20 BELOW · TABLETOP RPG

Weekly status report

Week of Sep 24 to Oct 1, 2026
Producer: Feralucce Savage

On track
Overall

Met
Playtest PDF goal

45
Release commits

18 open
GM Guide questions

SUMMARY

The week's goal, the Player's Guide as a playtest PDF, was set on Sep 29 and published on Oct 1. The rules questions blocking it were ruled on Sep 30 and written in the same day. The playtest intake is in place: an in-app bug button, a feedback form and an application page. All four apps shipped a sync release on Oct 1. The main open item is the GM Guide: 18 rules questions are still to rule.

MILESTONES

Item	Baseline	Actual	Status
Player's Guide playtest PDF	Goal set Sep 29	Published Oct 1	Done
Core-book rules questions (15 items)	Found Sep 29	Ruled and written in, Sep 30	Done
Report a bug: in-app, numbered tickets		Live Sep 29	Done
Playtest feedback form (P# tickets)		Live Sep 30	Done
Playtester application page		Live Oct 1	Done
GM Guide rules questions	33 found Sep 29	15 ruled, 18 open	Open

RELEASES THIS WEEK

App	Versions
Character Creator	v0.12.35 to v0.12.39
Battle Tracker	v0.3.5 to v0.3.9
The Brewery (layout tool)	v0.4.11 to v0.4.13
Encounter Difficulty Calculator	v0.2.5 to v0.2.8

FIXED THIS WEEK

- The Encounter Difficulty Calculator read creatures from the revised bestiary as rolling 1 die, so nearly every fight looked Trivial. Fixed: printed dice, plus Ferocity against the party's Soak.
- A 10-01 sync audit found seven reference sheets out of step with the rules; all seven were corrected and the three PDFs rebuilt.
- Social scars showed as Mental, or not at all, in the Battle Tracker and the Owlbear sheet. Fixed.
- All four apps now check at start-up that they can read the current rules, and show an update screen if they can't.

OPEN ISSUES

Issue	Detail
GM Guide rules questions	18 of 33 still to rule, including mixed-group encounter math (rules and calculator must agree).
Gift list formatting	A known mismatch between the web and print versions. Logged on the architecture diagram; not yet fixed.
Playtest launch posts	Discord announcements for the playtester, ticketing and pitching courses are drafted, not yet posted.
Social accounts	Bluesky and Instagram not yet created.

NEXT WEEK

- Post the drafted Discord announcements and pin the Round 1 playtest brief.
- Rule the remaining GM Guide questions, starting with the encounter math the calculator depends on.
- Open playtest Round 1: character creation and the core roll, with feedback through P# tickets.

Source: 20 Below version history, changelog and planning notes. Team members are named as on the public case study; playtesters are anonymous by request. Compiled with an AI-assisted workflow and checked by the producer.