

Demonstration of Roll20

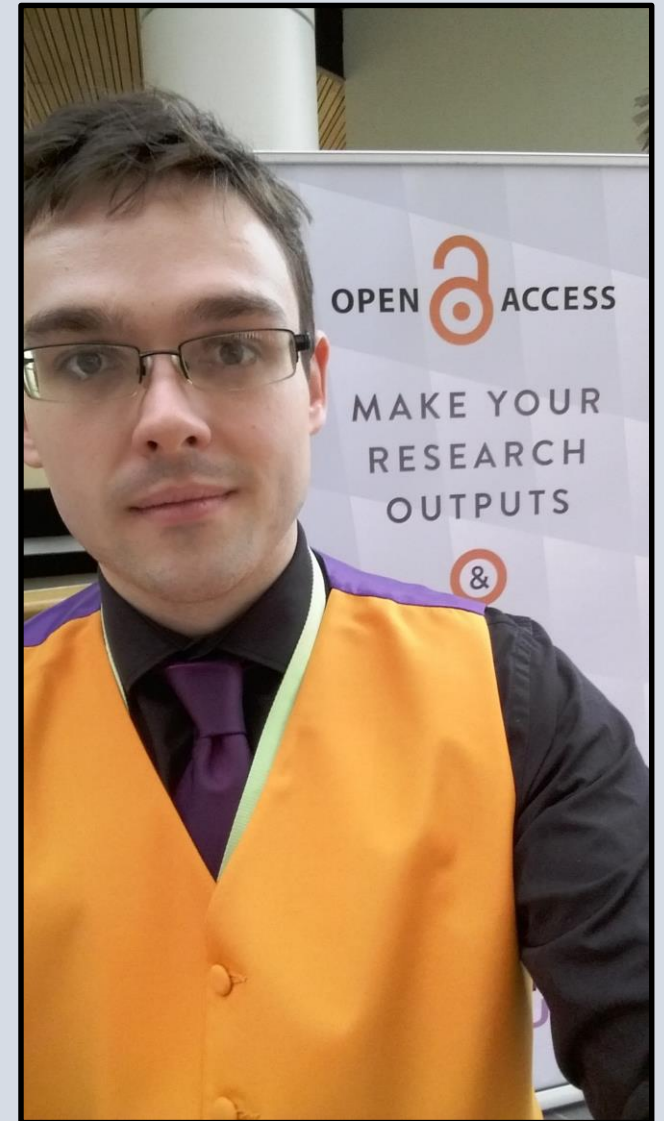
<https://roll20.net>

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Who am I?

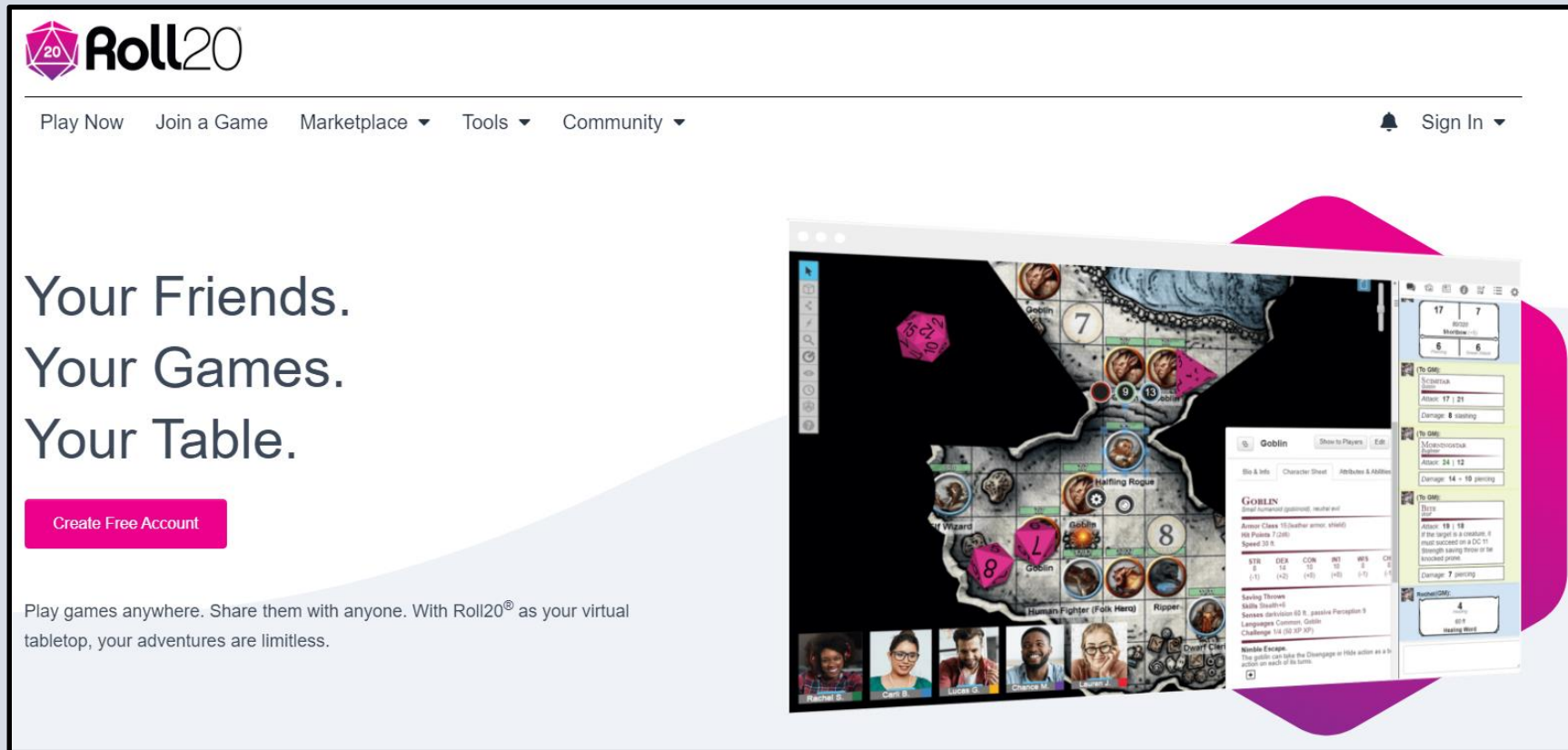
- Cataloguer and repository manager
 - Open Access
 - Resource description and discovery
 - Digital archiving
- Personal interests
 - Board games
 - Roleplaying games (D&D, Call of Cthulhu, etc.)
 - (Garish waistcoats?)



Self-portrait, Open Access Week 2017

What is Roll20?

- Online virtual tabletop
- Mostly for roleplaying games



The screenshot shows the Roll20 homepage. At the top is the Roll20 logo, a navigation bar with links for 'Play Now', 'Join a Game', 'Marketplace', 'Tools', and 'Community', and a 'Sign In' button. The main content area features the text 'Your Friends. Your Games. Your Table.' and a 'Create Free Account' button. Below this is a paragraph: 'Play games anywhere. Share them with anyone. With Roll20® as your virtual tabletop, your adventures are limitless.' On the right side, there is a large image of a game session in progress, showing a map, character sheets, and a chat window.

Roll20

Play Now Join a Game Marketplace Tools Community Sign In

Your Friends.
Your Games.
Your Table.

Create Free Account

Play games anywhere. Share them with anyone. With Roll20® as your virtual tabletop, your adventures are limitless.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	12	10	10	8	8
(+1)	(+2)	(+0)	(+0)	(-1)	(-1)

Saving Throws
Dexterity +3
Spellcasting 10 ft. passive Perception 9
Languages Common, Goblin
Challenge 1/4 (80 XP)

Skills
Perception +3
Stealth +3

Actions
Multi-attack. The goblin can throw the Discharge or Hide action as a bonus action on each of its turns.



Discharge
Ranged Spell
Damage 7 (1d6) lightning



Hide
Action
The goblin can take the Hide action as a bonus action on each of its turns.

Multi-attack
The goblin can throw the Discharge or Hide action as a bonus action on each of its turns.

Roll20 Homepage (<https://roll20.net>)


Roll20 basic functionality: game instances

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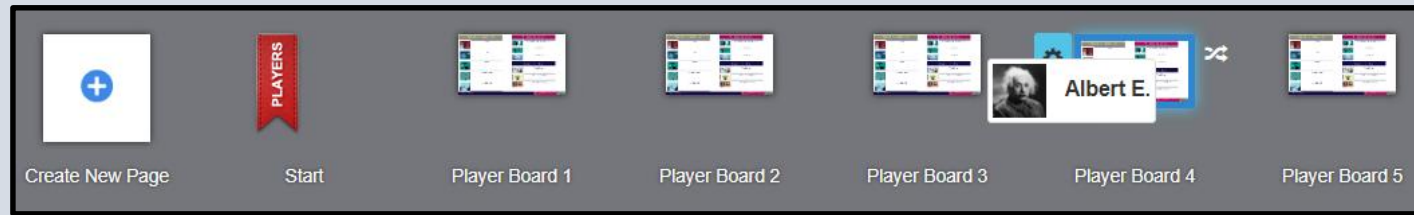
CALL of CTHULHU
INVESTIGATOR HANDBOOK
Available Now
ON THE ROLL20
MARKETPLACE



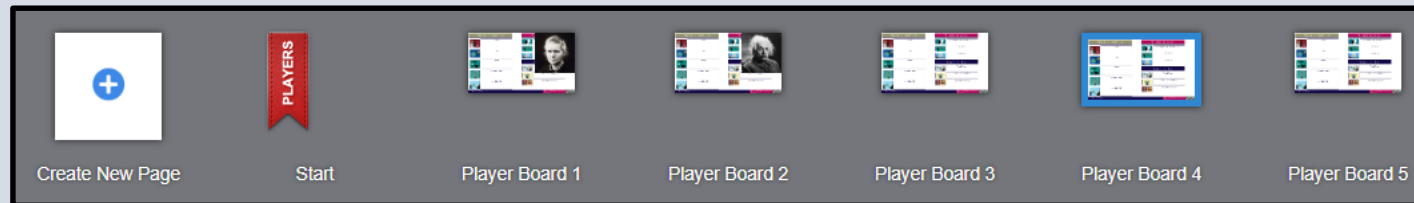
Roll20 RESERVE
PRO PERKS, UNLOCKED MONTHLY
[THIS MONTH'S OFFERING](#)

List of game instances accessible by the logged-in account

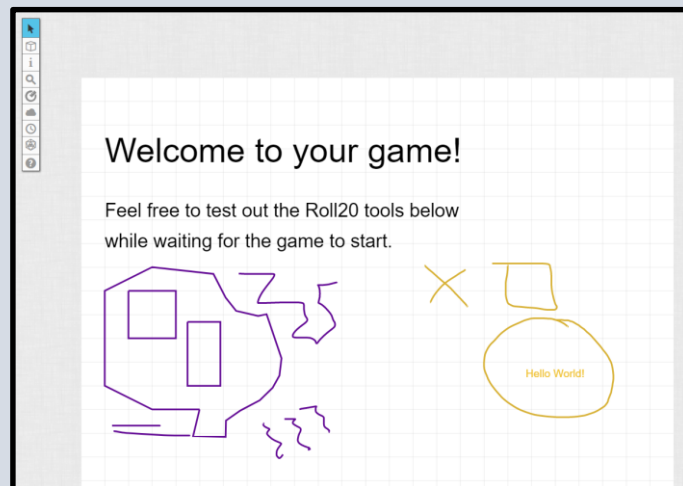
Roll20 basic functionality: pages



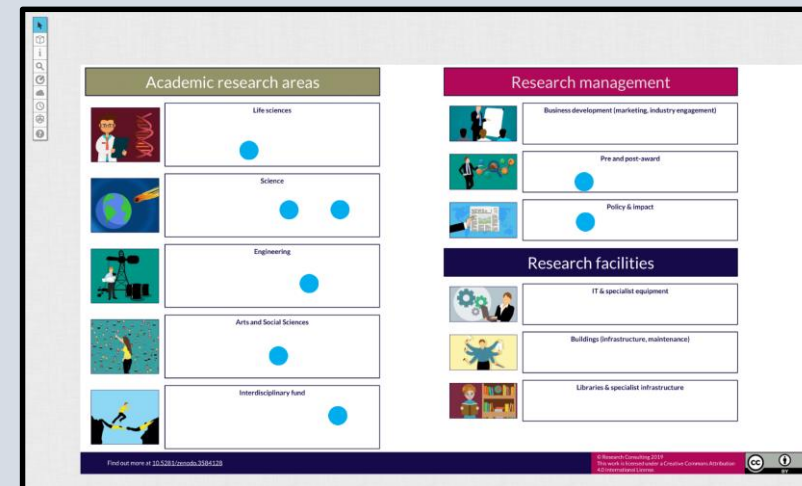
List of pages within a game instance, showing the GM dragging the player “Albert E.” to a specific page.



List of pages within a game instance. The GM’s active page is highlighted blue. Pages with player avatars on them are visible only to the relevant players. All other players can see only the page with the “Players” banner.



Text and drawing tools, available both to players and the GM.

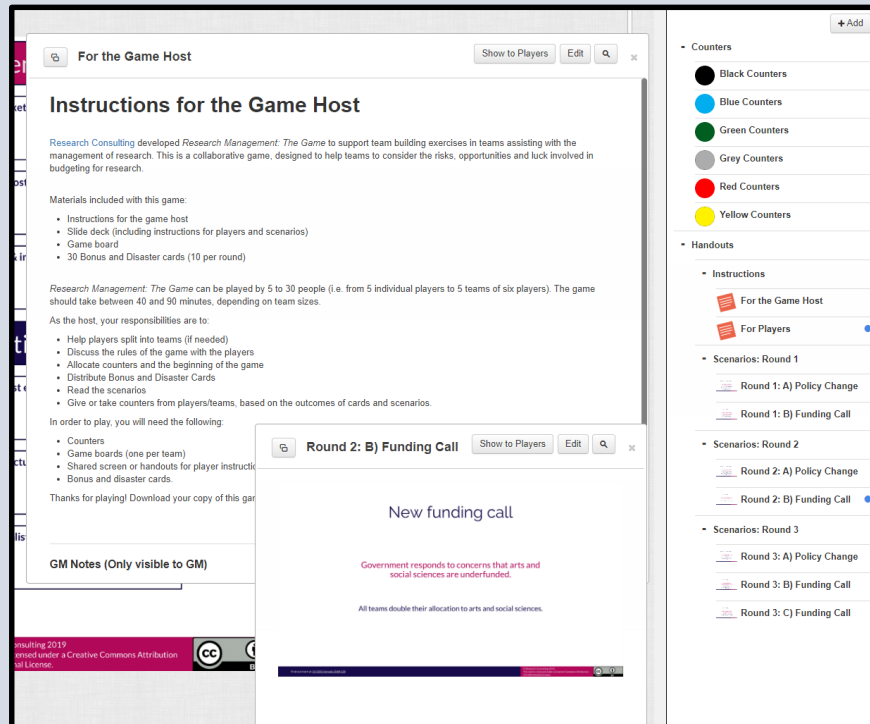


This page has an image (the game board) set as the background. The blue circles are set as tokens that the player can move around themselves.

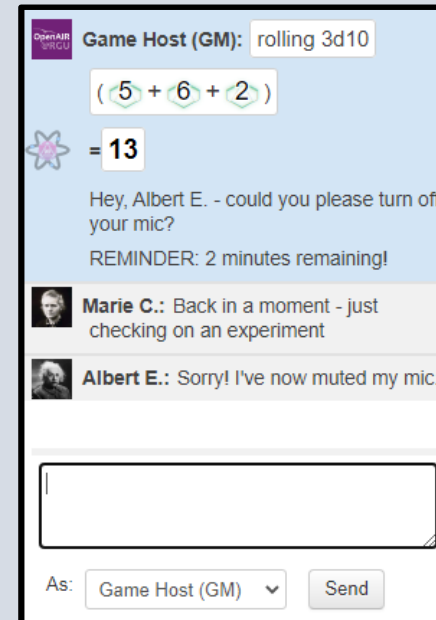
Roll20 basic functionality: sidebar



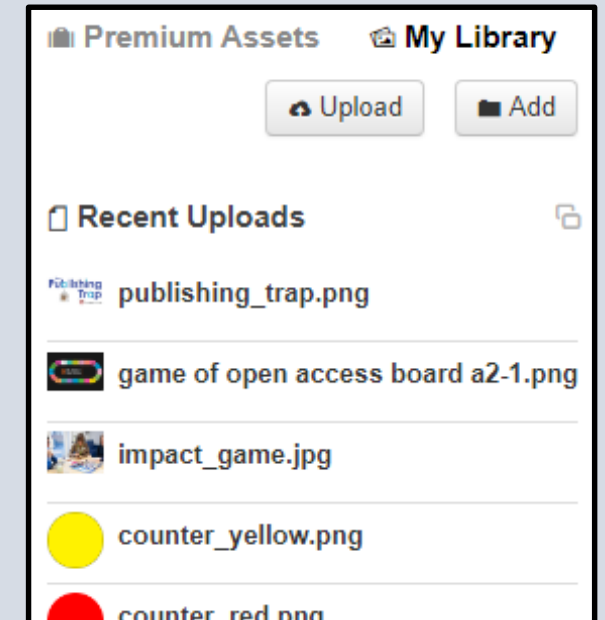
Sidebar tabs.



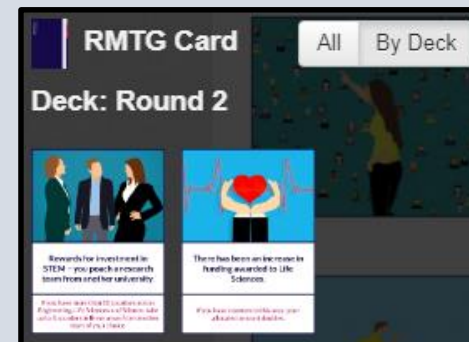
Handouts. Blue dots next to a handout mean that it is also visible to players. Handouts can be either text (edited within Roll20) or uploaded images.



Chat log.



Asset Library. Visible only to the GM.



Custom cards that have been dealt to a specific player from a deck. Clicking on the card enlarges it for easier visibility.

Roll20 pros and cons

- Pros

- Supports many different game mechanics (dice, cards, counters...)
- Provides various ways to control what players can see (e.g. splitting players into teams, showing only relevant handouts...)
- Free to create an account, and to create or join game instances

- Cons

- Everyone has to have an account
- PDFs must be converted into image files before uploading
- Difficult to share the content of a game instance with other GMs, and time-consuming for each GM to create their own instance of a game

Thanks for listening!

Links:

- Roll20 homepage – <https://roll20.net>
- Roll20 support pages - <https://roll20.zendesk.com/>

Thanks to Research Consulting for letting me use my unofficial Roll20 adaptation of their game (*Research Management: The Game*) for this presentation.

Feel free to get in touch with any further questions or for a more in-depth demonstration: g.r.bray@rgu.ac.uk