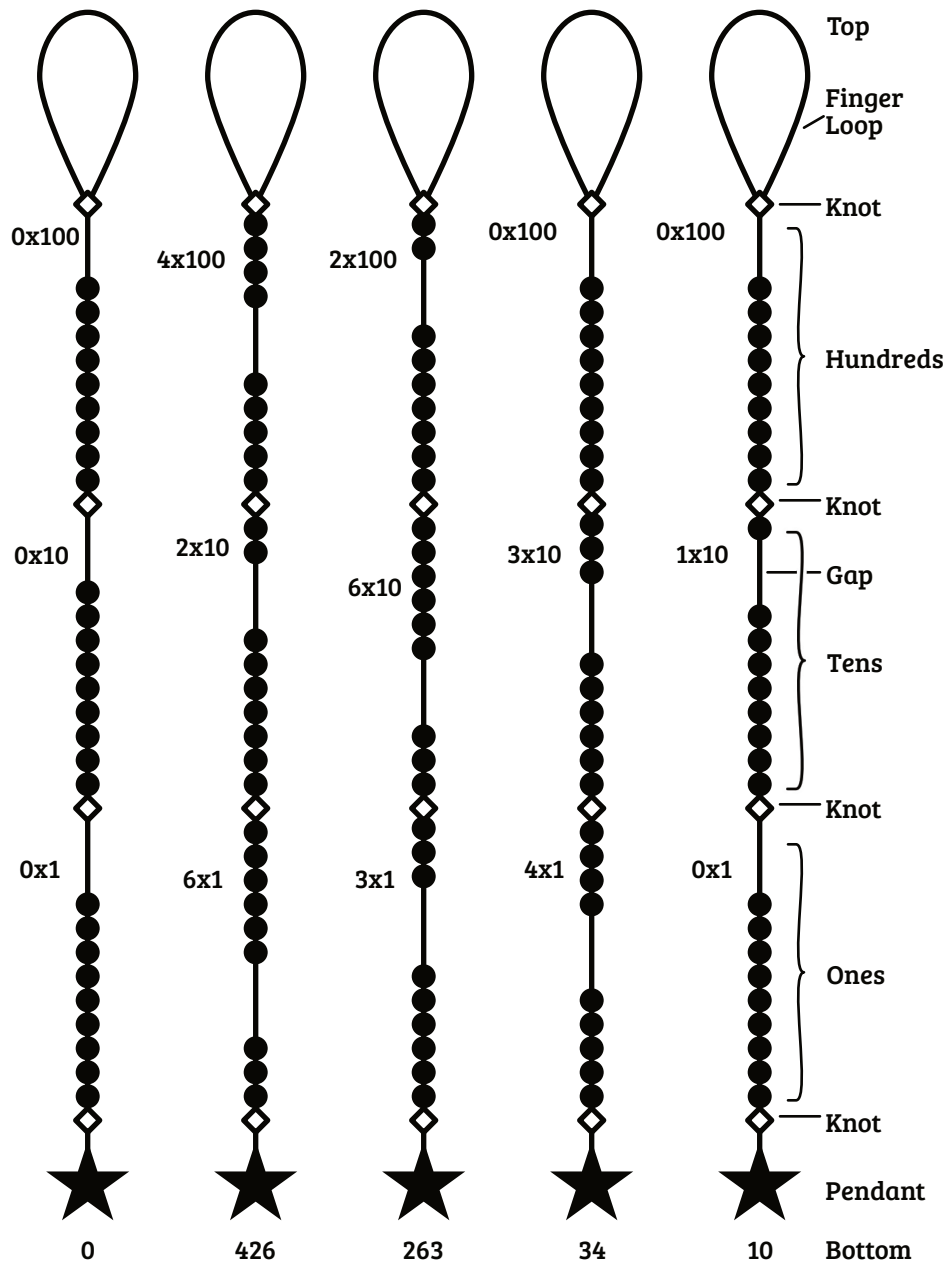


VOIDSPIRAL TRACKER BEADS

Beads above the gap are counted, beads below the gap are not.



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USING TRACKER BEADS

Turns Addition and Subtraction into Counting

Start with ones place, then tens place, then hundreds place.

SUBTRACTION

For each point subtracted, lower a bead.

If you can't lower any more beads in that section, raise all beads in that section up and lower one bead from the section above. This counts as 1 point.

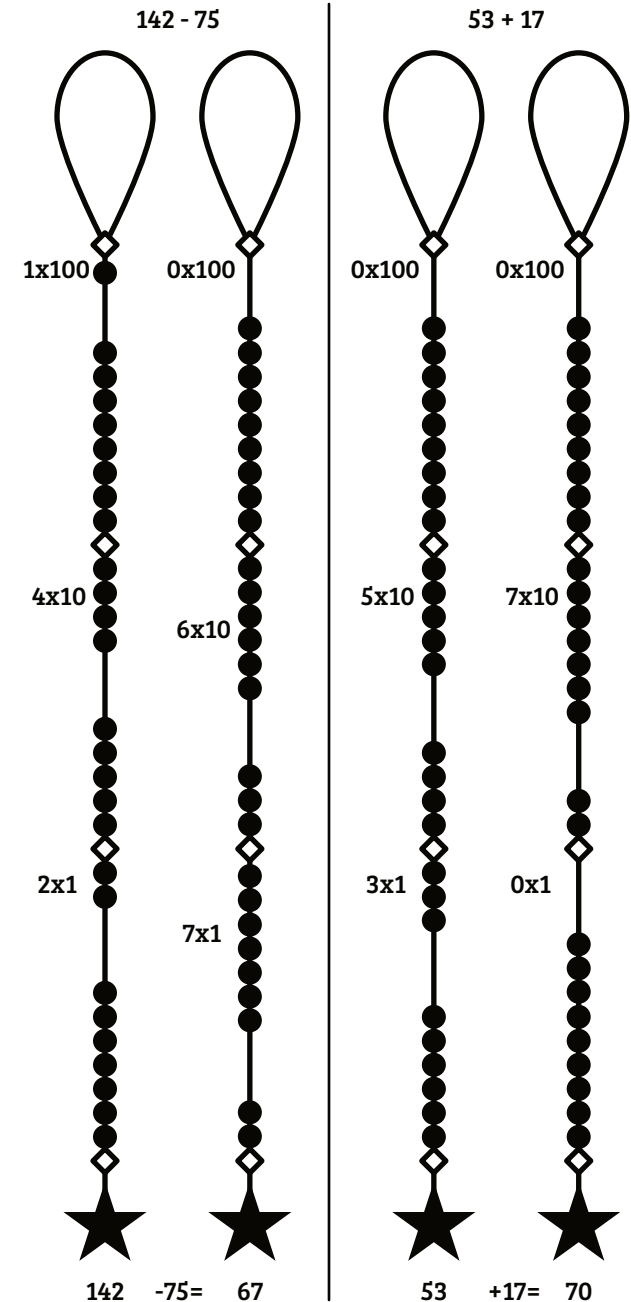
ADDITION

For each point added, raise a bead.

If you can't raise any more beads in that section, lower all beads in that section and raise one bead from the section above. This counts as 1 point.

DISCRETE COUNTERS

You can also use tracker beads to track 3 different resources, as long as the max is 9. This works best with tracker beads that have different color beads for each section.



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VOIDSPIRAL TRACKER BEADS

FEATURES

- + Turns addition and subtraction into counting
- + Fits nicely in any dice pouch or container
- + Matches your character aesthetic better than other counters
- + Built in fidget toy
- + Remembers numbers across sessions

OPTIONAL COMPONENTS

- + Thousands Place Beads. Some sets are sold specifically for counting money and have 4 segments of beads instead of 3, the top one being the thousands place.
- + Topper beads at the top of each section for a little added style. These are not used for counting. If your set has 10 beads per segment and the top one is different, that's a topper bead.
- + Pendant. Some sets of beads may not have a pendant. You will be able to tell the top of the set using the finger loop or the topper beads. If you have a lot of tracker bead sets, the pendants will help you identify which one is which.
- + Different Bead Colors. Some sets have different bead colors for each segment. This just helps you differentiate the ones, tens, and hundreds, or makes it easier to use them as discrete counters.

USES

- + Hit Points
- + Countdown timers
- + Mana or Spell Slots
- + Money
- + Fate Points
- + Light or Torches
- + Turns or Rounds
- + Overland Travel
- + Larps and Renfaires
- + Board Game resources
- + Fidget Toy
- + Ki / Focus points
- + Rage turns
- + Status effects
- + Sanity points
- + Hit Dice
- + Magic the Gathering Health
- + Bardic Inspiration uses
- + Channel Divinity uses
- + Wild Shape Uses
- + Superiority Dice
- + Psychic Energy Dice
- + Lay On Hands points
- + Favored Enemy Uses
- + Sorcery Points
- + Rations / Provisions
- + Ammunition

INFORMATION

VIDEO TUTORIAL & MORE INFO

[Voidspiral.com/product/tracker-beads](https://voidspiral.com/product/tracker-beads)



MORE USEFUL RPG TOOLS FROM VOIDSPIRAL

DARK ORACLE: A system agnostic content generation and ideation tool for Dark Fantasy RPGs. Designed for Solo Role-Playing, but useful for GM-less or GM-ed games. System agnostic. Contains a powerful oracle, tables for plot, events, elements, places, inhabitants, dungeons, overland travel, encounters, NPCs, dispositions, and senses, as well as 20 NPCs, 12 Iconic Beings, and 30+ Adventure Seeds.

MOSS ORACLE: A system agnostic content generation and ideation tool for Goblin/Cottagecore RPGs. Designed for Solo Role-Playing, but useful for GM-less or GM-ed games. System agnostic. Contains a powerful oracle, tables for plot, events, elements, places, inhabitants, dungeons, overland travel, encounters, NPCs, dispositions, and senses, as well as 20 NPCs, 12 Iconic Beings, and 30+ Adventure Seeds, meals, and neat things.

RUNE TAROT CARDS: A deck of 24 cards that each feature an Elder Futhark rune. Each rune has a name, a general divination, plot, plot complication, dungeon scene, settlement scene, scene modifier, object, battle complication, and challenge. Draw several to quickly construct a scene.

RUMOR CARDS: A deck of 60 categorized cards, each with 6 themed rumors ranging in scale from personal to godlike. The rumors may be true, false, or deceptive and are an excellent way to quickly generate adventure ideas or side quests.

OMEN TAROT: A deck of 72 tarot cards, each of which feature scene complications, omens, enemies, and oracles.

TOKENS: For games that use Inspiration or Fate tokens.

GENERATION TABLE SHEET: Quickly create prompts for NPCs, Rumors, Dungeons, and Overland Travel Events using only 1d20. More than 3 billion possible options.

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