the entire list of skills (showing the current value as the default). The values displayed are the FINAL bonus for the skill (the ability bonus and the ranks purchased). Skills that cannot be used untrained have a default value of "No". Putting any numeric value into one of these skills makes it "turn on". The "Expertise" fields allow you to enter a custom name and skill rank.

Specific Skills – Acrobatics, Athletics, Etc.

When the Skill names are clicked the CS is going to make a d20+Skill Rank roll. An input dialog appears which asks for Roll Modifiers. Numeric values are entered here (roll bonuses and penalties). The results for the roll will appear in the Chat window.

Powers and Effects

This is the meat to the CS potato. Our framework is as small as possible for ease of use and speed of play. The only powers or effects that should be entered onto the CS are ones that are relevant for combat (though you can enter whatever you feel is necessary). This is where you create the macros that your token will roll in combat.

When you click on “Powers and Effects” it opens a dialog that asks 3 questions:

The screenshot shows the 'DC Character Sheet' application window. At the top, it displays 'Example Token | Refresh' and 'PL : 0 | 0'. Below this is a table of attributes and defenses. The 'Attributes' table has columns for 'Attribute', 'Value', 'Defenses', 'Value', and 'Misc'. The 'Skills' table has columns for 'Skill', 'Value', and 'Powers and Effects'. At the bottom, there is a 'Conditions' section with a 'Clear All' button and a list of condition names.

Attributes	Value	Defenses	Value	Misc
Strength	0	Dodge	0 10	d20 + Mod
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Agility	0	Fortitude	0	Measurement
Dexterity	0	Toughness	0	Materials
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Acrobatics	No	.
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Conditions Clear All

Compelled Controlled Dazed Debilitated Defenseless Disabled Fatigued
 Hindered Immobile Impaired Stunned Transformed Unaware Vulnerable
 Weakened

Asleep Blind Bound Deaf Dying Entranced Exhausted Incapacitated
 Paralyzed Prone Restrained Staggered Surprised

The dialog box is titled 'Input Values for Mr Block'. It contains a section labeled 'Effect Base:' with three radio button options: 'Standard rolled attack/effect' (which is selected), 'Area/Perception attack/effect', and 'Non-attack general effect'. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

1. Do you want to create an attack/effect that requires an attack roll to hit?
Or
2. Do you want to create an attack/effect that automatically hits, and has a resistance roll (area and perception based attacks...I'm looking at you!)
Or
3. Do you want to create an effect that is not an attack; a miscellaneous power or description.

The option you select opens another dialog(below) which has blank fields which fill in the blanks

Power/Effect title:
The “name” of the ability. This title will be the exact same text that you will click to use that ability.

Power Effect attack bonus:
This is the default attack bonus that will be added to a d20 roll when the ability is clicked (there will also be a field for roll modifiers when the ability is clicked).

Crit Number:
Select the d20 roll result that this ability will crit on.

Power/Effect targets which defense?:
The defense that this ability targets; parry or dodge.

Enter the descriptor text for this Power/Effect:
This is where the success function of an ability is entered. Enter what happens if you hit with the ability.

Power Slot for this Power/Effect:
Each token has space for 18 different powers/effects, this is where you select which of these slots the ability you are configuring will be. Be cautious, crafting a new ability, and placing it in a slot with an existing ability will overwrite it!

Power/Effect title:
The “name” of the ability. This title will be the exact same text that you will click to use that ability.

Power Effect resists with?:
This is which defense the recipient of this ability will attempt to resist with.

Enter the descriptor text for this Power/Effect:
This is where the success function of an ability is entered. Enter what happens if you hit with the ability.

Power Slot for this Power/Effect:
Each token has space for 18 different powers/effects, this is where you select which of these slots the ability you are configuring will be. Be cautious, crafting a new ability, and placing it in a slot with an existing ability will overwrite it!

Power/Effect title:
The “name” of the ability. This title will be the exact same text that you will click to use that ability.

Enter the descriptor text for this Power/Effect:
This is where the success function of an ability is entered. Enter what happens if you hit with the ability.

Power Slot for this Power/Effect:
Each token has space for 18 different powers/effects, this is where you select which of these slots the ability you are configuring will be. Be cautious, crafting a new ability, and placing it in a slot with an existing ability will overwrite it!

Example Power Creation

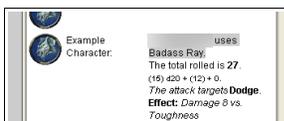
Ranged Damage 8, Multiattack +12 attack bonus...

Ok, first we click on “Powers and Effects”. Since this attack requires an attack roll we're going to select the first option (“Standard rolled attack/effect”). For our *Power/Effect title* I'm gonna go with my gut and enter **Badass Ray**. The *Power Effect attack bonus* is **12**. *Crit Number* will be left at the default of **20** because I was too cheap to buy the advantage. The *Power/Effect targets which defense* field will be **Dodge** as it is a ranged attack. I'll put **Damage 8 vs. Toughness, Multiattack** in the *Enter the descriptor text for this Power/Effect* field. I'll finally select **Power1** for the *Power Slot for this Power/Effect* field as this is the first power.

After I fill in the correct info, I click OK and get a new line under “Powers and Effects” that looks like this...



And when the ability is clicked (and a modifier of 0) the Chat window displays the result...



At present there is not a way to edit a Power after it is made (aside from a direct edit to the macro, which requires you to be a GM and know how to do it). Next to every Power/Effect entry is a “[x]” which will delete that ability. It is easy enough to delete a previously created ability and recreate it entirely than to edit.