How to use the InfinityDevil Starforged Templates
Version 2023-11-01t17

Requirements:
Use these templates with the digital edition of <u>Ironsworn: Starforged</u> by Shawn Tomkin to do your record keeping on any computer that can run LibreOffice and/or edit PDFs. These were built with LibreOffice v7.6 and PDF forms can be filled using Adobe Acrobat DC or a modern web browser that supports PDF editing.

One-Time Creation of Asset Card Images for the Assets template:
If you wish to use the Assets x4 template you will need to print-to-PDF each single asset card page of the "Ironsworn-Starforged-Assets-Singles" PDF available from the commercial version of the game to single files. Keep these asset card files and name them in an easy-to-understand format such as "asset-type_asset-name.pdf". For example: "path_blademaster.pdf".

One-Time Creation of Asset Cards With Filled-In Abilities for the Assets template:
Once you have the individual card PDFs, you can create copies that have their 2nd and 3rd abilities marked. I recommend converting them to PNGs and creating 3 additional copies of each card with filled in abilities for use in the Assets form. You can use the free GNU Image Manipulation Program (https://www.gimp.org/) to export the card PDFs as PNGs, then edit each card image to copy the filled hexagon over the empty one(s) to fill in. Here's how:
1. File -> Open the file, for example `path_blademaster_2.png`
2. Tools -> Selection Tools -> Rectangle Select, or push R.
3. Left-click and drag around the first item's filled-in hexagon.
4. Edit -> Copy or press Ctrl+C
5. Left-click and drag around the second item's empty hexagon.
6. Edit -> Paste or press Ctrl+V. It will paste the filled in hexagon over the empty hexagon.
7. File -> Export As or press Shift+Ctrl+E
8. Click Export button, and click Replace, then click Export to accept the settings and save over the existing file.
9. File -> Close All or press Ctrl+Shift+W. Click Discard Changes.
10. Repeat this process for the other two PNG files (e.g. `path_blademaster_2and3.png` and `path_blademaster_3.png`), selecting each empty hexagon and pasting over it as needed, then exporting over the existing files.

Assets x4 form (LibreOffice Writer *.OTT)
1. The Assets x4 form is for a starting character with 3 or 4 Assets.
2. Right-click Click in the middle of one of the image boxes and select "Insert image from..." and navigate to the card PDFs you created above. Or, if you don't have enough assets to fill all of the slots, you can choose "Remove image".
3. Click into the Notes box to the right of the each asset and type in any relevant notes. For example, "5 / 5 integrity" for a Starship.
4. Repeat for the other assets you will have.
5. Add any notes you wish to the optional large notes area at the bottom of the page.
6. Save the resulting *.ODT file.
7. Optional: export to a PDF form (File > Export As > Export to PDF) for use with Acrobat Reader DC or a modern web browser that offers PDF editing. The exported PDF will let you edit notes, but not card images. To change Asset card images, edit the ODT file then export to PDF again.

Character form (LibreOffice Writer *.OTT or PDF)
1. Write your backstory notes in the Notes section at the bottom of the page.
2. Write your background vow into the Background Vow section of the page.
3. Type your Stats values into the appropriate boxes.
4. Set the Momentum, Reset, Max, Health, Spirit, and Supply condition meters.
5. Write your "Look, Act, Wear" Characteristics into the top-right notes box on the form.
6. Write your name, pronouns, and optional callsign into the form.
7. Write your gear into the Notes box at the bottom of the form. You may wish to insert it ahead of previous background notes so it can be visible in the box without needing to scroll down.

8. Save your form. If you're editing the PDF you will want to Save the file to another location with a new name to preserve the original template PDF.

Sector Locations form (LibreOffice Writer *.OTT or PDF)
1. Write the region into the Region box at the top.
2. If you have a Faction in mind for this sector, you can fill it into the Faction/Control box.
3. Write the name for this Sector in the Sector box.
4. Up to six Locations can be added, one per box in the middle of the page. Need room for more? Create an additional Sector Locations form for the same Sector.
5. Note passages between locations by writing a list of destinations after the other details.
6. Sample:

SECTOR	CORRANIA	REGION	OUTLANDS	FACTION/CONTROL	

LOCATIONS

GLOAM INSTALLATION (Planetside)	STARFALL RESERVE (Deep Space)	DECEPTION OUTPOST (Planetside)
Pop: Thousands Authority: Ineffectual Projects: Raiding, Salvage Industrial architecture Trouble: someone is missing. Planet: Exotos 5, Desert, breathable atmosphere, expansive dune seas, flooded grottos. Star: Exotos, burning yellow Passages: 1. STARFALL RESERVE 2. SECTOR ??	Pop:Thousands Authority:Ineffectual Projects: Surveillance, Defense Passages: 1. GLOAM INSTALLATION	Pop:Dozens Authority:Fair Projects: Surveillance, Exploration Planet: Bonesh 9, Desert Star: Bonesh AB, Two stars in close orbit connected by fiery tendrils of energy Passages: None.

Connections form (OTT, PDF)
1. You can write up to 6 connections into each Connections form. Create another form to add more if needed.
2. Write in the *Name, Location, Role 1*, and *Rank* for the Connection.
3. Set *Shared* to Yes if you are playing co-op and this Connection is shared with other adventurers. Write who it is shared with in the Notes section.
4. If this is a new connection, the *Bond* and *Role 2* boxes may be filled in the future by the Forge a Bond move.
5. In the *Notes* section, add Features (from First Look), Goal, and a brief description.
6. Save your form. If you're editing the PDF you will want to Save the file to another location with a new name to preserve the original template PDF.
7. Sample:

Connection

Name	Pena		
Location	SCALI:RELIC DOCK		
Role 1	Deputy Administrator		
Rank	Dangerous (2 boxes)	Shared?	No
Progress	6 + 0 ticks	Bond?	No
Role 2	(see "Forge a Bond" for 2nd role details)		
Notes	Requested salvage from the CTS Faction wreck, then asked for fungus bioweapon samples from the same wreck.		

Challenges form (OTT, PDF)
1. The Challenge text box should list the type and a short description (e.g. "Combat: Defeat the greycaster pirates on Bonesh 9").
2. Set the Rank for the challenge, and mark progress using the Progress and ticks boxes.
3. If this challenge is shared with other Ironsworn, set the Shared box to Yes.
4. Once this challenge is finished, for fulfilled or lost, the Finished box should be set to Yes, otherwise if it's still open to being completed keep this value at No.
5. Notes on the challenge are kept in the Notes box.
6. Save your form. If you're editing the PDF you will want to Save the file to another location with a new name to preserve the original template PDF.
7. Example 1: a successful combat:

Challenge:			
Combat: defeat Greycaster pirate ship at TARODA: CTS FACTION BATT			
Rank	Dangerous (2 boxes)	Shared?	No
Progress	10 + 0 ticks	Finished?	Yes
Notes			

8. Example 2: a failed combat:

Challenge:			
FAILED: Combat: Noorox 1: escape jellyfurs x6			
Rank	Extreme (0.5 box)	Shared?	No
Progress	0 + 0 ticks	Finished?	Yes
Notes			

9. Example 3: a vow to bounty hunt:

Challenge:				
vow: Bounty hunt Flint Ammar for stealing diplomatic packets.				
Rank	Dangerous (2 boxes)		Shared?	No
Progress	0 + 0 ticks		Finished?	No

Notes

SKALI:WELLSPRING PROSPECT tavern-goers revealed Flint Amarr
was a former courier not seen for a long time who has worked for a
clan, but not as part of it. A former courier now killing Herald
couriers and taking their data.
Milestones:
1. locate bounty
2. reach bounty
3. apprehend or kill bounty
4. bring bounty back to SKALI:WELLSPRING PROSPECT
5. turn bounty in to McCoy

10. Example 4: a vow to salvage from a wreck for a contact

Challenge:				
Vow: salvage fungus from insignia-bearing STARSHIP DEBRIS AT BAT				
Rank	Formidable (1 box)		Shared?	No
Progress	10 + 0 ticks		Finished?	Yes

Notes

STARSHIP DEBRIS AT BATTLEFIELD for D.A. Pena at
SCALI:RELIC DOCK
Milestones:
[x] obtain fungus samples using equipment
[x] extract any research data about the fungus you can find
[x] destroy the remaining samples, got all samples, nothing left to
destroy.
[x] turn in the mission result to Pena.