



D20PRO QUICK START GUIDE

Get Started In 10 Easy Steps

Step 1: Download & Install D20PRO

Go to: www.d20pro.com/getd20pro and select a specific download for your OS. This will download the latest version of the app as a *Free 30-Day Trial*. Install this newest version to your operating system. Once the install is complete, double-click the **D20PRO** icon to launch the app. If you wish to purchase a Full License, a Player License, or add additional Guest Seats, check out the [In-App Purchase Guide](#) on how to upgrade. Let's get gaming!

The Free Trial Download on D20PRO.com/getd20pro

HOW DO I GET D20PRO?

Step 1.) Get Free Trial License

Click [HERE](#) or on any **DOWNLOAD FREE TRIAL** button to get a 30-day Trial License of **D20PRO** and experience the versatility and power of the app. When you're ready to upgrade to the Full License or buy a Player License, simply purchase from within the app itself. Go to the [In-App Purchasing Guide](#) for more information on purchasing and upgrading inside **D20PRO**

Click an icon below to download a specific OS platform version of the Free Trial. **D20PRO** is currently available for desktop and laptops only



Step 2.) Upgrade or Buy a License

You can upgrade to a Full GM License, purchase a Player Seat, and add additional Guest seats all from inside the Free Trial of **D20PRO**. For instructions, see the [In-App Purchase Guide](#) or click the button below. **D20PRO** is currently available for desktop and laptops only

[IN-APP PURCHASE GUIDE](#)

Java Requirement

You need Java installed on your machine to use **D20PRO**. Get it here: <http://www.java.com>. If you already have Java installed, please make sure you have Java 8 or newer.

Mac OS

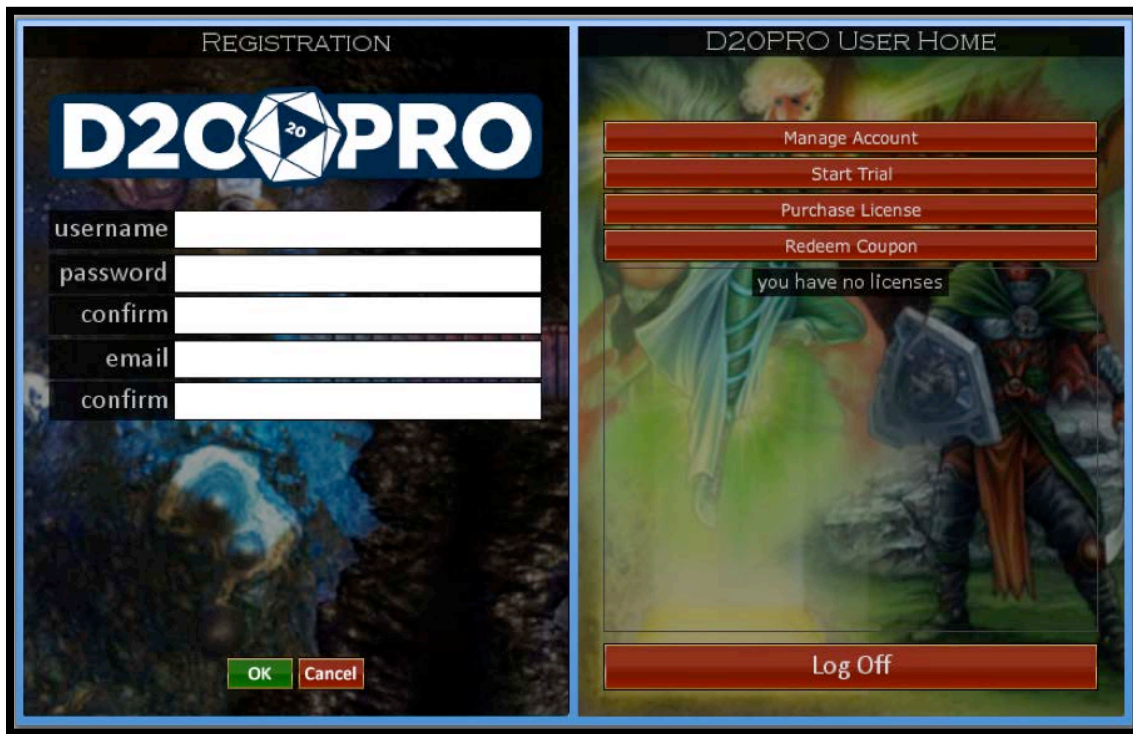
Using Mac OS 10.8 or later may indicate the application you downloaded and tried to install is "Damaged and Can't be Opened." This is Mac OS's Gatekeeper feature which defaults download settings to only allow App Store Downloaded programs to open. To correct this, go to: **System Preferences > Security & Privacy > General Tab > Allow applications downloaded from Anywhere > Click the "Allow From Anywhere" button.**

Windows

If you have UAC (User Access Control) ON, you may need to install **D20PRO** in a non-"Program Files" directory, such as "C:\d20Pro" and start d20Pro as Administrator.

Step 2: Secure a License

Choose **Create Account** if this is your first time using **D20PRO**. Enter your information and click OK. You will then be taken to your account management screen. Click **Start Trial**, **Purchase License**, or **Redeem Coupon**



Start Trial

If this is your first time using **D20PRO** and want to take advantage of the *30-Day Free Trial*, you can select "Start Trial" then download your *30-Day Free Trial License* to your computer. After, simply "Log out" of **D20PRO** Live and you are ready to start your Free Trial

Purchase License

This selection is used if you want to purchase a License, simply choose the License type and you will be directed to PayPal to complete the transaction. Once complete your License will appear in the License Area where you can download your License to your computer. After, simply "Log out" of **D20PRO** and you are ready to start using your Purchased License

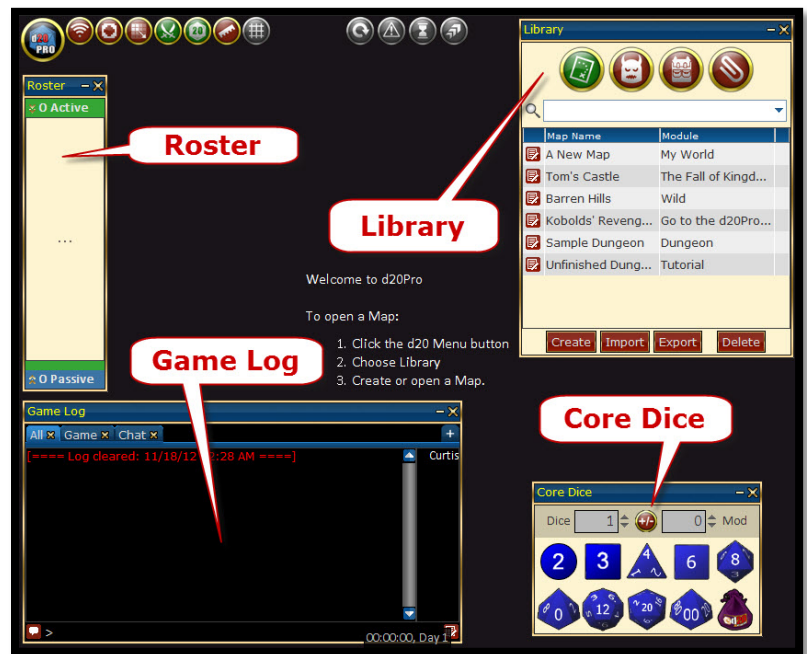
Redeem Coupon

If you have a one-time promotion discount code or have a Full License coupon code from a retailer select "Redeem Coupon" then enter the code to activate your discount or to add a Full License. If you used a discount code please proceed to the "Purchase License" section to complete the transaction. If you used a coupon code from a retailer your previously paid Full License will appear in the License Area where you can download the License to your computer and start using **D20PRO**.

Step 3: Run D20PRO & Get Comfy



Log in with your new shiny Full License and **D20PRO** will boot to an empty workspace with a few icons at the top. Click on the **D20PRO Navigation** button at the top to open a menu of Panels. Open the **Roster**, **Library**, **Game Log**, and **Core Dice** to get started. Resize them and position them where you wish.

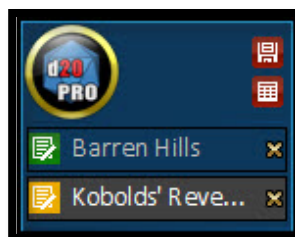
- The **Roster (Ctrl+R)** holds creatures for initiative
- The **Library (Ctrl+L)** holds all of your creatures, maps, items and handouts
- The **Game Log (Ctrl+G)** is the central information space and reports rolls, game states, movement, etc.
- The **Core Dice (Ctrl+D)** offers to roll your favorite dice with a single click.



Step 4: Open a Map or Two

Select the **Map Library** (first icon in the **Library** window) and click on the icon next to "Barren Hills." Now try maneuvering in the map space:

- **Zoom In** and **Zoom Out** via the mouse wheel or - and + keys
- **Pan the Map** by right-clicking and dragging on the map in any direction
- **Toggle the Grid** on or off using  the **Grid** icon in **Quick Tools** menu, top left
- Try measuring distance via the  **Ruler** tool (in **Quick Tools** menu, top left).
- Open a second map and switch between maps via the **Main Menu**. You can also switch maps using hot-keys (**Alt+1** – **Alt+9**).



When you have more than nine open maps, to switch to other maps not assigned a hot-key, simply use the **D20PRO Menu** and select the map manually

In this case **Alt+1** would bring up "Barren Hills" and **Alt+2** would bring up "Kobolds' Revenge"

Step 5: Move Creatures into Play

Drag a couple of creatures into play, like Zap the Kobold, Crunch, and a Dire Wolf.

- Drag them around the map to get the feel for movement
- **Right-click** their portraits to see all of your commands
- Notice that you can damage, heal, and rotate them
- You can also clone or delete tokens
- You can control their size, visibility, or Initiative state
- Try placing them into Initiative by using the menu options or selecting them and pressing the **I (i)** key



Step 6: Run a Few Rounds of Combat

Click the **Combat** toggle icon in the **Quick Tools** menu (top). Icons are **green** when ON and **red** when toggled OFF.

Initiative is automatically rolled but you can override any by clicking on the creatures.

- Make the wolf go first by clicking its portrait in the initiative roster and typing in a high number. Then click **"OK"**
- Try making an attack with the wolf. Right click on the wolf and select **Attack**, or press the **A** key
- Choose his "Bite" by clicking it, then click **OK** to confirm
- Deliver the attack by clicking on a kobold. A confirmation window pops up for the GM (you)



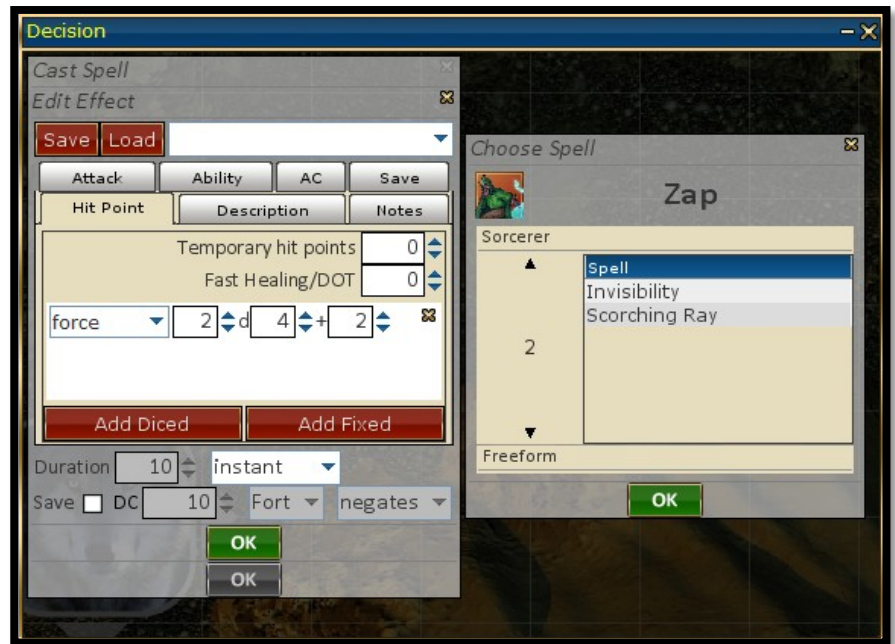
- Notice that you can declare hit, miss, critical, and threats regardless of the actual d20 roll. Confirm success and damage and ignore the roll for now. See damage appear on the unit as a red bar
- End the turn pressing the **Spacebar**



Step 7: Play with Spells

Click "Zap" and cast a spell via the right-click menu (or press the "S" key). A spell effect menu will pop up, but this is optional.

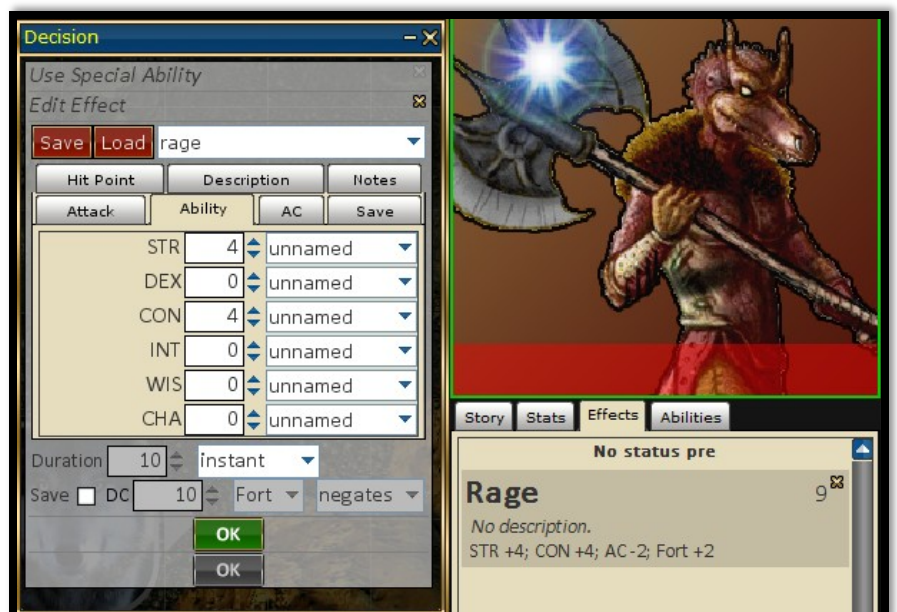
- Try applying an effect, like hit points, 2d4+2 force (for *magic missile*)
- Notice the options to apply almost any kind of modifier, duration, or save
- Apply this effect to a creature on the map
- Spells need not use effects; you can also simply cast the spell and ignore the effect
- In the case of the *magic missile*, you could use the Core Dice tools to roll 2d4+2 then use the "D" key to damage a creature manually.



Step 8: Experiment with Abilities & Effect Durations

Effects need not be created via a spell. You can trigger effects from Abilities or even be created on the fly by the GM. Abilities can be created and stored for each creature and given frequencies like At-Will, Per Init, Per Day, or Charges.

- Double-click on Crunch or the Wolf. Click on the **Abilities** tab on their mini. Use the spontaneous ability to create an effect, or press the "X" key to manually apply an effect
- Create a **Rage** effect by applying a **+4 modifier to Str & Con, -2 AC, +2 Will, for 9 rounds.**
- Save the effect for later use by clicking the **Save** button!
- Apply the effect and then click on the **Effects** tab
- Note all the mathematical adjustments. Progress through each round to watch the duration count down and eventually disappear



Step 9: Play with Fog of War and Visibility

The **Fog of War** and visibility options allow you to control what players see in game. Select one or more creatures and right-click on them. Choose **Alter > Visibility** to change their state. Alternatively, you can cycle with the "V" key.

- While invisible, creatures look transparent to you but are invisible to players that don't own the units. The same process goes for map tiles (**Draw Tools, Manage Tiles**)
- Open the **Game Tools** panel from the **Main Menu** and click on the **Fog of War** icon
- Next, play with the tool, using the **Draw Tab** to make **Fog of War** regions. Then you can toggle each Fog of War region to either hidden or shown to the players using the **Visibility Tab** and single click on any of the **Fog of War** regions to toggle its' visibility.



Step 10: Download from the D20PRO Marketplace

The **D20PRO Marketplace** is a place where content developers can sell their products for direct use in d20Pro. Content is encrypted and tied to the user's license. To access the **Marketplace** while in **D20PRO**, open the **Main Menu** and select **Downloads (Ctrl+M)**. Next, click "Launch Marketplace."

- In the **Marketplace**, use the pull-down menu to find free content (like the Overhead Tokens)
- Pick one of the packs and click the "Purchase" button (for zero (0) gold "free")
- Confirm and it starts the download
- Once downloaded, find the new content in the **Downloads** panel and choose "Import." The tokens are now available for use with creatures you edit
- Select a creature and **Edit** it ("E" key or right-click menu). Click the Portrait and expand "Devin Night's" folder to see the new tokens for you to use!

