RMC Ruleset FGII Manual

Version 1.5 – April 21st, 2013

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1 Release Notes

1.1 Version 1.5 – April 21th, 2013

1.1.1 Reduced Memory Utilization

- **New Format for Attack Tables:** Changed the ruleset to use a new attack table format. *This change significantly reduces the memory needed to load modules with attack tables.* My test campaign with Arms Law, Character Law, Spell Law, Creatures & Treasures, Rolemaster Fantasy Weapons and The Armoury was reduced from 2.5 GB memory used down to less than 0.5 GB just by using the modules with the new attack table format.

1.1.2 Character Sheet

- **Initial Stat Generation:** A button has been added below the stats on the character sheet that will open another window to assist with Initial Stat Generation.
  - There are 3 new Preference use with Stat Generation:
    - **Stat Generation Type:** Random (Standard Character Law), Random-Fixed (Character Law Option 7.1), and Three Column (Character Law Option 7.2)
    - **Minimum Stat Generation Roll:** The minimum value of a roll. The next preference determines if it only applies to Temp fields for the Random and Random-Fixed options or if it applies to all rolls.
    - **Always use Minimum Stat Generation Rolls:** If no then the minimum stat generation roll only applies to Temp fields for the Random and Random-Fixed options. If yes then it applies to all stat generation rolls.
  - Each individual stat gain roll can be made by dragging or double clicking the dice.
  - Buttons to rearrange the rolls into the appropriate rows or columns depending on the stat generation method used.
  - Temp value set to a minimum value of 90 for Prime Stats. The prime stats will determined automatically based on the character's profession. They can also be changed manually using the check boxes.
  - Potentials will be looked up automatically.
  - Bonus and DPs are calculate based on the Temp field for the stat.
  - Button to open the Stat Potential Table.
  - Button to Roll All Stat Generation Rolls at once.
  - Button to Apply the new stats to the actual character stats. This will clear the fields on the Stat Generation window back to their initial values. NOTE: If you don't wait until all the rolls complete then you might end up with partially filled in values.
- **Stat Gain Rolls:** A button has been added below the stats on the character sheet that will open another window to assist with Stat Gain Rolls.
  - The difference between the Temporary and Potential values is automatically calculated.
  - Each individual stat gain roll can be made by dragging or double clicking the dice.
  - The results will automatically be determined based on the Stat Gain Table and the value of the new temporary stat can be seen.
  - Button to open the Stat Gain Table.
  - Button to Roll All Stat Gain Rolls at once.

- Button to Apply the new temporary stats to the actual character stats. This will clear the fields on the Stat Gain window back to their initial values. NOTE: If you don't wait until all the rolls complete then you might end up with partially filled in values.
- **Skill Development:** A button has been added to the bottom of the Skills tab that will open another window to assist with skill development.
  - Preference to set the percentage of development points to use for secondary skills. Default value is 25 percent.
  - New window has the same layout as the Skills tab with a few additional fields and buttons:
    - Field for Skill Class. Skill Class (primary or secondary) is determined from the table the skill is from.
    - Field for New Ranks. This is used to determine the new skill ranks the PC will learn this level. This value gets saved with the PC to help speed up leveling next level.
    - Field for DP Cost of the new ranks.
    - Fields to automatically calculate the Primary, Secondary and Total Available DPs, DP Cost, and Remaining DPs.
    - Buttons to open the Primary and Secondary Skill Tables.
    - Buttons to add all the Primary and Secondary skills. These buttons will fill in the missing skills so there should be one of each skill.
    - Buttons to Unlock and Lock all the skills in the list.
    - Button to Add the New Ranks. This button will add the New ranks field to the skill ranks. This applies all the skill changes to the character.
    - Button to Remove the New Ranks. This button will remove the New ranks field to the skill ranks. This is useful if you didn't mean to add the new ranks.
    - Button to Clear the New Ranks. This is used when you don't plan on using most of the values already entered for the next level.
  - Window can be resized vertically.
- **Spell Lists:** A new section has been added to the top of the Spells tab on the character sheet to assist with adding spell lists to the character.
  - View Realm List drop down list and button added. This button will open the table of the Spell Lists for the selected realm. The list will default to the character realm. If more than one realm is listed for the character then it will pick one of their realms. If they don't have a valid realm then it will default to Channeling. The drop down list can be used to change to a different realm to view those lists.
  - Add Spell Lists by Category drop down list and button added. This allows the character to select a list category (Essence Open, Ranger Base, etc) from the drop down. When the button is clicked all the spell lists that match that category will be added to the characters Spell Lists.
  - Add a Spell List drop down list and button added. This allows the character to select a specific spell list from the drop down. When the button is clicked the spell lists that match that drop down will be added to the characters Spell Lists.
  - All 3 fields and buttons dynamically loaded from the Spell Law module or any other module that uses the same format.
- **Lock/Unlock All Skills Buttons:** Buttons have been added to the bottom of the Skill tab that Lock All Skills and Unlock All Skills.
- **Weapons now default to Use:** New weapons on the Combat tab will default to having the Use field checked.
- **Inventory now defaults to Enc:** New inventory items on the Inventory tab will have the Enc field checked by default.
- **Fixed Skill stat bonuses showing decimals:** Skill stat bonuses were showing decimals if the linear or smooth stat extensions were used.

- **Fixed PP Development skill calculation:** Changed Power Point Development skill to use PP skill calculation by default instead of manual.
- **Fixed Portraits not updating until reopening:** Portraits wouldn't update on the character sheet until the window was closed and reopened.

1.1.3 Manage Characters

All the major bugs should be resolved for Manage Characters. Preferences aren't available so the defaults will be used.

- **Fixed Skills can't be dragged:** Skills can now be dragged to the character sheet from the skill tables.
- **Fixed Skill costs not working:** Skill costs will now be automatically set if a valid profession has been selected.
- **Fixed AT not filling in:** AT information will now fill in on the Combat tab of the character sheet when a valid AT is entered.
- **Fixed Portraits not showing up on the character sheet:** The portrait wouldn't show on the character sheet in Manage Characters.
- **Export button added:** Export buttons added to the Character Selection window for each character entry.

1.1.4 NPCs

- **Skill Rolls:** Skills can now be rolled by dragging or double clicking the skill name. It will check the skill type to determine if it should use the MM table.
- **Movement Maneuver Rolls:** Movement Maneuvers can be rolled by dragging or double clicking the Base Rate or MN Mod.

1.1.5 Combat Tracker/Table Resolver

- **Automatically fill all target fields when GM drags a target to a combatant:** When the GM drags a target to the combatant all their target fields which aren't sent with the All field selected will be filled in with the target name. This should speed up the GM targeting when the combatant can make multiple attacks in a round. A Preference has been added to turn this on or off.
- **Fixed alternate criticals showing incorrectly:** Alternate critical graphic showing up inappropriately until an attack with a regular critical is rolled.
- **Fixed DB modifiers getting overwritten:** Some Defense Bonus modifiers get overwritten by non-zero Bonus vs AT modifiers.

1.1.6 Misc

- **Fixed dice number colors:** The color of the numbers on the dice weren't always changing properly when activating another character.

1.2 Version 1.4 – December 22nd, 2012

1.2.1 New Graphics by Raymond "Shockbolt" Gaustadnes

- **Windows:** New graphics frames and backgrounds used for windows.
- **Radial Menus:** Radial menus use new graphics with a text based description of the menus function.
- **Sidebar Buttons:** Sidebar buttons use new graphics and include text based descriptions.
- **Buttons:** New graphics for buttons have been used.

1.2.2 Character Selection Window

- **Export Character Button:** Export character buttons have been added to each character in the list.

- **Import Character Button:** Import character button has been added to the lower right corner of the Character Selection Window.

1.2.3 Character Sheet

- **Changes to Controls to improve functionality:** Multiple changes or additions were made to controls on the character sheet to improve the functionality. The following were change/additions were made:
    - **Modifier Icons added to Stat and RR Total Bonuses:** The new Modifier Icons have been added to the Stat and RR Total Bonus fields which means they can be double clicked are dragged to the Modifier Stack.
    - **Scroll Bars added to list fields:** Scroll Bars are now used instead of scroller controls for the following list fields: Languages, Weapons, Martial Arts, Skills, Spells, Equipment, Mounts and Transports, Herbs, Character Notes, and GM Notes.
    - **Drop Down Lists added to Profession, Race and Realm fields:** Drop down lists have been added to the Profession, Race and Realm fields. Profession, Race and Realm are read from the Character Law module. Realm will be automatically filled in based on the selected Profession.
    - **Mouse Scroll Wheel:** The mouse scroll wheel will now behave properly on list fields on the character sheet instead of trying to wrap the text to a new line.
- **Portraits:** The Portrait can be clicked to open the portraits window. Double clicking or dragging a portrait in the portraits window will change the PCs portrait to it.
- **Total Hits:** Total Hits field on Main tab are linked to the Body Development skill total bonus.
- **Maximum Power Points:** Maximum Power Points field on the Main tab will be automatically calculated based on preferences selected.
- **Associate Skill field added to Attack Detail:** The Associated Skill is a drop down list that will only show skills from the character's skills listed on the character sheet. It has been added to the Item Detail Window. When used for a Weapon listed on the Combat tab, the OB for the attack will be set to the skills total bonus.
- **Attack OBs linked to Combat Tracker:** OBs in the Weapons section of the Combat tab are linked to the PC Combat Tracker attack entries. This doesn't work for Martial Arts attacks.
- **Base Movement Rate Race field changed to Race/Strd:** The Race/Strd field will try to automatically fill in the appropriate stride for the character based if an acceptable height is entered in feet and inches (e.g. 6'4") has been added to the Height field.
- **Current Exhaustion change to Used Exhaustion:** Changed the Current Exhaustion field to Used Exhaustion to match the way the other fields work.
- **Added Tooltip to the Skill Name in the Skill List:** Added a tooltip to the character sheet skill list name to show the entire name field.
- **Added Skill Calculation option for Power Points:** Power Point Development skill can be set to use PP skill calculation and it will automatically determine the power points based on the skill ranks and power point multiplier.

1.2.4 Combat Tracker

- **Additional fields added to assist with Movement calculation:** For each combatant in the Combat Tracker, additional fields have been added to the Active tab to simplify Movement calculations. The following fields have been added:
    - **Pace:** Drop down list for Pace (1x, 1.5x, 2x, 3x, 4x, or 5x).
    - **Difficulty:** Difficulty is will automatically be filled in based on the Pace selected. The difficulty will assist the GM in determining which column of the Movement and Maneuver table to use for the Pace selected. The character should roll the movement maneuver using the dice from Move field by dragging or double clicking the field.

- **Pot:** The Pot field will fill in the Potential Distance automatically by multiplying the character's Base Movement Rate by the Pace Multiplier.
  - **MM%:** The resulting percentage from the movement maneuver should be entered in the MM%(Movement Maneuver Percentage). You can drag the result from the MM Table or type it in manually.
  - **Max:** Max is the Maximum Distance that can be moved based on the Pot(Potential Distance) and the MM%(Movement Maneuver Percentage). This field will automatically calculate the distance that the combatant can move this turn.
  - **Dist:** The Distance moved by the combatant this turn should be entered in the Dist field. This field will be used to calculate the % Act (Percentage Activity) field.
  - **% Act:** % Act is the Percentage of Activity required to move the Dist(Distance) field this turn. This has the new Modifier Icon which means it can be double clicked are dragged to the Modifier Stack.
- **Maximum vertical size of Combat Tracker:** The maximum vertical size of the Combat Tracker can now be increased to fill the screen.
- **Added global buttons to the Combat Tracker for clients:** Buttons to open/close the Active or Effects panels for Combat Tracker entries have been added to the top of the Combat Tracker for clients connected.
- **Name field widen:** The Name field is wider so longer names are easier to read.
- **ID# field added to NPCs:** ID# field has been added to it is easier to see which NPC has that ID#.
- **Added Tooltip to Effects Description:** •Added a tooltip to show the entire Description field of the effects in the Combat Tracker.
- **Added Tooltip for the Condition Dots(colored circles):** Added Tooltips for the Condition Dots on the Combat Tracker so it is easier to remember what each color represents. Here are the possible conditions:
  - **No Dot:** Healthy (100% hits remaining)
  - **Green Dot:** Light Damage (75-99% hits remaining)
  - **Yellow Dot:** Medium Damage (50-74% hits remaining)
  - **Orange Dot:** Severe Damage (25-49% hits remaining)
  - **Red Dot:** Critical Damage (1-24% hits remaining)
  - **Black Dot:** Unconscious or Dead (0% hits remaining)

1.2.5 Exhaustion

- **Exhaustion can now be automatically tracked:** A preference has been added to allow automatically tracking exhaustion. Exhaustion will automatically be determined based on the Pace Multiplier and which attacks are used during the combat turn in the Combat Tracker. Character Law Table 10-08 (Pace Table) and Table 10-11 (Combat Exhaustion Table) are used to determine the exhaustion applied. Combat Exhaustion is based on the attack Type field. Ranged attacks use Missile Weapon or Thrown Weapon types. Concentration use a Type of Special or Elemental Attack. Walking exhaustion will not be applied if an attack has been made. **NOTE:** Character Law Table 10-12 (Exhaustion Modifier Table) has not been automated so it will need to manually be tracked.
- **Exhaustion Penalties can be automated:** A preference has been added to determine which penalties from exhaustion which will automatically be applied. The following options are available:
  - **None:** Don't apply an exhaustion modifier.
  - **Core:** Use the RMC core rules with no modifier for exhaustion until at 100% exhaustion. Then apply a modifier of -100.
  - **Gradual:** Use the RMFRP gradual approach to applying the exhaustion modifiers.

1.2.6 Calendars

- **Calendar functionality added:** The Calendar window can be accessed from a desktop sidebar button.

- **New Calendar Module:** A new Calendar module has been included with the following calendars: Kulthean (Shadow World), Tyr (Dark Sun), Galifar (Eberron), Harptos (Forgotten Realms), Golarion – (PFRPG), Flanaess (World of Greyhawk).

1.2.7 Items (not the desktop sidebar items)

- **Added Tabs for Main and Combat:** The Items window now uses tabs. The combat related fields are on the Combat tab. The other fields are on the Main tab.
- **Added Alternate Critical Fields:** Support for the 3 Alternate Critical fields has been added. You can drag critical tables to the Alternate Critical Table fields. A modifier can be added to the Modifier field. The Critical Table field has a drop down list with options for the Attack Default (uses the critical listed on the attack table) and the 3 Alternate Critical fields. If an Alternate Critical is selected, the modifier will automatically be added to the attack and the Alternate Critical table will be loaded when resolving any criticals.

1.2.8 Desktop Panels

- **Chat Panel:** It can be unlocked using the Unlock radial menu. When unlocked, the Chat panel can be moved or resized and radial menu options are available to Reset Position and to Lock the panel.
- **Chat Panel sized automatically:** The Chat panel will automatically resize to fit the screen resolution. This should help people with lower screen resolutions.
- **Modifier Stack, RM Dice and Dice Tower Panels:** The Modifier Stack, RM Dice and Dice Tower panels can be unlocked using the Unlock radial menu option. When unlocked them can be moved around the desktop and radial menu options are available to Reset Position and to Lock the panel.
- **RM Dice Panel can be vertical:** The RM Dice panel can be change to a vertical stack of the three dice using the radial menu. The panel can be set back to a horizontal stack with the radial menu.
- **Frame added to RM Dice Panel:** Added a frame to the RM Dice panel to make it easier to find where to click to access it.
- **Fixed issue where Dice Tower could be closed:** Dice Tower can no longer be closed.
- **Added Remove All Identities Radial Menu Option to Identities Panel:** A Remove All Identities radial menu option to the Identities panel in the lower right corner of the desktop. This radial menu option will remove all the identities and reset the GM speaking to the default GM identity.

1.2.9 Preferences

- **Character Law Option 1 – Power Point Based on Stat Bonus:** When this toggle is set, the Power Point multiplier will be calculated using the Stat Bonus instead of the Temporary Stat.
- **Character Law Option 16 – Power Point Development:** When this toggle is set, Power Points will be calculated using the Power Point Development skill ranks instead of the default method.
- **Spell Law Option 4 – Base Power Points:** When this toggle is set, Base Power Points will be added to the characters Maximum Power Point total.
- **Auto Calculating Max Hits:** When this toggle is set, the Total Hits field will automatically be calculated using the Body Development Total Bonus.
- **Auto Calculating Max PP:** When this toggle is set, the Maximum Power Point field will be calculated based on the other preferences for power points.

1.2.10   Library Modules

- **Added Dynamic Table Loading:** Tables are no dynamically loaded from the Library Modules.
- **Added Scroll Bars:** Scroll bar are now used instead of scroller controls.
- **Fixed Static Maneuvers applying Armor Penalties (Character Law):** Removed the armor penalty for static maneuver skills.

- **Fixed Shields missing DB values (Character Law):** Shield now have the DB values.
- **Fixed Background Option Links (Character Law):** Background Option links now open the appropriate windows.
- **Fixed Humanoids having incorrect DBs (Creatures and Treasures):** Shield DB values were removed from the base DB so they will no longer be counted twice.
- **Fixed Typos in all books:** Typos were caught and fixed in all books. Some were in text and of no consequences, while other were in tables and resulted in the wrong results being applied during dragging (ie. critical effects). Fixed.

1.2.11   Misc

- **Voting:** Voting now allows negative responses.
- **Encounters no longer have a sidebar button:** Encounters are now accessed by clicking the NPCs & Encounters desktop sidebar button. The NPCs & Encounters list window now has tabs for NPCs and Encounters on the right side of the list. The list window defaults to the NPCs tab when first opened.
- **Clients have the Image Resize radial menu:** Clients can now use the Resize radial menu options for images.
- **Scroll Bars:** Scroll bars replace the scroller controls throughout the ruleset.
- **Drop Down Lists:** Drop down lists added.
- **Modifier Icon:** Modifier Icons have been added to fields to indicate they can be used as modifiers. The icon is a small + symbol in the upper right corner of the field as indicated in this image: +25 . If a field as the icon, you can drag the field to the Modifier Stack or double click the field to add a modifier.
- **Fixed issue with Custom Spell List Type Field:** Custom spell lists couldn't change the Type field from (Custom). The Type field can now be changed.
- **Fixed issue with Exporting Character with Custom Spell Lists:** Custom Spell Lists will now work after being exported and imported into a campaign.
- **Fixed issue when importing Characters without spells:** Characters without spells will now import.
- **Fixed Library Window Module Groups:** The groups for library modules will now show up in the Library window.
- **Fixed issue where Desktop Sidebar Button could be closed:** Desktop sidebar buttons can no longer be closed by clicking them with the middle mouse button.
- **Fixed issue when dragging a new character to the Combat Tracker:** Characters can now be dragged to the combat tracker even if the character sheet has never been opened for that character.
- **Fixed issue where CTRL key was revealing GM rolls:** GM rolls will no longer be revealed when holding down the CTRL key.

1.3 Version 1.3 – July 16th, 2012

1.3.1 Character Sheet

- **Resistance Rolls:** RR can be rolled directly from the character sheet by double-clicking or dragging the shadow dice located in the RR section on the Main tab of the character sheet.

- **Stat Rolls:** Open-ended rolls modified by the stat bonus can be rolled directly from the character sheet by double-clicking or dragging the shadow dice located in the Stats section on the Main tab of the character sheet.

- **Moving Maneuver Field Rolls:** Generic Moving Maneuver can be rolled directly from the character sheet by double-clicking or dragging the shadow dice located in the MM Pen box in the Armor section on the Combat tab of the character sheet.

- **Move Field Rolls:** Movement roll required when the character attempts to move at high paces under pressure can be rolled directly from the character sheet by double-clicking or dragging the shadow dice under the Total box in the Basic Movement Rate section on the Inventory tab of the character sheet.

- **Adrenal Defense DB Calculation Preference:** Preference option was added to toggle whether to automatically include the bonus for Adrenal Defense to the character's DB when wearing AT1.

- **Automatic AD field calculation includes Adrenal Defense skill:** When the preference is enabled and the character is wearing AT1, the bonus for Adrenal Defense is automatically added to the character's DB in the Armor section on the Combat tab of the character sheet.

- **Fixed issues with Character Sheet Scroller Controls**: A few sections of the character sheet either did not display a scrolling icon when it was filled with entries, or the location of the scrolling icon was hiding information. Fixed.

- **Fix for High CPU utilization when grouping skills**: An infinite loop was triggered after right-clicking in the skills tab to display skills in grouping, which created high CPU usage and prevented the group heading from displaying. Fixed.

- **Fixed Total Hits field so that it changes when selected**: The border for the Hits box on the Main tab of the character sheet was not bolded when it was selecting, suggesting hits could not be modified. Fixed.

- **Fixed issues with Transportation and Herbs sections:** New entries could not be created by right-clicking in these sections. Fixed.

1.3.2 Modifiers

- **Modifiers Window:** Situational roll modifiers list was added to top right options menu ("+/-" icon). All the modifiers of the three core RMC books (which are not automated in the ruleset) are loaded in the table. The orb in the lower left of the table can be used to filter list (ex: typing "herb" will list only modifiers containing the word herb).

- **Modifiers can be dragged to the Table Resolver Modifier List:** If a modifier was omitted during a roll, the GM is able to drag it directly to the resolver window, updating the results immediately.

- **RR Totals are Modifiers:** The total bonuses for resistance rolls are now modifiers that can be dragged or double-clicked onto the resolver window.

- **Stat Totals are Modifiers:** The total bonuses for statistics are now modifiers that can be dragged or double-clicked onto the resolver window.

- **Modifiers automatically applied for must parry, stun, stun no parry and bleeding:** The modifiers to skill rolls listed in RMC Character Law and Arms Law for bleeding, stun, etc. are now automated in the skills resolution. The modifiers automatically applied to rolls are displayed in the chat window when making the rolls.

- **Defenders DB now separated into each individual defense:** A separate modifier is now shown for each defense in the resolver window instead of a single total. The GM can override some defenses in the attack resolution.

- **MMs automatically applies Ag:** Generic Moving Maneuver rolls are automatically modified by the total bonus for the Agility stat.

- **Move automatically applies Ag/Qu:** Movement rolls used (when attempting to go at fast pace under pressure) are automatically modified the average of the total bonuses for Agility and Quickness.

- **Initative automatically applies Qu:** Initiative rolls automatically modified by the total bonus for Quickness.

- **Range modfier with 0 value added to attacks:** Automatic range calculation is not currently automated. When making a ranged attack, a modifier for range, with a value of 0, is automatically added to the resolver as a reminder for the GM to manually lookup the range modifier.

- **Fixed modifiers for wounds to be appropriate for the skills using Character Law, P. 137:** Wound modifiers were the same for all skill rolls, which conflicted with the RMC rules. Fixed.

1.3.3 Tables

- **Large and Super-Large Criticals in the Table Resolver:** Right-clicking on a result indicating a critical hit in the resolver now also display options in the radial menu to select the Large and Super-Large critical tables. Selecting either option loads the appropriate table in the resolver.

  - Note 1: These tables require a high-open ended roll to resolve the critical instead of the normal D100 for normal A-E criticals.

  - Note 2: The GM must remember that at least a B critical must be scored on a large creature and at least a D on super-large creatures.

- **Support for Base Spell Attack Table:** The base spell attack table is used when resolving non-elemental attack spells. The result is a modifier on a resistance roll by the target. Right-clicking on a value opens the RR table.

- **Support for RR Table:** The resistance roll table provides the target number required for a target to resist a non-elemental spell. Unlike other tables, a roll cannot be dropped on this table in the resolver. The index on the left is automatically set to the level of the target, while the index at the top is set to the level of the attacker. A RR roll is made directly from the character sheet for players, and as a D100 roll for NPCs. The result from the Base Spell Attack must be manually added as a modifier to this roll.

- **Support for Unmodified Rolls in Tables:** The resolver now supports unmodified rolls results and will automatically highlight the correct result in the table.

- **Ability to drag all Table Types:** All tables available by the Tables icon in the upper right corner can now be dragged into the resolver, providing an easy, efficient way of resolving rolls with all relevant modifiers.

- **Fix for Lightning Bolt "J" Criticals (Natural 100 Attack Rolls):** The "J" critical results have been broken down in their different critical result types, which can each be resolved individually by right-clicking on the result and choosing each critical individually.

1.3.4 Combat Tracker

- **Added Power Points fields:** Power Points can now be tracked directly from the Combat Tracker. The field is linked to character sheets, keeping the number synchronized.

- **Added Exhaustion fields:** Exhaustion can now be tracked directly from the Combat Tracker. The field is linked to character sheets, keeping the number synchronized.

- **Added Initiative rolls:** Double-clicking the shadow dice on the Initiative field in the Combat Tracker automatically rolls initiative, modified by Quickness for characters, and by the initiative modifier for NPCs.

- **Added MM rolls:** Double-clicking or dragging the shadow dice on the MM field in the Combat Tracker automatically rolls a generic Moving Maneuver, modified by Agility for characters, and by the MN Mod for NPCs.

- **Added Move rolls:** Double-clicking or dragging the shadow dice on the Move field in the Combat Tracker automatically rolls for Movement (to determine moved distance at higher paces under pressure), modified by Agility for characters, and by the MN Mod for NPCs.

- **Added Activity % field. Reduces 100 when combatant's turn ends:** Actions in Rolemaster Classic can require longer than the 100% activity allowed for each round. They can be tracked by setting the total activity required in the Act % field, which gets lowered by 100% each round. For example, casting a spell of the same level as the caster requires two rounds of preparation and a 75% activity in the third round to fire off the spell. The Act % can be set to 275% on the first round of preparation to keep track of the spell casting.

- **Added Parry defense for all combatants that will automatically reduce all attacks except Special and Elemental Attacks:** The combat options in the Combat Tracker have been reversed to show the defense first. Each player enters their parry amount during the declaration phase at the beginning of each round. The Att. OB fields for each attack are automatically reduced by the parry amount (except those for spell casting, type special and elemental attack).

- **Added Visiblity button to affect all NPCs:** This is a quick toggle for the GM to make all NPC entries in the Combat Tracker visible to players.

- **Added Panel buttons to open and close all combatant panels of the type clicked:** This is a quick toggle for the GM to open/close sub-panels for all combatants in the Combat Tracker of a given type: Attacks & Defenses, Effects or Notes.

- **Cycle through Friendly, Neutral, and Hostile NPC types using mouse wheel or clicking:** The faction of each combatant can be cycled through be either clicking on it or using the mousewheel.

- **Effects applied at end of combatant turn instead of end of round only if the end of turn isn't checked:** When the focus moves away from a combatant by using the Next Actor button at the bottom of the Combat Tracker, effects such as bleeding, stun, no parry, are applied immediately.

- **Effects for combatants without the end of turn checked are updated:** A checkmark is displayed on the upper left of portraits in the Combat Tracker when the focus moves away from a player using the Next Actor button. When the end of round occurs, effects such as bleeding, stun, no parry, are applied for any combatant that do not have a checkmark on their portrait.

- **PC ownership updated on login. Requires closing and reopening combat tracker:** If a character changed owner, it would require the host to restart the host to allow the new owner to see the Combat Tracker details. Fixed; only closing and reopening the Combat Tracker is required now.

- **Fixed deletion of effects when their values are zero:** Many effects may include both a penalty from a wound and a timer such as stun. When timers expired, the whole effect was removed, deleting the wound and associated penalty. Fixed; an effect is now automatically deleted only if there is no wound penalty.

- **Fix for targeting issue after the GM deletes the target:** If a combatant was deleted from the Combat Tracker, a script error would be displayed when a player would switch target from that combatant to another. Fixed.

1.3.5 Library

- **Library entries can now be shared:** Each page from the library modules can now be shared with the players, effectively opening it in their client.

- **Fix for high CPU utilization with the Library open:** A repeating loop in the root of library modules was causing high CPU usage and resulting in lag. Fixed.

1.3.6 Windows

- **Close Buttons:** Close buttons (red 'X') were added to all windows in the upper right corner.

- **Notes - persistently sharable and GM usable:** Players notes field can be shared persistently with other players (ie. they will remain shared unless explicitly unshared), and GM are now able to use them as well.

- **Encounters added:** Encounters can now be prepared and automatically added to the map & Combat Tracker. See the walkthrough to learn how to use them.

- **Images - Most of the 4E image functionality:** Most of the functionalities for images found in the 4E ruleset were added. See the Images section below for further details.

1.3.7 Images

- **Persistent Sharing:** Images can now be persistently shared, ie. they will remain viewable on the clients until explicitly unshared.

- **Toolbar Mask button:** Quick toggle for the mask mode in the new tool bar at the top left of the image window.

- **Toolbar Draw button:** Quick toggle for drawing mode in the new tool bar at the top left of the image window.

- **Toolbar Erase button:** Quick toggle for erasing mode in the new tool bar at the top left of the image window.

- **Toolbar Grid adjustment buttons:** Quick toggle to adjust the size and position of the grid in the new tool bar at the top left of the image window.

- **Image Resizing Options as radial option:** New Resize option when right clicking on image provide quick way to reset the image to its original size, and to automatically set either the height based on the width of the image, or set the width based on the height of the image.

- **Adjustable Distance per Grid Unit from 1-10:** The distance calculated when drawing a line pointer with the grid turned is now modified by a preference option setting the distance for each square or hex.

- **Fixed Snap to Grid for hex grids:** The token snapping when using a hex grid was misaligning. Fixed.

1.3.8 Preferences

- **Automatically calculate Adrenal Defense DB Preference:** When this toggle is set, the Adrenal Defense value on the Combat tab of the character sheet is automatically looked up from the Adrenal Defense skill on the Skills tab.

- **Preference for Automatically Totaling Dice Results:** When this toggle is set, a total value is shown when rolling multiple dice in the chat window.

- **GM Preference to fill in NPC First Glance with the Name when adding to the Combat Tracker:** When this toggle is set, the First Glance field (description in the Combat Tracker) is automatically field with the NPC name if it was blank in the NPC record.

- **GM Preference to auto number NPCs when adding to the Combat Tracker:** This option sets whether any automatic numbering is added to NPC Name and First Glance field when it is copied to the Combat Tracker. The setting Append increases the number sequentially while Random can be used to hide how many NPCs there are by using random numbers.

- **GM Preference to auto roll NPC Initiative when adding to the Combat Tracker:** When this toggle is set, the initiative is automatically rolled when a NPC is dragged to the Combat Tracker.

- **Ring Bell only for active player with GM Preference:** When this toggle is set, the bell will ring on the player's computer when the focus in the Combat Tracker switches to him/her.

- **Added Distance per Grid Unit Preference:** This option set the distance each square or hex when the grid is applied to an image. This is used to adjust the calculated value when using pointers or when player movement is locked.

- **Added Preference to Change PP Current Label to PP Used:** The label on the Main tab of the character sheet for Power Points is by default "Current PP" which is the reverse behavior to Hit Points which tracks damage. This option switches the label to "PP Used" to follow the same method.

- **Changed default option for mouse wheel from None to Ctrl:** Previously, the default behavior of the mouse wheel was to increment/decrement numbers when it was used over any numeric field. This was particularly troubling when using the Skills tab of the character sheet since there are so many numeric fields on it. The new default behavior is that the Ctrl key must be held down while using the mouse wheel in order for it to increment/decrement fields.

1.3.9 Library Modules

- **Quick Combat Reference (Arms Law):** A Quick Combat Reference page was added to the root of the Arms Law module. It includes the high level tactical steps of combat rounds and quick links to the useful tables.

- **Missing Tables (Arms Law):** The tables 03-03 (Activity Percentages), 06-03 (Animals) and 06-04 (Monsters) in Arms Law were missing. Fixed.

- **Split of Stalking & Hiding (Character Law):** The skills Stalking and Hiding are developed as one skill, but they are resolved differently – one is a moving maneuver while the other is static, and they don't use the same stats either. They are now listed as two skills in the table, and hiding has no development cost for all professions; hiding ranks is always the same as stalking ranks.

- **Unskilled Actions Table (Character Law):** The table Unskilled Actions was added to the root of the Character Law module. They can be dragged to the Skills tab of the character sheet and given modifiers as any normal skill (level, item, special), even though they are not skills that can be developed.

- **NPC Table (Character Law):** Table 10-18 was added and linked in the root of the Character Law library module. The GM can drag each line to quickly create a NPC in the personalities section. The notes and skills tab for the NPC show the spell lists and appropriate skills.

- **Incomplete Table (Character Law):** The tables 09-07 (Level Bonus Table) was missing some professions. Fixed.

- **Skills Tables (Character Law):** Stats for some skills were wrong or missing, and the type was set to moving maneuver for some skills that were static maneuvers. Fixed.

- **Base Spell Attack Table (Spell Law):** The Base Spell Attack Table was added as a table that can be used in the resolver.

- **Resistance Roll Table (Spell Law):** The Resistance Roll Table was added as a table that can be used in the resolver.

- **Spell Attacks (Spell Law):** A table of Spell Attacks was added to the root of the Spell Law library module containing attacks that can be dragged to the Weapons section on the Combat tab of the character sheet. These spell attacks are then handled like any other weapon in the combat tracker and resolver.

- **Missing Tables (Creatures & Treasures):** Tables 10-11 (Vegetation Encounter) and 11-02 (Encounter) in Creatures & Treasures were missing. Fixed.

- **Modifiers in all books:** The modifiers listed in each book were identified and, when they were not automated, were added to the list of modifiers. The modifiers list should be a comprehensive list of all possible roll modifiers for skills and attacks.

- **Typos in all books:** Many typos – too numerous to list individually – were caught and fixed in all books. Some were in text and of no consequences, while other were in tables and resulted in the wrong results being applied during dragging (ie. critical effects). Fixed.

1.3.10　　Misc

- **Dice Tower (doesn't work for attacks):** A dice tower is now displayed in the lower right of the desktop. Player rolls can be dragged to the dice tower to display the result of the rolls only to the GM, hidden from players. This can be used to roll for situations when the player should not know whether he was successful or not, such as perception, disarm trap, tracking, lore skills, etc.

    - Note: Because of the way attacks are resolved in the Rolemaster Classic ruleset, they cannot be rolled in the Tower.

- **Additional Criticals for Weapons:** The GM can now link up to two additional critical tables on a weapon (or spell attack) by opening the weapon details on the Combat tab of the character sheet and dragging the desired table on the slot at the bottom of the window. A lesser critical severity can be set by entering a negative number in the field Lvl Diff. When resolving an attack with additional critical, right-clicking in the resolver will show the additional critical in the radial menu.

- **Character Imports and Exports:** The GM can now export Rolemaster Classic characters by typing /exportchar in the chat window. The generated XML file can then be imported into another campaign by typing /importchar.

- **Exporting Encounters:** Using the function /export when creating Rolemaster adventure modules will now also export encounters that were created in the campaign.

- **FG v2.9 Compatibility:** Numerous tests were made on the Rolemaster Classic ruleset to be fully compatible with Fantasy Grounds v2.9. The new core features of v2.9 are all supported and working as expected.

2 New User Walkthroughs

2.1 Character creation

This step by step walkthrough complements, by going more in-depth steps and providing screenshots, the character creation walkthrough available in the Character Law module in Fantasy Grounds. Familiarity with the Classic, 1st or 2nd edition of Rolemaster is assumed. Section 2 in the Character Law explains the concept of character creation in Rolemaster.

2.1.1 Setting up a dummy campaign

There is functionality not currently available within the "Manage Character" option. We will create a dummy campaign to create characters and they can be exported later to the real campaign.

- Launch Fantasy Grounds.
- On the launch screen, if "Check for Updates" is any other color than white, click on it to install the latest version of FG.
- Click on "Create New Campaign".
- Type "RMC Character Pool" as campaign name.
- Click on the ruleset "RolemasterClassic".
- Click "Start" in the lower right corner (not Windows' Start Menu).
- When the loading is complete, click on the open book icon ("Modules") in the top left section.
- Open the three core books Character Law, Arms Law and Spell Law by holding down the left mouse button on each book, and dragging left to open them.

2.1.2 New character, the basics

- Click on the hooded figure icon ("Characters") in the top left section.
- Right-click in the Character Selection window and select "Create Item" on the radial menu.
- Left-click on the rectangle << Unnamed >>; you are now looking at the Main tab of the character sheet.
- The following fields can be left-clicked and edited freely, as they are not linked anywhere else:
  - Name, Height, Weight, Age, Sex, eyes & Hair
- Click on the book icon (Library) in the lower right, just above the dice.
- Click on Character Law to select the book and then click on "3.0 Professions" to open that section.
- Once you have chosen the character's profession, type it on the character sheet.
  - Be careful to type it exactly as shown, otherwise the skill development costs will be blank when you add skills to the character.
- Click on "4.0 Race and Culture" to open that section of Character Law.
- Click on the + symbol beside "4.1 Races" to expand that chapter.
- Once you have chosen the character's race, click on the link box beside "Table 04-01: Race Abilities"
- Hold Left-click on the race name and drag it to the race field on the character sheet.
  - The racial bonuses for Stats and Resistance Rolls should automatically update when you release.

2.1.3 Stats

- There are a lot of different house rules on stats; the RMC ruleset does not try to automate this process to leave it open and flexible. The following steps assume the basic rules described in Character Law section 5.1.

- Type "Tmp: " on the first line In the text box at the bottom of the main page.
- Double-click on the dice labeled "1-100" in the lower left of the desktop; a D100 roll will be made in the chat window.
- If the roll is 20 or more, type beside the word "Tmp: " in the notes section on the character sheet.
- Repeat this step 9 more times to have ten temporary stats rolls.
- Press "Enter" and type "Prl: " on the second line in the notes section on the character sheet.
- Roll ten potential stat, writing them on the second line beside the word "Pot: ".
- Select Library icon (lower right), Character Law, "5.0 Stats" and the click the + beside "5.1 Generating Stats"
- Click on the link box for "Table 05-01: Stats Potential Table".
- Press "Enter" and type "Pot: " on the third line in the notes section on the character sheet.
- On Table 05-01, cross-index the roll on the second row (Y axis) with the temp stat of the first row (X axis), and write that number on the third row beside "Pot: "
- Repeat this process for each ten pair of rolls.
- Your character sheet should now look like this:

- Assign each Temp roll, with its corresponding Pot stat to the ten stats.
- Keep in mind that each profession has two prime requisite stats; if you assign a temp roll that is below 90 to one of the prime requisite, you can bump it up to 90. If you do this, you need to look up the equivalent Potential roll (on the second row) to determine the new potential.
  - For example, in the above character, if the 4th roll (Temp 45) was assign to Co, a prime requisite for ranger, the temp stat would become 90 and the equivalent potential roll 88 would be looked up again on Table 05-01, yielding a Pot stat of 95.
- Hold left-click the total bonus for Presence (Pr), drag and drop it on the copper orb in the lower left labeled "Modifier" and roll D100.
- Notice in the chat window how the Presence bonus is added to the roll.

- Hold left-click on the roll in the chat window, drag and drop it on the App (Appearance) on the character sheet, between Sex and Eyes.
- If the selected profession is a spell caster, type the magic realm in the top section.
- If the selected profession is not a spell caster, select a magic realm for the character based on the magic stats (Pr, In & Em) and type it in the top section.
  - Note: a score of 75 or higher is required to get power points to cast spells.

- Hold left-click to select all three rows in the notes section, type Ctrl-X to cut it.
- Click on the Notes tab, on the left edge of the character sheet and type Ctrl-V to paste the rows in the Notes.

2.1.4 Background Options (Optional Rule)
- If "option 8: Background Options" is being used, open section "6.0 Background" in the Character Law module.
- Expand section "6.1 Special Abilities and Equipment".
- Click on the link box for "Option 8: Background Options".
- Click on the link box for "Table 06-01: Race Background Options".
- Keep track of the background options in the Notes tab on the character sheet.

2.1.5 Selecting Skills to develop
- Click on the book icon (Library) in the lower right, just above the dice.
- Click on Character Law to select the book and then click on "Primary Skills" to open the Skills tables.
- Click on the Skills tab on the right edge of the character sheet.
- Hold left-click the grey link box of skills to be developed, drag and drop anywhere on the character sheet.
  - Note: If the cost of the skill is blank, there is a mistake in the spelling of the profession on the main tab.

- If "option 18: Secondary Skills" is being used, repeat the above steps using the "Secondary Skills" table found in the Character Law module.

2.1.6 Weapons skills
- During character creation, the six weapon categories must be assigned to one of the six weapon development costs for the profession.
- Drag each of the size Weapon skills from the primary skills table to the Skills tab of the character sheet.
- Right-click on the skill "Weapon 1" in the character sheet, select "Unlock Skill" in the radial menu.
- Click the skill description "Weapon 1" and replace it by "Wp# XYZ", where "#" is the number of the weapon skill and "XYZ" is one of the six weapon types:
  - 1HS (One-Handed Slashing)
  - 1HC (One-Handed Concussion)
  - 2H (Two-Handed Weapon)
  - PA (Pole Arm)
  - MIS (Missile Weapon)
  - TH (Thrown Weapon)

- Repeat the above step for "Weapon 2" to "Weapon 6", so that each of the six development cost is assigned to a weapon category.
- From the tables "Standard Weapons" and "Additional Weapons" in the Arms Law module, choose a weapon matching for each category and type its name in the character sheet so that each skill looks like "Wp# XYZ WeaponName".
  - Note: In Rolemaster, weapon skills are developed for a specific weapon.

- If two weapons of the same category will be developed, drag & drop the appropriate weapon skill again from the Primary Skill table in Character Law and edit its description.
- Left-click on the grey link box for the first weapon to open the skill details window.
- On the blank line beside Stats, enter the appropriate stats for the weapon skill:
  - "Ag/St" for Thrown Weapons
  - "Ag/Ag/St" for Missile Weapons
  - "Ag/St/St" for all other weapon type
- Click on the opened lock icon at the top of the window, beside the skill description.
- Close the skill detail window and repeat the above steps for each weapon skills on the character sheet.

2.1.7 Spells Acquisitions Skills

- If the character is a spell caster, open the Spell Lists table of the appropriate realm from the Spell Law module.
- Choose the first spell list the character will attempt to learn.
- Drag the skill "Spells" from the "Primary Skills" table in Character Law to the skills tab of the character sheet.
- Left-click the grey link box for the "Spells" skill.
- Click the lock icon in the skill details window that opened.
- Edit the description to add the name of the spell list.
- If "option 14: Stat Bonuses for Spell Gain Rolls" is being used, type the relevant stat on the stat line.
- Click on the opened lock icon at the top of the window, beside the skill description, close the skill detail window.

2.1.8 Other "Multi" Skills (Ride, Directed Spells, Linguistics, Adrenal Moves, Martial Arts"

- Some of the primary skills are listed once, but developed independently for each sub-skill.
- Right-click the skill description, select "Unlock Skill".
- Edit the skill description to specify the sub-skill.
- Right-click the skill description, select "Lock Skill".

2.1.9 Hide Skill

- The hide (hiding) skill is unique in that each rank in stalk also provides a rank in hide, but the two skills are resolved differently during play, so they are on separate line. The cost for hide is thus always "---".

2.1.10   Adolescence Skills Development

- On the Main tab of the character sheet, the total at the bottom of the last column (DPs) show how many development points are available to purchase skills.
- In the Misc column on the Skills tab of the character sheet, type the number of ranks desired for each skill.
- Calculate how many development points are spent based on the costs, and keep going until the total balances with the available points to spend.
- Once the chosen skills are final, add the ranks in the Misc column to the ranks in the Rank column, and delete the entry in the misc column.
- If "option 11.3: Additional DPs for Secondary Skills" is being used, repeat the above step and spend the additional development points on secondary skills only.

2.1.11   Spell List Acquisition

- If a spell list is being learnt, switch to the Spells tab of the character sheet.
- If the spell list is not already copied to the character sheet, select the Spell Law library module.
- Click on the Spell Lists entry for the appropriate realm.
- Hold left-click on the spell list being learnt, drag & drop onto the Spells tab of the character sheet.

- In the column Chance, type the total for the Spells skill for this spell list on the Skills tab.
- Double-click on the Chance field to make the Spell List Acquisition roll. If the result in the chat window is superior to 100, the spell list was successfully learnt. In which case, the Chance field is blanked out, and the level to which the spell list was learnt (cf. Spell Law rules on spell list acquisition) is typed in the Level field.

2.1.12   Stats Gain Rolls

- Stats Gain Rolls for apprenticeship must now be made.
- Click on the Main tab of the character sheet.
- Open the section "5.0 Stats" in the Character Law module.
- Click on the "+" beside "5.1 Generating Stats".
- Open "Table 05-02: Stats Gain Table".
- Hold left-click the dice labeled "1-100" under the chat window, drag and drop it in the chat window.
- Look up the roll in the left column of table 05-02, cross-indexed with the difference between the temp and pot values for the Co stat. The result is the change to be applied to the Co temp stat.
- Repeat the above steps for all ten stats.
  - Note: a roll must be made for temp stats that have reached their pot value since the temp stat could go down on a roll of 01-04.

2.1.13   Apprenticeship Skills Development

- Repeat the same steps as above Adolescence Skills Development, followed by Spell List Acquisition.
- If "option 9: Hobbies" is being used, select the hobby skills and increase the total ranks.

2.1.14   Level –based Skill Bonus

- Open section "9.0 Experience And Advancing Levels" in the Character Law module.
- Click the "+" beside section "9.3 Level Bonuses".
- Depending on which rule or option is being used, type in the appropriate bonus in the Level column in the Skills tab of the character sheet.

2.1.15   Setting up Attacks

- For each offensive bonus skill developed, a corresponding attack must be set up.
- Click the Combat tab on the character sheet.
- Open the "Standard Weapons" table in the Arms Law module.
- Hold left-click the grey link box in the table, drag and drop on the Weapons section of the character sheet.
- Repeat the above step using the "Additional Weapons" table, if relevant.
- If the character has offensive spells, repeat the above step using the "Spell Attacks" table in the Spell Law module.
  - Note: The Base Attack Spell is used to cast all offensive spell that are not elemental base.
- Toggle the "Use" checkmark beside each attack to make them available during combat.

2.1.16   Martial Arts Attacks

- For each martial art type (strikes or sweeps) and level, a separate skill is developed in the Skills tab. Refer to the rules in the books for the constraints on the martial arts skill development.
- Right-Click on the Martial Arts section on the Combat tab of the character sheet, select Create Item.
- Given the attack a name, such as "MA Strikes".
- Select the proper type by clicking on "Sw/Th" or "Strikes".
- Type total bonus for each of the different level developed for that Martial Art.
- Toggle the Use radio button to get this attack added when the sheet is dragged to the Combat Tracker.

2.1.17   Equipment & Movement Rate

- Open the Character Law module and select Section 8.0 Equipment & Commerce
- Open the relevant tables and drag items by the link box to the appropriate section (Equipment, Mount or Herb) on the Inventory tab of the character sheet.
- Type the amount of money has left in the Coins section of the Inventory tab.
- Toggle the Enc? radio button for each item that is not worn as clothing or armor. This automates the computation of encumbrance.
- Open section 10.5 Movement, Encumbrance & Exhaustion in the Character Law module.
- Open table 10-07 Stride Modification.
- Look up the height of the character in table 10-07 Stride Modification.
- Type 50 plus the height based stride modifier in the Race box in the Basic Movement Rate section on the Inventory tab.

2.1.18   End of Development – Manual Admin Steps

- If body development ranks were acquired, drag the relevant dice to the chat window to roll for extra hits.
  - Note: The "Rk Bn" field for body development is calculated by dividing Constitution score divided by ten (rounded up) and rolling one dice (type – D8 or D10 – depends on race) for each Rank developed for body development.
- Match the Hide ranks to the Stalk ranks.
- For each attack in the Weapons section, type the skill total from the Skills tab in the OB column.
- For each attack in the Martial Arts section, type the skill total from the Skills tab in the appropriate level.
- Total Hits and Maximum Power Points on the Main tab must be updated manually with either the total of the corresponding skills or calculate per level (for Power Points).
- If Linguistics ranks were developed, they must be added to the Languages section on the Main tab.
- Update the Level and XP fields in the top section of the Main tab.

2.1.19   Backing up, Exporting & Importing Character

- Characters created in one campaign can be backed up or transferred to another campaign. The GM can type /exportchar in the chat window to create an independent XML file with all characters in the campaign. A single character can be exported by typing /exportchar CharacterName. The location where this XML file is saved is not important for Fantasy Grounds or the RMC ruleset.
- An exported character can be imported into a new campaign by typing /importchar and selecting the XML file that was created.

2.2 New GM first 20 minutes with RMC & FG

This step by step walk-through is meant to help a GM new to Fantasy Grounds get started with the RMC ruleset (which covers the Classic, 1st & 2nd editions of Rolemaster).

The steps below are based on using the default installation parameters for Fantasy Grounds over Windows 7. You may need to find the corresponding paths if you are using a different OS or have changed file locations.

2.2.1 Setting up the Campaign
- Launch Fantasy Grounds.
- On the launch screen, click "Check for Updates" to install the latest version of FG.
  - Note: you will need to type the UserID and password you have registered on the Fantasy Grounds web site to install the latest version of the RMC ruleset
- Click on "Create New Campaign".
- Type "RMC Test" as campaign name.
- Click on the ruleset "RolemasterClassic".
- Click "Start" in the lower right corner (not Windows' Start Menu).

2.2.2 Setting up the Battle Map
- Download or create an image in a standard format (I use JPG's) to use as battle map. There are great maps in the Armory forum, such as this thread: http://www.fantasygrounds.com/forums/showthread.php?t=15901
- Select Windows' Start Menu, All Programs, Fantasy Grounds II, Application Data Folder.
- Select the directory named "campaigns", "RMC Test" (or whatever name you used when creating it).
- Copy the image you have downloaded to the sub-directory "images".
  - Note: it's a good idea to keep maps small (recommended <600KB); resize it if needed
- Back in Fantasy Grounds, click on the icon "Maps & Images" on the bar on the right side.
- Click on the map you have copied there.
  - Note: if it's too large, hold down the Ctrl key, and while on the image, hold down the left mouse button and drag the mouse up and left; that will shrink the battle map window.
- Right-click on the image, select "Layers" then "Set Grid"
- Left-click on the image and drag to create a grid of 35 pixels squares

2.2.3 Creating the NPCs
- Click the icon "Library" on the bar on the right side.
- Select "Creatures and Treasures"
- Select "Animals"
- Click the icon "Personalities" on the bar on the right side.
- Hold down the left mouse button on the square next to the first animal in the list (large alligator) and drag it to the Personalities window.
- Click on the Alligator in the Personalities window.
- In the field "First Glance", type "Wally"; this will be the name displayed to players.
- Click the icon "Tokens" on the bar on the right side (bottom right).
- Drag the token for the letter "A" on the round spot beside the creature's name, above the First Glance field.

2.2.4 Importing Sample Character
- Download the sample characters from the forums attached to the first message in the thread http://www.fantasygrounds.com/forums/showthread.php?t=16579 and save it in any folder.

- Extract the XML file within the ZIP
- In the chat window, type "/importchar" and select the XML file in the pop-up dialogue.

2.2.5 Connecting a client (player) to the host (GM)

- From the start menu, launch Fantasy Grounds a second time.
- Click "Join Game" on the launch screen.
- Type any user name in the User Name field.
- Type "127.0.0.1" in the Host address field.
- Click "Start" in the lower right corner (not Windows' Start Menu).
- Once past the loading screen, double-click the server character "Elven Bard".
- You are now seeing the player's view from this instance of Fantasy Grounds.

2.2.6 Setting up the Combat Tracker

- Switch back to the GM instance of Fantasy Grounds.
- Click the icon "Combat Tracker" in the top right group of icons.
- Drag the round token for "Elven Bard", above the chat window, to the Combat Tracker window.
- Drag the Alligator, from the Personalities window, onto the Combat Tracker window.
- Click on the yellow head silhouette in Wally's entry to turn it hostile.
- Right-click on the first empty entry in the Combat Tracker and select "Delete Combatant".
- Click on the icon "Maps & Images" on the bar on the right side.
- Select your battle map.
- Drag the token to the left of "Elven Bard" in the Combat Tracker onto your battle map.
- Drag the token to the left of "Wally" in the Combat Tracker onto your battle map.

2.2.7 Combat, round 1

- Right click on the battle map, select "Share Sheet".
- Right click on the Combat Tracker, select "Share Sheet".
- Click icon "Next round" in the lower right of the Combat Tracker window.
- Switch back to the player instance of Fantasy Grounds.
  - Note: notice how the alligator is not showing either on the map or in the combat tracker.
- GM asks player to roll perception to spot the alligator.
- Click on round token for "Elven Bard" in the upper left, above the Chat window, to open character sheet.
- Click the skills tab.
- Hold left click on the Perception skill and drag onto the tower icon in the lower right, beside the Tokens icon.
  - Note: the windows of the tower will light up when you can release the left mouse button.
- Switch back to the GM instance of Fantasy Grounds; notice how the result of the perception roll are displayed in the chat window; when players roll in the tower, only the GM sees the result.
- Assume this result was enough to spot the alligator; click on the eye icon above "Wally" in the Combat Tracker.
  - Note: the icon on the GM's battle map goes from transparent to full to confirm the creature is visible.
- Switch back to the player instance of Fantasy Grounds.
- Click the "Sword & Shield" icon for "Elven Bard" entry in the Combat Tracker; this reveals combat options.
- Left click on the "A" token on the battle map; this sets "Wally" as target for all attacks & defenses
- During the declaration phase at the beginning of each round, players must also set how much parry to use this round; type "10" under "Melee" beside the line "Parry".
  - Note: the Attack OBs for all weapons were automatically reduced by the parry amount.

- Double-click on the shadow dice under "Init" in the Combat Tracker to roll initiative for "Elven Bard".
- Switch back to the GM instance of Fantasy Grounds.
- Double-click on the shadow dice under "Init" in the Combat Tracker to roll initiative for "Wally".
- Click on "Sword & Shield" icon in the Combat Tracker for "Wally".
- Hold left click on the name "Elven Bard" in the Combat Tracker and drag it under "Defend vs" for "Wally".
    - Note: (none) will be replaced by "Elven Bard" on the Parry line.
- Repeat this step for the attack "M Bite"; (none) will be replaced by "Elven Bard" as well.
- Click icon "Next actor" in the lower left of the combat tracker; this moves the focus to the first person to act this round.
- Let's assume "Elven Bard" acts first and he's in melee range; switch back to player instance of Fantasy Grounds.
- Double-click the shadow dice under "Att OB" for the "Long Kynac" weapon.
- Switch back to GM instance of Fantasy Grounds.
- In the Attack Resolver window that popped up, double-click the box "Elven Bard Long Kynac vs Wally".
    - Note: the result is automatically cross-checked against Wally's armor type
- Assuming Elven Bard has hit, hold left click & drag the highlighted cell to the "Damage" field for Wally on the Combat Tracker.
    - Note: the concussion hits damage automatically gets applied.
    - Note: on the token to the left of Wally's name in the Combat Tracker, a green dot appeared; this is the current damage category for Wally; colors are green (1% to 24%), yellow (25% to 49%), orange (50% to 74%), red (75% to 99%), black (dead).
- Assuming Elven Bard has scored a critical, right click the highlighted cell and select the letter for the critical.
- Switch back to the player instance of Fantasy Grounds.
- Hold left-click and drag the 1-100 dice in the lower left, under the chat window, and drop in the chat window to roll the critical damage scored.
- Switch back to the GM instance of Fantasy Grounds.
- Hold left click and drag the player's roll in the chat window to the critical table in the resolver.
    - Note: the table will automatically highlight the result in the critical table
- Hold left click the highlighted cell and drop it on the chat window to the let the player know the result.
- Hold left click the highlighted cell and drag it to the "Damage" field for Wally on the Combat Tracker.
    - Note: the effect of the critical is automatically added to Wally
- Elven Bard's action is done; click on icon "Next Actor" in lower left of Combat Tracker window.
    - Note: A checkmark was added to Elven Bard's token in the Combat Tracker to indicate he has acted this round.
- If Wally is not stunned from the critical, he can attack Elven Bard back; and so on for future rounds.

2.2.8 Casting Spell
- Elven Bard finished preparing and is now ready to cast "Calm Song".
- Switch back to the player instance of Fantasy Grounds.
- The parry automation currently erroneously reduces the Attack OB for base attack spells; type "1" under "Att OB" for the "Base Attack Spell" attack.
- Double-click the shadow dice for "Base Attack Spell" to roll the attack strength of the "Calm Song" spell.
- Switch back to the GM instance of Fantasy Grounds.
- In the Attack Resolver window that popped up, double-click the box "Elven Bard Base Attack Spell vs Wally".

- Verify the modifiers that were applied to the roll are appropriate; since base attack spells are currently resolved as weapons, some modifiers may be erroneous; toggle the check box to ignore a modifier; range is not automated and always show up as a "0" modifier; the GM must type the range modifier manually.
- The highlighted row in the RR table shows the modifier to Wally's resistance roll.
- Select the bronze orb labeled "Modifiers" in the lower left corner, under the chat window, and type the RR modifier.
- Hold left-click and drag 1-100 dice to the right of the modifiers orb and drag it into the chat window to roll Wally's RR.
- Right-click the highlighted row in the Base Spell Attack Table in the Attack Resolver, select "Resolve Resistance Roll".
- The cross-checked highlighted cell shows the number required to resist the spell.
  - Note: do not drag the roll from the chat window, as it will instead replace the defender's level with the roll.

2.2.9 Moving Maneuver

- Elven Bard attempts an extremely hard acrobatics maneuver as a full round action to dodge Wally's attack.
- Switch back to the player instance of Fantasy Grounds.
- Click on round token for "Elven Bard" in upper left, above Chat window, to open character sheet.
- Click the skills tab.
- Double-click the shadow dice under the Acrobatics skill.
- Switch back to the GM instance of Fantasy Grounds.
- In the Skill Resolver window that popped up, double-click the box "Elven Bard Acrobatics".
  - Note: modifiers, such as armor penalty and wounds, are automatically added and can be toggled; verify the modifiers there are appropriate.

- Either resize the resolver window with holding Ctrl and left-click dragging, or use the scroller at the bottom of the resolver window to see the result for an Extremely Hard maneuver.
- If the result is a number, it is used as DB value for dodge against all attacks on "Elven Bard".
- Click the "Sword & Shield" icon for "Elven Bard" in the Combat Tracker.
- Locate the Defense Dodge and type the number value under both "Melee" and "Missile".
- Click the "All?" toggle beside the Dodge defense to make sure it will be used for all attacks.
  - Note: In RM, a defense is usually again a specific target, unless the "All?" toggle is activated.