**API SCRIPTS**

API Scripts I use in Roll20.

Character Edit: to import characters (including monsters and adventures)

Custom Power Cards: to make chat look pretty.

**CHARACTER EDIT - BETA - 2018-09-09**

**Notes**

!char-edit --import

To copy some abilities

!chardup-some --Initiative --Bob the slayer --Princess lightning --Mr Perkins --that guy This would copy the ability "Initiative" from "Bob the Slayer" to "Princess lightning", "Mr Perkins", and "that guy".

!chardup-some --ability 1|ability 2|ability 3 --source char name --dest char name 1 --dest char name 2 --dest char name 3

!chardup-some --passwithout ---Spells --Miraj viz

**Code ver 0.1.1b**

// Github: https://github.com/shdwjk/Roll20API/blob/master/CharEdit/CharEdit.js

// By: The Aaron, Arcane Scriptomancer

// Contact: https://app.roll20.net/users/104025/the-aaron

var CharEdit = CharEdit || (function() {

 'use strict';

 var version = '0.1.1',

 lastUpdate = 1536520932,

 schemaVersion = 0.1,

 playerCache = {

 byID: {},

 byName: {},

 byUserID: {}

 },

 esRE = function (s) {

 var escapeForRegexp = /(\\|\/|\[|\]|\(|\)|\{|\}|\?|\+|\\*|\||\.|\^|\$)/g;

 return s.replace(escapeForRegexp,"\\$1");

 },

 HE = (function(){

 var entities={

 //' ' : '&'+'nbsp'+';',

 '<' : '&'+'lt'+';',

 '>' : '&'+'gt'+';',

 "'" : '&'+'#39'+';',

 '@' : '&'+'#64'+';',

 '{' : '&'+'#123'+';',

 '|' : '&'+'#124'+';',

 '}' : '&'+'#125'+';',

 '[' : '&'+'#91'+';',

 ']' : '&'+'#93'+';',

 '"' : '&'+'quot'+';'

 },

 re=new RegExp('('+\_.map(\_.keys(entities),esRE).join('|')+')','g');

 return function(s){

 return s.replace(re, function(c){ return entities[c] || c; });

 };

 }()),

 EH = (function(){

 var entities=\_.invert({

 '<' : '&'+'lt'+';',

 '>' : '&'+'gt'+';',

 "'" : '&'+'#39'+';',

 '@' : '&'+'#64'+';',

 '{' : '&'+'#123'+';',

 '|' : '&'+'#124'+';',

 '}' : '&'+'#125'+';',

 '[' : '&'+'#91'+';',

 ']' : '&'+'#93'+';',

 '"' : '&'+'quot'+';'

 }),

 re=new RegExp('('+\_.map(\_.keys(entities),esRE).join('|')+')','g');

 return function(s){

 return s.replace(re, function(c){ return entities[c] || c; });

 };

 }()),

 buildPlayerCache = function() {

 playerCache=\_.reduce(findObjs({

 type: 'player'

 }),function(m,p){

 m.byID[p.id]=p;

 m.byName[p.get('displayname')]=p;

 m.byUserID[p.get('d20userid')]=p;

 return m;

 },playerCache);

 },

 checkInstall = function() {

 log('-=> CharEdit v'+version+' <=- ['+(new Date(lastUpdate\*1000))+']');

 if( ! \_.has(state,'CharEdit') || state.CharEdit.version !== schemaVersion) {

 log(' > Updating Schema to v'+schemaVersion+' <');

 state.CharEdit = {

 version: schemaVersion

 };

 }

 buildPlayerCache();

 },

 getPlayerList = function(players) {

 return \_.reduce(players.split(/,/),function(m,pid){

 return m+(('all'===pid)

 ? "all<br>"

 : (''===pid ? '' :

 (playerCache.byID[pid] && playerCache.byID[pid].get('displayname')+'|'+playerCache.byID[pid].get('d20userid')+"<br>" )

 || "Unknown Player|"+pid+"<br>"

 )

 );

 },"");

 },

 buildPlayerList = function(players) {

 return \_.chain(players)

 .reduce(function(m,pid){

 var part=\_.rest(pid.match(/^(.\*?)(?:\|(.\*?))?$/));

 m.push(

 ('all'===pid)

 ? "all"

 : (

 (playerCache.byName[part[0]] && playerCache.byName[part[0]].id) ||

 (playerCache.byUserID[part[1]] && playerCache.byUserID[part[1]].id) ||

 undefined

 )

 );

 return m;

 },[])

 .reject(\_.isUndefined)

 .value()

 .join(',');

 },

 getCharacterAsText = function(character,bio,gmnotes){

 var accum = '####> CHARACTER <####<br>',

 work='';

 if(work=character.get('name') ) {

 accum+="====> Name <====<br>"+

 work+"<br>";

 }

 if(bio) {

 accum+="====> Bio <====<br>"+

 HE(bio)+"<br>";

 }

 if(gmnotes) {

 accum+="====> GMNotes <====<br>"+

 HE(gmnotes)+"<br>";

 }

 if(work=getPlayerList(character.get('inplayerjournals') )) {

 accum+="====> Seen By <====<br>"+

 work+"<br>";

 }

 if(work=getPlayerList(character.get('controlledby') )) {

 accum+="====> Controlled By <====<br>"+

 work+"<br>";

 }

 return accum;

 },

 getAttributesAsText = function(attributes){

 return "####> ATTRIBUTES <####<br>"+

 \_.chain(attributes)

 .reduce(function(m,a){

 var value=a.get('current'),

 max=a.get('max'),

 retr='';

 value=(\_.isString(value) ? value.replace(/\n/g,"<br>") : value);

 retr+="====> "+a.get('name')+"|Value <====<br>"+

 value+"<br>";

 if(max) {

 max=(\_.isString(max) ? max.replace(/\n/g,"<br>") : max);

 retr+="====> "+a.get('name')+"|Max <====<br>"+

 max+"<br>";

 }

 m.push({

 name: a.get('name'),

 retr: retr

 });

 return m;

 },[])

 .sortBy('name')

 .pluck('retr')

 .value()

 .join('');

 },

 getAbilitiesAsText = function(abilities){

 return "####> ABILITIES <####<br>"+

 \_.map(abilities,function(a){

 return "====> "+a.get('name')+(a.get('istokenaction')?'|TokenAction':'')+" <====<br>"+

 a.get('action').replace(/\n/g,"<br>")+"<br>";

 }).join('');

 },

 exportToGMNotes = function (tokenid) {

 var token = getObj('graphic',tokenid),

 fake = {get: function(){return null;}},

 PC = (getObj('character',(token||fake).get('represents')) || fake),

 bits = \_.reduce(filterObjs(function(o){

 return \_.contains(['attribute','ability'],o.get('type')) && o.get('characterid') === character.get('id');

 }),function(m,a){

 m[a.get('type')].push(a);

 return m;

 },{attribute: [], ability:[]}),

 text='';

 if(character) {

 sendChat('CharEdit','/w gm Beginning Export of: '+character.get('name'));

 character.get('bio',function(bio){

 character.get('gmnotes',function(gmnotes){

 text+=getCharacterAsText(character,('null'===bio ? undefined : bio), ('null'===gmnotes ? undefined : gmnotes) );

 text+=getAttributesAsText(bits.attribute);

 text+=getAbilitiesAsText(bits.ability);

 token.set({gmnotes: text});

 sendChat('CharEdit','/w gm Export finished for: '+character.get('name'));

 });

 });

 }

 },

 importCharacterData = function(character,text){

 var line,

 match,

 prop,

 accum=[],

 finish = function(){

 if(prop) {

 switch(prop) {

 case 'Seen By':

 character.set({

 inplayerjournals: buildPlayerList(accum)

 });

 break;

 case 'Controlled By':

 character.set({

 controlledby: buildPlayerList(accum)

 });

 break;

 case 'Name':

 character.set({

 name: accum.join(' ')

 });

 break;

 case 'Bio':

 character.set({

 bio: \_.map(accum,EH).join('<br>')

 });

 break;

 case 'GMNotes':

 character.set({

 gmnotes: \_.map(accum,EH).join('<br>')

 });

 break;

 default:

 }

 prop=undefined;

 accum=[];

 }

 };

 while(text.length) {

 line=text.shift().trim();

 if(line.match(/^####(?:>|[&]gt;) (.\*) (?:<|[&]lt;)####$/)){

 finish();

 text.unshift(line);

 return text;

 }

 match = line.match(/^====(?:>|[&]gt;) (.\*) (?:<|[&]lt;)====$/);

 if(match) {

 finish();

 prop=match[1];

 } else {

 accum.push(line);

 }

 }

 finish();

 return text;

 },

 importAttributeData = function(charid, text) {

 var line,

 name,

 field,

 match,

 accum=[],

 finish = function(){

 var attr,

 val = ((accum.length && accum.join("\n")) || ''),

 props;

 if(name) {

 switch(field) {

 case 'Max':

 props = {

 max: val

 };

 break;

 case 'Value':

 default:

 props = {

 current: val

 };

 break;

 }

 attr = findObjs({

 type: 'attribute',

 name: name,

 characterid: charid

 })[0];

 if(attr) {

 attr.set(props);

 } else {

 createObj('attribute',\_.defaults({

 name: name,

 characterid: charid

 },

 props)

 );

 }

 }

 name=undefined;

 field=undefined;

 accum=[];

 };

 while(text.length) {

 line=text.shift().trim();

 if(line.match(/^####(?:>|[&]gt;) (.\*) (?:<|[&]lt;)####$/)){

 finish();

 text.unshift(line);

 return text;

 }

 match = line.match(/^====(?:>|[&]gt;) (?:(.\*?)(?:\|(Value|Max))?) (?:<|[&]lt;)====$/);

 if(match) {

 finish();

 name = match[1];

 field = match[2];

 } else {

 accum.push(line);

 }

 }

 finish();

 return text;

 },

 importAbilityData = function(charid, text) {

 var line,

 name,

 tokenAction,

 match,

 accum=[],

 finish = function(){

 var abil,

 val = ((accum.length && accum.join("\n")) || '');

 if(name) {

 abil = findObjs({

 type: 'ability',

 name: name,

 characterid: charid

 })[0];

 if(abil) {

 abil.set({

 istokenaction: (tokenAction ? true : false),

 action: val

 });

 } else {

 createObj('ability',{

 name: name,

 characterid: charid,

 istokenaction: (tokenAction ? true : false),

 action: val

 });

 }

 }

 name=undefined;

 tokenAction=undefined;

 accum=[];

 };

 while(text.length) {

 line=text.shift().trim();

 if(line.match(/^####(?:>|[&]gt;) (.\*) (?:<|[&]lt;)####$/)){

 finish();

 text.unshift(line);

 return text;

 }

 match = line.match(/^====(?:>|[&]gt;) (?:(.\*?)(?:\|(TokenAction))?) (?:<|[&]lt;)====$/);

 if(match) {

 finish();

 name = match[1];

 tokenAction = match[2];

 } else if( '' !== line) {

 accum.push(line);

 }

 }

 finish();

 return text;

 },

 importFromGMNotes = function (tokenid) {

 var token = getObj('graphic',tokenid),

 fake = {get: function(){return null;}},

 PC = (getObj('character',(token||fake).get('represents')) || fake),

 text=token.get('gmnotes'),

 line;

 sendChat('','/w gm Importing from Token: '+token.get('name'));

 if(/^%3Cp/i.test(text)){

 text = unescape(text).replace(/<p[^>]\*>(?:<span[^>]\*>)?(.\*?)(?:<\/span>)?<\/p>/g,"$1<br>");

 } else if(text.match(/^%23%23%23%23/)){

 text = text.replace(/%([0-9a-fA-F]{2}|u[0-9a-fA-F]{4})/g,

 function(a,match){

 return String.fromCharCode(parseInt(match.replace(/u/,''),16));

 }

 );

 }

 if(text.match(/^####[&]gt;/)){

 text = EH(text);

 }

 text=text.split(/<br>/);

 if(character) {

 sendChat('CharEdit','/w gm Beginning Import for: '+character.get('name'));

 while(text.length) {

 line=text.shift().trim().match(/^####(?:>|[&]gt;) (.\*) (?:<|[&]lt;)####$/);

 switch(line && line[1]){

 case 'CHARACTER':

 text=importCharacterData(character,text);

 break;

 case 'ATTRIBUTES':

 text=importAttributeData(character.id,text);

 break;

 case 'ABILITIES':

 text=importAbilityData(character.id,text);

 break;

 default:

 }

 }

 sendChat('CharEdit','/w gm Import finished for: '+character.get('name'));

 }

 },

 handleInput = function(msg) {

 var args;

 if (msg.type !== "api" && !playerIsGM(msg.playerid)) {

 return;

 }

 args = msg.content.split(/\s+/);

 switch(args.shift()) {

 case '!char-edit':

 if(!args.length) {

 // help

 sendChat('','help here some day...');

 return;

 }

 switch(args.shift()){

 case '--export':

 \_.each(\_.pluck(msg.selected,'\_id'),exportToGMNotes);

 break;

 case '--import':

 \_.each(\_.pluck(msg.selected,'\_id'),importFromGMNotes);

 break;

 }

 break;

 }

 },

 registerEventHandlers = function() {

 on('chat:message', handleInput);

 };

 return {

 CheckInstall: checkInstall,

 RegisterEventHandlers: registerEventHandlers

 };

}());

on('ready',function() {

 'use strict';

 CharEdit.CheckInstall();

 CharEdit.RegisterEventHandlers();

});

**CUSTOM POWER CARDS**

**Notes**

I use a rather old version because I have not needed any new features.

See the Roll20 forums for more info.

**Code ver 3.2.10**

// VERSION INFO

var PowerCards\_Author = "HoneyBadger";

var PowerCards\_Version = "3.2.10";

var PowerCards\_LastUpdated = "July 31st, 2015 ~ 8:45 pm";

// FUNCTION DECLARATIONS

var PowerCard = PowerCard || {};

var buildInline = buildInline || {};

var processRoll = processRoll || {};

var doInlineFormatting = doInlineFormatting || {};

var getCurrentTime = getCurrentTime || {};

var getBrightness = getBrightness || {};

var getHex2Dec = getHex2Dec || {};

var getPowerCardFormats = getPowerCardFormats || {};

var getTargetInfo = getTargetInfo || {};

// INLINE ROLL COLORS

var INLINE\_ROLL\_DEFAULT = " background-color: #FFFEA2; border-color: #87850A; color: #000000;";

var INLINE\_ROLL\_CRIT\_LOW = " background-color: #FFAAAA; border-color: #660000; color: #660000;";

var INLINE\_ROLL\_CRIT\_HIGH = " background-color: #88CC88; border-color: #004400; color: #004400;";

var INLINE\_ROLL\_CRIT\_BOTH = " background-color: #8FA4D4; border-color: #061539; color: #061539;";

var INLINE\_ROLL\_STYLE = "text-align: center; font-size: 100%; font-weight: bold; display: inline-block; min-width: 1.75em; height: 1em; margin-top: -1px; margin-bottom: 1px; border: 1px solid; border-radius: 3px;";

// API COMMAND HANDLER

on("chat:message", function(msg) {

 if (msg.type !== "api") return;

 if (msg.content.split(" ", 1)[0] === "!power") {

 var player\_obj = getObj("player", msg.playerid);

 msg.who = msg.who.replace(" (GM)", "");

 msg.content = msg.content.replace(/<br\/>\n/g, ' ').replace(/({{(.\*?)}})/g, " $2 ");

 PowerCard.Process(msg, player\_obj);

 }

 if (msg.content.split(" ", 1)[0] === "!power\_version") {

 sendChat("HoneyBadger", "/w " + msg.who + " You are using version " + PowerCards\_Version + " of PowerCards, authored by " + PowerCards\_Author + ", which was last updated on: " + PowerCards\_LastUpdated + ".");

 }

});

// LOAD POWERCARD FORMATS

on("ready", function() {

 getPowerCardFormats();

 log("(" + getCurrentTime() + ") PowerCards version " + PowerCards\_Version + " loaded. Last updated: " + PowerCards\_LastUpdated);

});

on("change:handout", function() {

 getPowerCardFormats();

});

// POWERCARD

PowerCard.Process = function(msg, player\_obj) {

 // USER CONFIGURATION

 var ALLOW\_URLS = true; // Allows players to include full urls in powercards

 var ALLOW\_HIDDEN\_URLS = true; // Allows players to hide urls as a link instead

 var CUSTOM\_EMOTES = true; // Set to true to use custom emotes instead of Roll20 emotes

 var SHOW\_AVATAR = true; // Set to false to hide PC sheet avatar in custom emotes

 var USE\_DEFAULT\_FORMAT = false; // Set to true if you want powercards to default formatting

 var USE\_PLAYER\_COLOR = true; // Set to true to override all color formatting

 var USE\_TIMESTAMPS = false; // Set to false to turn off time stamps in chat

 // REPLACE INLINE ROLLS w/ EXPRESSIONS

 if (msg.inlinerolls !== undefined) {

 var Count = 0;

 while (Count < msg.inlinerolls.length) {

 msg.content = msg.content.replace("$[[" + Count + "]]", ("[[" + msg.inlinerolls[Count].expression + " ]]").replace(/\[\[\[/g, "[[ ["));

 Count++;

 }

 }

 // DEFINE VARIABLES

 var n = (player\_obj) ? msg.content.replace("%%who%%", player\_obj.get("displayname")).split("--") : msg.content.split("--");

 var PowerCard = {};

 var Tag = "";

 var Content = "";

 var TagCount = 0;

 var TagRepeat = 0;

 // PLACEHOLDER VARIABLES

 var Avatar = "";

 var PC = "";

 var Token = "";

 // DEFAULT FORMATTING

 var Display = "";

 var PlayerBGColor = (player\_obj) ? player\_obj.get("color") : "#FFFFFF";

 var PlayerTXColor = (getBrightness(PlayerBGColor) < (255 / 2)) ? "#FFFFFF" : "#000000";

 PowerCard.titlefont = "Georgia";

 PowerCard.titlefontvariant = "normal";

 PowerCard.subtitlefont = "Tahoma";

 PowerCard.subtitlefontvariant = "normal";

 PowerCard.bodyfont = "Helvetica";

 PowerCard.titlefontsize = "18px";

 PowerCard.subtitlefontsize = "11px";

 PowerCard.bodyfontsize = "14px";

 PowerCard.txcolor = PlayerTXColor;

 PowerCard.bgcolor = PlayerBGColor;

 PowerCard.erowtx = "#000000";

 PowerCard.erowbg = "#B6AB91"; // #B6AB91 - Default darker brown

 PowerCard.orowtx = "#000000";

 PowerCard.orowbg = "#CEC7B6"; // #CEC7B6 - Default light brown

 PowerCard.corners = 3; // Set to 0 to remove rounded corners from PowerCards

 PowerCard.border = "1px solid #000000"; // size style #color

 PowerCard.boxshadow = ""; // h-distance v-distance blur spread #color

 // LIST OF TAGS IGNORED FOR ROW DIVS

 var IgnoredTags = ["charid", "tokenid", "emote", "leftsub", "rightsub", "name", "txcolor", "bgcolor", "erowbg", "erowtx", "orowbg", "orowtx", "whisper", "format", "title", "target\_list", "titlefont", "subtitlefont", "bodyfont", "corners", "titlefontsize", "subtitlefontsize", "bodyfontsize", "border", "boxshadow", "titlefontvariant", "subtitlefontvariant"];

 // CREATE POWERCARD OBJECT

 n.shift();

 \_.each(n, function(a) {

 Tag = a.substring(0, a.indexOf("|")).trim();

 Content = a.substring(a.indexOf("|") + 1).trim();

 if (Tag === "target\_list") Content = Content.split(" | ");

 if (Tag.charAt(0) !== "$") {

 if (Tag.indexOf("#") !== -1) {

 TagRepeat = parseInt(Tag.substring(Tag.indexOf("#") + 1));

 TagCount = 1;

 Tag = Tag.substring(0, Tag.indexOf("#"));

 while (TagCount <= TagRepeat) {

 var NewTag = Tag;

 var NewContent = Content;

 if (PowerCard.target\_list !== undefined) {

 if (Tag.indexOf("%%") !== -1 || Content.indexOf("%%") !== -1) {

 NewTag = getTargetInfo(Tag, PowerCard.target\_list);

 NewContent = getTargetInfo(Content, PowerCard.target\_list);

 PowerCard.target\_list.shift();

 }

 }

 PowerCard[NewTag + " #" + TagCount] = NewContent;

 TagCount += 1;

 }

 } else {

 if (PowerCard.target\_list !== undefined) {

 if (Tag.indexOf("%%") !== -1 || Content.indexOf("%%") !== -1) {

 Tag = getTargetInfo(Tag, PowerCard.target\_list);

 Content = getTargetInfo(Content, PowerCard.target\_list);

 PowerCard.target\_list.shift();

 }

 }

 PowerCard[Tag] = Content;

 }

 }

 });

 // PROCESS INLINE ROLLS...

 sendChat("", JSON.stringify(PowerCard), function(x) {

 var PowerCard = JSON.parse(x[0].content);

 // GET CUSTOM STYLES AND ADD THEM TO POWERCARD...

 if (USE\_DEFAULT\_FORMAT && state.PowerCard\_Formats["default"] !== undefined && PowerCard.format === undefined) PowerCard.format = "default";

 if (PowerCard.format !== undefined) {

 var PowerCard\_Formats = (state.PowerCard\_Formats && state.PowerCard\_Formats[PowerCard.format] !== undefined) ? state.PowerCard\_Formats[PowerCard.format].split("--") : ["txcolor|#FFF", "bgcolor|#040", "titlefont|Georgia", "subtitlefont|Tahoma"];

 PowerCard\_Formats.forEach(function(a) {

 Tag = a.substring(0, a.indexOf("|")).trim();

 Content = a.substring(a.indexOf("|") + 1).trim();

 if (Tag !== "" && Content !== "") PowerCard[Tag] = Content;

 });

 }

 // GET LIST OF ROLL ID'S FOR CONDITIONAL STATEMENTS...

 var RollText = "";

 var RollID = "";

 var RollResults = "";

 var RollBase = 0;

 var RollTotal = 0;

 var Rolls = {};

 Object.keys(x[0].inlinerolls).forEach(function(Roll) {

 var RollCount = 0;

 while (x[0].inlinerolls[Roll].results.rolls[RollCount] !== undefined) {

 if (x[0].inlinerolls[Roll].results.rolls[RollCount].type === "L" && x[0].inlinerolls[Roll].results.rolls[RollCount].text.indexOf("$") !== -1) {

 RollText = x[0].inlinerolls[Roll].results.rolls[RollCount].text.split("|");

 var t = 0;

 while (RollText[t] !== undefined) {

 if (RollText[t].charAt(0) === "$") RollID = RollText[t];

 t++;

 }

 RollResults = x[0].inlinerolls[Roll].results.rolls[RollCount + 1].results;

 if (RollResults === undefined) {

 RollBase = x[0].inlinerolls[Roll].results.total;

 } else {

 t = 0;

 while (RollResults[t] !== undefined) {

 if (!RollResults[t].d) RollBase = RollResults[t].v;

 t++;

 }

 }

 RollTotal = x[0].inlinerolls[Roll].results.total;

 Rolls[RollID] = {

 "base": RollBase,

 "total": RollTotal

 };

 }

 RollCount++;

 }

 });

 // PREVENT EMPTY EMOTE ERROR IN ROLL20 CHAT...

 if (PowerCard.emote === "") PowerCard.emote = undefined;

 // REPLACE UNDEFINED TITLE TAG w/ MSG.WHO...

 if (PowerCard.title === undefined) PowerCard.title = "PowerCard sent by:<br>" + msg.who;

 // ERROR CATCH FOR EMPTY WHISPER TAG...

 if (PowerCard.whisper === "") PowerCard.whisper = "GM";

 if (PowerCard.whisper === "self") PowerCard.whisper = msg.who;

 // CREATE CSS EMOTE...

 if (CUSTOM\_EMOTES && PowerCard.emote !== undefined && (PowerCard.charid !== undefined || PowerCard.tokenid !== undefined)) {

 // GET AVATAR FROM PC SHEET

 if (PowerCard.charid !== undefined) {

 Character = getObj("character", PowerCard.charid);

 Avatar = (Character !== undefined && Character.get("avatar") !== "") ? "<img src=" + Character.get('avatar') + " style='height: 50px; width: 50px; margin-left: -10px; padding: 0px 2px 4px 0px; vertical-align: middle; float: left;'></img>" : "";

 }

 // GET AVATAR FROM TOKEN IMAGE

 if (PowerCard.tokenid !== undefined) {

 Token = getObj("graphic", PowerCard.tokenid);

 Avatar = (Token !== undefined && Token.get("imgsrc") !== "") ? "<img src=" + Token.get('imgsrc') + " style='height: 50px; width: 50px; margin-left: -10px; padding: 0px 2px 4px 0px; vertical-align: middle; float: left;'></img>" : "";

 }

 // HIDE AVATAR

 if (PowerCard.emote.charAt(0) === "!") {

 PowerCard.emote = PowerCard.emote.substring(1);

 SHOW\_AVATAR = false;

 }

 // GET TEXT ALIGNMENT FOR EMOTES

 var EmoteTextAlign = "center";

 if (PowerCard.emote.indexOf("~L") !== -1) {

 PowerCard.emote = PowerCard.emote.replace(/\~L/g, "");

 EmoteTextAlign = "left";

 }

 if (PowerCard.emote.indexOf("~R") !== -1) {

 PowerCard.emote = PowerCard.emote.replace(/\~R/g, "");

 EmoteTextAlign = "right";

 }

 if (PowerCard.emote.indexOf("~J") !== -1) {

 PowerCard.emote = PowerCard.emote.replace(/\~J/g, "");

 EmoteTextAlign = "justify";

 }

 // CREATE EMOTE DIV

 if (SHOW\_AVATAR) PowerCard.emote = "<div style='display: block; min-height: 50px; width: 100%; font-size: 13px; vertical-align: middle; text-align: " + EmoteTextAlign + ";'>" + Avatar + doInlineFormatting(PowerCard.emote) + "</div>";

 else PowerCard.emote = "<div style='display: block; min-height: 50px; width: 100%; font-size: 13px; vertical-align: middle; text-align: " + EmoteTextAlign + ";'>" + doInlineFormatting(PowerCard.emote) + "</div>";

 }

 // CREATE SHADOWBOX STYLE...

 var ShadowBoxStyle = "" + "clear: both; " + "margin-left: -10px; " + "box-shadow: " + PowerCard.boxshadow + "; " + "border-radius: " + PowerCard.corners + "px; ";

 // CREATE TITLE STYLE...

 var TitleStyle = "" + "font-family: " + PowerCard.titlefont + "; " + "font-size: " + PowerCard.titlefontsize + "; " + "font-weight: normal; " + "font-variant: " + PowerCard.titlefontvariant + "; " + "letter-spacing: 2px; " + "text-align: center; " + "vertical-align: middle; " + "margin: 0px; " + "padding: 3px 0px 0px 0px; " + "border: " + PowerCard.border + "; " + "border-radius: " + PowerCard.corners + "px " + PowerCard.corners + "px 0px 0px; ";

 // CREATE SUBTITLE STYLE...

 var SubTitleStyle = "" + "font-family: " + PowerCard.subtitlefont + "; " + "font-size: " + PowerCard.subtitlefontsize + "; " + "font-weight: normal; " + "font-variant: " + PowerCard.subtitlefontvariant + "; " + "letter-spacing: 1px;";

 // ADD BACKGROUND & TEXT COLORS...

 if (USE\_PLAYER\_COLOR === true && PowerCard.format === undefined) {

 TitleStyle += " color: " + PlayerTXColor + ";";

 TitleStyle += " background-color: " + PlayerBGColor + ";";

 } else {

 TitleStyle += " color: " + PowerCard.txcolor + ";";

 TitleStyle += " background-color: " + PowerCard.bgcolor + ";";

 }

 // CREATE TITLEBOX...

 var Title = "" + "<div style='" + ShadowBoxStyle + "'>" + "<div style='" + TitleStyle + "' class='showtip tipsy' title='" + PowerCard.title + "'>" + PowerCard.name;

 // ADD SUBTITLES...

 var Diamond = " &" + "#x2666; ";

 var Subtitle = "<br><span style='" + SubTitleStyle + "'>";

 Subtitle += (PowerCard.leftsub !== undefined) ? PowerCard.leftsub : "";

 Subtitle += (PowerCard.leftsub !== undefined && PowerCard.rightsub !== undefined) ? Diamond : "";

 Subtitle += (PowerCard.rightsub !== undefined) ? PowerCard.rightsub : "";

 // ADD TITLE AND SUBTITLE TO DISPLAY OBJECT...

 Display += doInlineFormatting(Title + Subtitle + "</San></div>", ALLOW\_URLS, ALLOW\_HIDDEN\_URLS);

 // CREATE ROW STYLES & OTHER INFO...

 var OddRow = "color: " + PowerCard.orowtx + "; background-color: " + PowerCard.orowbg + "; ";

 var EvenRow = "color: " + PowerCard.erowtx + "; background-color: " + PowerCard.erowbg + "; ";

 var RowBackground = OddRow;

 var RowNumber = 1;

 var Indent = 0;

 // ROW STYLE...

 var RowStyle = "" + "line-height: 1.1em; " + "vertical-align: middle; " + "font-family: " + PowerCard.bodyfont + "; " + "font-size: " + PowerCard.bodyfontsize + "; " + "font-weight: normal; " + "margin 0px; " + "padding: 4px 5px 2px 5px; " + "border-left: " + PowerCard.border + "; " + "border-right: " + PowerCard.border + "; " + "border-radius: 0px;";

 // LAST ROW STYLE...

 var LastRowStyle = RowStyle + " border-bottom: " + PowerCard.border + ";" + " border-radius: 0px 0px " + PowerCard.corners + "px " + PowerCard.corners + "px;";

 // KEY INFO...

 var KeyCount = 0;

 var Keys = Object.keys(PowerCard);

 // REMOVE IGNORED TAGS...

 IgnoredTags.forEach(function(Tag) {

 if (Keys.indexOf(Tag) !== -1) Keys.splice(Keys.indexOf(Tag), 1);

 });

 // CONDITIONAL STATEMENTS TO REMOVE TAGS FROM KEYS...

 KeyCount = 0;

 Keys.forEach(function(Tag) {

 var Result = "";

 var Conditional = "";

 var LeftVal = "";

 var OP = "";

 var RightVal = "";

 var Operand = "";

 var Success = false;

 var OriginalTag = Tag;

 while (Tag.charAt(0) === "?" && Tag.charAt(1) === "?") {

 Conditional = Tag.match(/\?\?(.\*?)\?\?/g)[0].replace(/\?\?/g, "").trim().split(" ");

 while (Operand !== undefined) {

 LeftVal = Conditional.shift();

 OP = Conditional.shift();

 RightVal = Conditional.shift();

 // GET LEFT SIDE VALUES...

 if (LeftVal !== undefined && LeftVal.match(/\$\[\[/)) {

 LeftVal = parseInt(x[0].inlinerolls[LeftVal.match(/[0-9]+/)].results.total);

 } else if (LeftVal !== undefined && LeftVal.charAt(0) === "$") {

 LeftVal = LeftVal.split(".");

 if (!LeftVal[1]) LeftVal[1] = "total";

 if (Rolls[LeftVal[0]]) LeftVal = parseInt(Rolls[LeftVal[0]][LeftVal[1]]);

 } else {

 LeftVal = (parseInt(LeftVal) || 0);

 }

 // GET RIGHT SIDE VALUES...

 if (RightVal !== undefined && RightVal.match(/\$\[\[/)) {

 RightVal = parseInt(x[0].inlinerolls[RightVal.match(/[0-9]+/)].results.total);

 } else if (RightVal !== undefined && RightVal.charAt(0) === "$") {

 RightVal = RightVal.split(".");

 if (!RightVal[1]) RightVal[1] = "total";

 if (Rolls[RightVal[0]]) RightVal = parseInt(Rolls[RightVal[0]][RightVal[1]]);

 } else {

 RightVal = (parseInt(RightVal) || 0);

 }

 switch (OP) {

 case ">":

 Success = (LeftVal > RightVal);

 break;

 case ">=":

 Success = (LeftVal >= RightVal);

 break;

 case "==":

 Success = (LeftVal == RightVal);

 break;

 case "<=":

 Success = (LeftVal <= RightVal);

 break;

 case "<":

 Success = (LeftVal < RightVal);

 break;

 case "<>":

 Success = (LeftVal != RightVal);

 break;

 case "%":

 Success = ((LeftVal % RightVal) == 0);

 break;

 case "~%":

 Success = ((LeftVal % RightVal) != 0);

 break;

 default:

 Success = false;

 }

 Operand = Conditional.shift();

 if (Operand !== undefined) {

 if (Operand.toLowerCase() === "and" && Success === false) break;

 if (Operand.toLowerCase() === "or" && Success === true) break;

 }

 }

 if (Success) Tag = Tag.replace(/\?\?(.\*?)\?\?/, "").trim();

 else Tag = Tag.replace(/\?\?(.\*?)\?\?/, "$").trim();

 }

 PowerCard[Tag] = PowerCard[OriginalTag];

 Keys[KeyCount] = Tag;

 KeyCount++;

 });

 // SECOND PASS FOR HIDDEN TAGS...

 var NewKeys = [];

 Keys.forEach(function(Tag) {

 if (Tag.charAt(0) !== "$" && Tag !== "hroll" && Tag !== "hrolls") NewKeys.push(Tag);

 });

 Keys = NewKeys;

 // LOOP thru REMAINING KEYS TO CREATE ROW DIVS FROM POWERCARD OBJECT...

 KeyCount = 0;

 Keys.forEach(function(Tag) {

 KeyCount++;

 Content = doInlineFormatting(PowerCard[Tag], ALLOW\_URLS, ALLOW\_HIDDEN\_URLS, Rolls);

 RowBackground = (RowNumber % 2 == 1) ? OddRow : EvenRow;

 RowBackground += (KeyCount === Keys.length) ? LastRowStyle : RowStyle;

 if (Content.indexOf("$[[") === -1) RowBackground = RowBackground.replace("padding: 4px 5px 2px 5px", "padding: 4px 5px 3px 5px");

 RowNumber += 1;

 Tag = Tag.replace(/( #[0-9]+)/g, ""); // Hides multitag numbers...

 Tag = Tag.replace(/( \\*[0-9]+)/g, ""); // Hides same name tag numbers...

 if (Tag.charAt(0) !== "!") {

 if (Tag.charAt(0) === "^") {

 Indent = (parseInt(Tag.charAt(1)) > 0) ? " padding-left: " + (Tag.charAt(1) \* 1.5) + "em;" : "";

 Tag = (parseInt(Tag.charAt(1)) >= 0) ? Tag.substring(2) : Tag.substring(1);

 Display += "<div style='" + RowBackground + Indent + "'><b>" + Tag + "</b> " + Content + "</div>";

 } else {

 Display += "<div style='" + RowBackground + "'><b>" + Tag + "</b> " + Content + "</div>";

 }

 } else {

 if (Tag.charAt(1) === "^") {

 Indent = (parseInt(Tag.charAt(2)) > 0) ? " padding-left: " + (Tag.charAt(2) \* 1.5) + "em;" : "";

 Display += "<div style='" + RowBackground + Indent + "'>" + Content + "</div>";

 } else {

 Display += "<div style='" + RowBackground + "'>" + Content + "</div>";

 }

 }

 });

 // CLOSE SHADOWBOX DIV...

 Display += "</div>";

 // REPLACE INLINE ROLLS w/ VALUES

 if (x[0].inlinerolls !== undefined) {

 // SAVE TOKEN OR PC ID FOR USE w/ TRKR ROLL OPTION...

 var TrackerID = "-1";

 TrackerID = (PowerCard.charid !== undefined) ? "C|" + PowerCard.charid : TrackerID;

 TrackerID = (PowerCard.tokenid !== undefined) ? "T|" + PowerCard.tokenid : TrackerID;

 var RollExpression = "";

 var RollValue = 0;

 var i = 1;

 Object.keys(x[0].inlinerolls).forEach(function(i) {

 RollValue = x[0].inlinerolls[i];

 if (PowerCard.emote && PowerCard.emote.indexOf("$[[" + i + "]]") !== -1) PowerCard.emote = PowerCard.emote.replace("$[[" + i + "]]", buildInline(RollValue, TrackerID, msg.who));

 else Display = Display.replace("$[[" + i + "]]", buildInline(RollValue, TrackerID, msg.who));

 });

 }

 // SEND TO CHAT...

 var TimeStamp = "";

 var Spacer = "/desc ";

 if (USE\_TIMESTAMPS) {

 TimeStamp = "(" + getCurrentTime() + ") " + msg.who;

 Spacer = " ";

 }

 // WHISPER

 if (PowerCard.whisper !== undefined) {

 if (PowerCard.emote !== undefined) {

 if (PowerCard.charid !== undefined || PowerCard.tokenid !== undefined) {

 sendChat(TimeStamp, Spacer);

 sendChat(TimeStamp, "/direct " + PowerCard.emote)

 } else {

 sendChat(TimeStamp, '/emas " " ' + PowerCard.emote);

 }

 }

 \_.each(PowerCard.whisper.split(","), function(y) {

 sendChat(msg.who, "/w " + y.trim() + " " + Display);

 });

 } else {

 if (PowerCard.emote !== undefined) {

 if (PowerCard.charid !== undefined || PowerCard.tokenid !== undefined) {

 sendChat(TimeStamp, Spacer);

 sendChat(TimeStamp, "/direct " + PowerCard.emote + Display);

 } else {

 sendChat(TimeStamp, '/emas " " ' + PowerCard.emote);

 sendChat(TimeStamp, "/direct " + Display);

 }

 } else {

 sendChat(TimeStamp, Spacer);

 sendChat(TimeStamp, "/direct " + Display);

 }

 }

 });

};

// FUNCTIONS ///////////////////////////////////////////////////////////////////

function buildInline(inlineroll, TrackerID, who) {

 var InlineColorOverride = "";

 var values = [];

 var critRoll = false;

 var failRoll = false;

 var critCheck = false;

 var failCheck = false;

 var expandedCheck = false;

 var highRoll = false;

 var lowRoll = false;

 var noHighlight = false;

 var expandedRoll = false;

 var notInline = false;

 var addToTracker = false;

 inlineroll.results.rolls.forEach(function(roll) {

 var result = processRoll(roll, noHighlight, expandedRoll, critCheck, failCheck, notInline);

 if (result["critCheck"]) critCheck = true;

 if (result["failCheck"]) failCheck = true;

 if (result["noHighlight"]) noHighlight = true;

 if (result["expandedRoll"]) expandedRoll = true;

 if (result["notInline"]) notInline = true;

 if (result["addToTracker"]) {

 // ADD TOKEN OR PC OR DISPLAY NAME TO TURN ORDER TRACKER...

 var TrackerName = "";

 if (TrackerID.charAt(0) === "C") {

 var Char = getObj("character", TrackerID.substring(2));

 var Tok = findObjs({

 type: 'graphic',

 pageid: Campaign().get("playerpageid"),

 represents: TrackerID.substring(2)

 });

 if (\_.isEmpty(Tok) && Char !== undefined) TrackerName = Char.get("name");

 else TrackerID = Tok[0].id;

 } else if (TrackerID.charAt(0) === "T") TrackerID = TrackerID.substring(2);

 else TrackerName = who;

 // CHECK TURN ORDER FOR EXISTING ID... REPLACE PR VALUE IF FOUND...

 var turn\_order = ("" === Campaign().get("turnorder")) ? [] : JSON.parse(Campaign().get("turnorder"));

 var pos = turn\_order.map(function(z) {

 return z.id;

 }).indexOf(TrackerID);

 if (pos === -1) turn\_order.push({

 id: TrackerID,

 pr: inlineroll.results.total,

 custom: TrackerName

 });

 else turn\_order[pos]["pr"] = inlineroll.results.total;

 // OPEN THE INITIATIVE WINDOW IF IT'S CLOSED...

 if (!Campaign().get("initiativepage")) Campaign().set("initiativepage", true);

 // SEND TURN ORDER BACK TO THE CAMPAIGN() OBJECT...

 Campaign().set("turnorder", JSON.stringify(turn\_order));

 }

 if (result.value !== "") values.push(result.value);

 });

 // OVERRIDE THE ROLL20 INLINE ROLL COLORS...

 if (critCheck && failCheck) InlineColorOverride = INLINE\_ROLL\_CRIT\_BOTH;

 else if (critCheck && !failCheck) InlineColorOverride = INLINE\_ROLL\_CRIT\_HIGH;

 else if (!critCheck && failCheck) InlineColorOverride = INLINE\_ROLL\_CRIT\_LOW;

 else InlineColorOverride = INLINE\_ROLL\_DEFAULT;

 // PARSE TABLE RESULTS

 inlineroll.results.tableentries = \_.chain(inlineroll.results.rolls)

 .filter(function(r) {

 var tbl = \_.has(r, 'table');

 return \_.has(r, 'table');

 })

 .reduce(function(memo, r) {

 \_.each(r.results, function(i) {

 i = i.tableItem;

 if (!/^[+\-]?(0|[1-9][0-9]\*)([.]+[0-9]\*)?([eE][+\-]?[0-9]+)?$/.test(i.name)) {

 memo.push({

 name: i.name,

 weight: i.weight,

 table: r.table

 });

 }

 });

 return memo;

 }, [])

 .value();

 // REMOVE ROLL OPTIONS LIKE NH, XPND, EMPTY BRACKETS, & ADD SPACING...

 inlineroll.expression = inlineroll.expression

 .replace(/\|nh|nh/, "")

 .replace(/\|xpnd|xpnd/i, "")

 .replace(/\|trkr|trkr/i, "")

 .replace(/\[\]/, "")

 .replace("<", "&" + "amp;" + "lt;")

 .replace(/\+/g, " + ")

 .replace(/\-/g, " - ")

 .replace(/\\*/g, " \* ")

 .replace(/\//g, " / ");

 // END ROLL OPTIONS

 // FINAL STEP...

 var rollOut = "";

 if (expandedRoll) {

 if (notInline) {

 rollOut = values.join("") + " = " + inlineroll.results.total;

 } else {

 rollOut = '<span style="' + INLINE\_ROLL\_STYLE + InlineColorOverride + '" title="Roll: ' + inlineroll.expression + '<br>Results: ' + values.join("") + ' = ' + inlineroll.results.total;

 rollOut += '" class="inlinerollresult showtip tipsy">' + values.join("") + ' = ' + inlineroll.results.total + '</San>';

 }

 } else {

 if (notInline) {

 rollOut = inlineroll.results.total;

 } else {

 rollOut = '<span style="' + INLINE\_ROLL\_STYLE + InlineColorOverride + '" title="Roll: ' + inlineroll.expression + '<br>Results: ' + values.join("") + ' = ' + inlineroll.results.total;

 rollOut += '" class="inlinerollresult showtip tipsy">' + inlineroll.results.total + '</San>';

 }

 }

 // rollOut = (inlineroll.results.total === 0 && inlineroll.results.tableentries.length) ? '' : rollOut;

 rollOut = (inlineroll.results.tableentries.length) ? '' : rollOut;

 rollOut += \_.map(inlineroll.results.tableentries, function(l) {

 return (notInline) ? l.name : '<span style="' + INLINE\_ROLL\_STYLE + InlineColorOverride + '" title="Table: ' + l.table + ' ' + 'Weight: ' + l.weight + '" class="inlinerollresult showtip tipsy">' + l.name + '</San>';

 }).join('');

 return rollOut;

};

function processRoll(roll, noHighlight, expandedRoll, critCheck, failCheck, notInline, addToTracker) {

 if (roll.type === "C") {

 return {

 value: " " + roll.text + " "

 };

 } else if (roll.type === "L") {

 if (roll.text.match(/nh/i) !== null) noHighlight = true;

 if (roll.text.match(/xpnd/i) !== null) expandedRoll = true;

 if (roll.text.match(/txt/i) !== null) notInline = true;

 if (roll.text.match(/trkr/i) !== null) addToTracker = true;

 return {

 noHighlight: noHighlight,

 expandedRoll: expandedRoll,

 notInline: notInline,

 addToTracker: addToTracker

 };

 } else if (roll.type === "M") {

 if (roll.expr.toString().match(/\+|\-|\\*|\\/g)) roll.expr = roll.expr.toString().replace(/\+/g, " + ").replace(/\-/g, " - ").replace(/\\*/g, " \* ").replace(/\//g, " / ");

 return {

 value: roll.expr

 };

 } else if (roll.type === "R") {

 var rollValues = [];

 \_.each(roll.results, function(result) {

 if (result.tableItem !== undefined) {

 rollValues.push(result.tableItem.name);

 } else {

 critRoll = false;

 failRoll = false;

 if (noHighlight) {

 critRoll = false;

 failRoll = false;

 } else {

 var Sides = roll.sides;

 // CRITROLL CHECKS...

 if (roll.mods && roll.mods["customCrit"]) {

 var p = 0;

 \_.each(roll.mods["customCrit"], function() {

 if (roll.mods["customCrit"][p]["comp"] === "<=" && result.v <= roll.mods["customCrit"][p]["point"]) critRoll = true;

 if (roll.mods["customCrit"][p]["comp"] === "==" && result.v == roll.mods["customCrit"][p]["point"]) critRoll = true;

 if (roll.mods["customCrit"][p]["comp"] === ">=" && result.v >= roll.mods["customCrit"][p]["point"]) critRoll = true;

 p++;

 });

 } else {

 if (result.v === Sides) critRoll = true;

 }

 // FAILROLL CHECKS...

 if (roll.mods && roll.mods["customFumble"]) {

 var p = 0;

 \_.each(roll.mods["customFumble"], function() {

 if (roll.mods["customFumble"][p]["comp"] === "<=" && result.v <= roll.mods["customFumble"][p]["point"]) failRoll = true;

 if (roll.mods["customFumble"][p]["comp"] === "==" && result.v == roll.mods["customFumble"][p]["point"]) failRoll = true;

 if (roll.mods["customFumble"][p]["comp"] === ">=" && result.v >= roll.mods["customFumble"][p]["point"]) failRoll = true;

 p++;

 });

 } else {

 if (result.v === 1) failRoll = true;

 }

 }

 if (expandedRoll) result.v = "<span style='" + (critRoll ? 'color: #040;' : (failRoll ? 'color: #600;' : '')) + "'>" + result.v + "</San>";

 else result.v = "<span style='" + (critRoll ? 'color: #0F0; font-size: 1.25em;' : (failRoll ? 'color: #F00; font-size: 1.25em;' : '')) + "'>" + result.v + "</San>";

 rollValues.push(result.v);

 if (critRoll) critCheck = true;

 if (failRoll) failCheck = true;

 }

 });

 return {

 value: "(" + rollValues.join(" + ") + ")",

 noHighlight: noHighlight,

 expandedRoll: expandedRoll,

 critCheck: critCheck,

 failCheck: failCheck,

 notInline: notInline,

 addToTracker: addToTracker

 };

 } else if (roll.type === "G") {

 var grollVal = [];

 \_.each(roll.rolls, function(groll) {

 \_.each(groll, function(groll2) {

 var result = processRoll(groll2, noHighlight, expandedRoll, critCheck, failCheck, notInline);

 grollVal.push(result.value);

 critCheck = critCheck || result.critCheck;

 failCheck = failCheck || result.failCheck;

 noHighlight = noHighlight || result.noHighlight;

 expandedRoll = expandedRoll || result.expandedRoll;

 notInline = notInline || result.notInline;

 addToTracker = addToTracker || result.addToTracker;

 });

 });

 return {

 value: "{" + grollVal.join(" ") + "}",

 noHighlight: noHighlight,

 expandedRoll: expandedRoll,

 critCheck: critCheck,

 failCheck: failCheck,

 notInline: notInline,

 addToTracker: addToTracker

 };

 }

};

function doInlineFormatting(content, ALLOW\_URLS, ALLOW\_HIDDEN\_URLS, Rolls) {

 // PARSE FOR INLINE FORMATTING

 var urls = [],

 str,

 formatter = function(s) {

 return s

 .replace(/\_\_(.\*?)\_\_/g, "<u>$1</u>")

 .replace(/\\*\\*(.\*?)\\*\\*/g, "<b>$1</b>")

 .replace(/\/\/(.\*?)\/\//g, "<i>$1</i>")

 .replace(/\^\^/g, "<br>")

 .replace(/\^\\*/g, "<span style='margin-left: 1em;'></San>")

 .replace(/\$\$(#([a-fA-F0-9]{3}|[a-fA-F0-9]{6}))\|(.\*?)\$\$/g, "<span style='color: $1;'>$3</San>")

 .replace(/\~\~\~/g, "<hr style='border: 0; height: 0; border-top: 1px solid rgba(0, 0, 0, 0.3); border-bottom: 1px solid rgba(255, 255, 255, 0.3); margin-bottom: 3px; margin-top: 3px;'/>")

 .replace(/\~\J(.\*?)\~\J/g, "<div style='text-align: justify; display: block;'>$1</div>")

 .replace(/\~\L(.\*?)\~\L/g, "<span style='text-align: left;'>$1</San>")

 .replace(/\~\C(.\*?)\~\C/g, "<div style='text-align: center; display: block;'>$1</div>")

 .replace(/\~\R(.\*?)\~\R/g, "<div style='text-align: right; float: right;'>$1</div><div style='clear: both;'></div>")

 .replace(/\[\!(.\*?)\!\]/g, "<span style='text-align: center; font-size: 100%; font-weight: bold; display: inline-block; min-width: 1.75em; height: 1em; border-radius: 3px; border: 1px solid; background-color: #FFFEA2; border-color: #87850A; color: #000000;' title='Created by PowerCards' class='showtip tipsy'>$1</San>");

 };

 str = \_.reduce(

 content.match(/@@.\*?@@/g),

 function(m, s, i) {

 var parts = s.replace(/@@(.\*)@@/, '$1').split(/\|\|/),

 url = parts.shift().replace(/^\s\*(http(s)?:\/\/|\/\/()|())/, 'http$2://'),

 text = formatter(parts.join('||'));

 if (ALLOW\_URLS) {

 if (ALLOW\_HIDDEN\_URLS) {

 urls[i] = '<a href="' + url + '">' + (text || url) + '</a>';

 } else {

 urls[i] = '<a href="' + url + '">' + text + ' [' + url + ']</a>';

 }

 } else {

 urls[i] = s;

 }

 return m.replace(s, '@@' + i + '@@');

 },

 content

 );

 str = formatter(str);

 return \_.reduce(

 urls,

 function(m, s, i) {

 return m.replace('@@' + i + '@@', s);

 },

 str

 );

};

function getBrightness(hex) {

 hex = hex.replace('#', '');

 var c\_r = getHex2Dec(hex.substr(0, 2));

 var c\_g = getHex2Dec(hex.substr(2, 2));

 var c\_b = getHex2Dec(hex.substr(4, 2));

 return ((c\_r \* 299) + (c\_g \* 587) + (c\_b \* 114)) / 1000;

};

function getCurrentTime() {

 var d = new Date();

 var h = ((d.getHours() + 1) < 10 ? "0" : "") + (d.getHours() + 1);

 var m = (d.getMinutes() < 10 ? "0" : "") + d.getMinutes();

 var currentTime = h + ":" + m;

 return currentTime;

};

function getHex2Dec(hex\_string) {

 hex\_string = (hex\_string + '').replace(/[^a-f0-9]/gi, '');

 return parseInt(hex\_string, 16);

};

function getPowerCardFormats() {

 var PowerCard\_FormatHandout = findObjs({

 \_type: "handout",

 name: "PowerCard Formats"

 })[0];

 if (PowerCard\_FormatHandout !== undefined) {

 var PowerCard\_Formats = {};

 var FormatName = "";

 var FormatContent = "";

 PowerCard\_FormatHandout.get("notes", function(notes) {

 notes = notes.split("<br>");

 notes.forEach(function(notes) {

 FormatName = notes.substring(0, notes.indexOf(":")).trim();

 FormatContent = notes.substring(notes.indexOf(":") + 1).trim();

 if (FormatName !== "" && FormatContent !== "") PowerCard\_Formats[FormatName] = " " + FormatContent;

 });

 state.PowerCard\_Formats = PowerCard\_Formats;

 });

 }

};

function getTargetInfo(content, TargetList) {

 // PARSE FOR TARGET INFO REPLACEMENT CHARMS

 var Token = getObj("graphic", TargetList[0]);

 if (Token === undefined) return content;

 var PC = getObj("character", Token.get("represents"));

 // TOKEN CHARMS

 return content.replace(/%%(.\*?)%%/g, function(m, charm) {

 var attr;

 switch (charm) {

 case 'token\_name':

 return Token.get('name');

 case 'bar1':

 case 'bar2':

 case 'bar3':

 return Token.get(charm + '\_value');

 case 'bar1\_max':

 case 'bar2\_max':

 case 'bar3\_max':

 return Token.get(charm);

 default:

 attr = getAttrByName(Character.id, charm);

 // attr = "[[" + attr.replace(/\@\{/g, "@{" + getAttrByName(Character.id, "character\_name") + "|") + "]]";

 // while (attr.indexOf("@{") !== -1) {

 // var AutoCalc = attr.split("}"));

 return (Character && attr) || 'ERROR';

 // return (Character && (attr = getAttrByName(Character.id, charm)) && attr) || 'ERROR';

 }

 });

};

// END FUNCTIONS ///////////////////////////////////////////////////////////////

**CHARACTERS**

Template for my Roll20 characters (PCs).

**TEMPLATE**

####> CHARACTER <####

====> Name <====

Template

####> ATTRIBUTES <####

====> Init|Value <====

+0

====> Str|Value <====

10

====> Dex|Value <====

10

====> Con|Value <====

10

====> Int|Value <====

10

====> Wis|Value <====

10

====> Cha|Value <====

10

====> HP|Value <====

10

====> HP|Max <====

10

====> THP|Value <====

====> THP|Max <====

====> Prof|Value <====

+2

====> Spells|Value <====

+5

####> ABILITIES <####

**====> IN+0/S30/P10|TokenAction <====**

@{selected|token\_name} initiative [[1d20+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

**====> A10/H10|TokenAction <====**

!power --name|@{selected|token\_name} --AC10|None (10), Dex (+0) --HP10|1(d8+0) [[d8+0]] --Death Save|[[d20]]|[[d20]]

**====> S10|TokenAction <====**

!power --name|@{selected|token\_name} --Str Check|[[d20+floor(@{Str}/2-5)]]|[[d20+floor(@{Str}/2-5)]]

**====> D10|TokenAction <====**

!power --name|@{selected|token\_name} --Dex Check|[[d20+floor(@{Dex}/2-5)]]|[[d20+floor(@{Dex}/2-5)]] --Armor|DA Stealth

**====> C10|TokenAction <====**

!power --name|@{selected|token\_name} --Con Check|[[d20+floor(@{Con}/2-5)]]|[[d20+floor(@{Con}/2-5)]]

**====> I10|TokenAction <====**

!power --name|@{selected|token\_name} --Int Check|[[d20+floor(@{Int}/2-5)]]|[[d20+floor(@{Int}/2-5)]]

**====> W10|TokenAction <====**

!power --name|@{selected|token\_name} --Wis Check|[[d20+floor(@{Wis}/2-5)]]|[[d20+floor(@{Wis}/2-5)]]

**====> CH10|TokenAction <====**

!power --name|@{selected|token\_name} --Cha Check|[[d20+floor(@{Cha}/2-5)]]|[[d20+floor(@{Cha}/2-5)]]

 --Add \*1|[[@{Prof}]] for SAVE

 --Add \*2|[[@{Prof}\*2]] for SAVE

 --Add \*3|[[@{Prof}\*2]] for SKILL (Expert)

**====> -->DESC|TokenAction <====**

[x]()

!power {{ --name|@{selected|token\_name} --NAME|xx. Race. \*\*Class\*\*.

--Lang|xx

--Prof|xx

--Bac/Fac|xx

--Feature|xx

--Trait|xx

--Ideal|xx

--Bond|xx

--Flaw|xx

}}

**====> H|TokenAction <====**

!power {{ --name|@{selected|token\_name} --HISTORY|PHB+XGE+ERftLW.

--HeroPoint-F (make chk/atk/sv, fail death sv)|add d6 (after roll before result), auto succeed death sv

**====> HeroPoint-F|TokenAction <====**

!power --name|@{selected|token\_name} --HeroPoint-F (make chk/atk/sv, fail death sv)|add d6 [[d6]] (after roll before result), auto succeed death sv

!power {{ --name|@{selected|token\_name} --HISTORY|PHB+xx+S9.

--LingeringLegacyOfEvil|When roll for thp gained by soul coin Drain Life prop, roll 2x and choose either result. Alt, receive response to 2 questions w/ use soul coin Query prop. This trait lost at end of season.

}}

**====> -->GEAR|TokenAction <====**

!power {{ --name|@{selected|token\_name} --GEAR|hands (free/free)

--!4|

--!6|

--!8|

--!10|

}}

**====> P-Heal|TokenAction <====**

!power --name|@{selected|token\_name} --P-Healing|-/c --!1|//red liquid that glimmers w/ agitated// --!2|heal 2d4+2 [[2d4+2]]

**====> -->FEAT|TokenAction <====**

!power {{ --name|@{selected|token\_name} --FEATURES|

--??|xx

}}

**====> -->ATK|TokenAction <====**

!power --name|@{selected|token\_name} --ATTACKS|Attacks

**====> -->SPELL|TokenAction <====**

!power --name|@{selected|token\_name} --SPELLS(+5/DC13)-2| --Cantrips|xx --1st|xx

Log1: 10

* make logs show all equipment changes (so that starting gear +/- logs = character sheet)
* make logs show +1 source
* make logs fully identify all adventures (including part/chapter/etc. number)
* make logs include all magic item origin info (adventure found in and page/table/roll if random)
* if season 9, add common magic item and inherited malevolence

**====> ElixerHealth <====**

!power {{ --name|@{selected|token\_name} --ElixerOfHealth|-/r/C --!1|//Vial containing transparent red liquid w/ tiny bubbles of light in it.// --!2|cure any disease, remove blinded, deafened, paralyzed, poisoned

**====> P-SHeal <====**

!power {{ --name|@{selected|token\_name} --P-SuperiorHealing|-/r/C --!1|//red liquid that glimmers w/ agitated// --!2|heal 8d4+8 [[8d4+8]]

@{selected|token\_name} initiative [[1d20+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

@{selected|token\_name} initiative [[2d20k1+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

@{selected|token\_name} initiative [[2d20kl1+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

@{selected|token\_name} initiative [[d20ro<1+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

@{selected|token\_name} initiative [[2d20ro<1k1+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

Burglar's Pack: backpack (bag of 1000 ball bearings, bell, candle x5, crowbar, hammer, lantern-hooded, oil x2, piton x10, rations x5, rope-hempen-50', string-10', tinderbox, waterskin)

Dungeoneer's Pack: backpack, crowbar, hammer, piton x10, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin

Entertainer's Pack: backpack, bedroll, candle x5, costume x2, disguise kit, rations x5, waterskin

Monster Hunter's Pack: chest, crowbar, hammer, stake-wood x3, holy symbol, flask of holy water, manacles, mirror-steel, flask of oil, tinderbox, torch x3

Priest's Pack - Recommend listing out pack so you don't have to look it up in game (and to track items you may use): backpack, alms box, blanket, candle x10, censer, incense block x2, rations x2, tinderbox, vestments, waterskin

Scholar's Pack - Recommend listing out pack so you don't have to look it up in game (and to track items you may use): backpack, book-lore, ink-bottle, knife-small, parchment x10, pen-ink, sand-bag

Explorer's Pack - Replace "Explorer's Pack" w/ backpack and items in it so you don't have to look it up in game and to track items you may use: backpack (bedroll, mess kit, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin)

**MONSTERS**

Template for my Roll20 characters (monsters/npcs).

**TEMPLATE**

####> CHARACTER <####

====> Name <====

Name

####> ATTRIBUTES <####

====> Init|Value <====

+0

====> Str|Value <====

10

====> Dex|Value <====

10

====> Con|Value <====

10

====> Int|Value <====

10

====> Wis|Value <====

10

====> Cha|Value <====

10

====> Prof|Value <====

+2

====> Spells|Value <====

+5

####> ABILITIES <####

**====> IN+0/S30/P10/DV60|TokenAction <====**

/w gm @{selected|token\_name} initiative [[1d20+(@{selected|Init})+(@{selected|Init}/100)&{tracker}]]

**====> A10/H10/IM-immune/R-resist/CR0|TokenAction <====**

!power --name|@{selected|token\_name} --AC10|Natural (10), Dex (+0) --HP10|1(d8) [[d8]] --Lang|None --CR1|200xp --Skill|[[d20+0]]|[[d20+0]] --whisper|GM

**====> Pic|TokenAction <====**

[x]()

**====> S10|TokenAction <====**

!power --name|@{selected|token\_name} --Str Check|[[d20+floor(@{Str}/2-5)]]|[[d20+floor(@{Str}/2-5)]]

**====> D10|TokenAction <====**

!power --name|@{selected|token\_name} --Dex Check|[[d20+floor(@{Dex}/2-5)]]|[[d20+floor(@{Dex}/2-5)]]

**====> C10|TokenAction <====**

!power --name|@{selected|token\_name} --Con Check|[[d20+floor(@{Con}/2-5)]]|[[d20+floor(@{Con}/2-5)]]

**====> I10|TokenAction <====**

!power --name|@{selected|token\_name} --Int Check|[[d20+floor(@{Int}/2-5)]]|[[d20+floor(@{Int}/2-5)]]

**====> W10|TokenAction <====**

!power --name|@{selected|token\_name} --Wis Check|[[d20+floor(@{Wis}/2-5)]]|[[d20+floor(@{Wis}/2-5)]]

**====> CH10|TokenAction <====**

!power --name|@{selected|token\_name} --Cha Check|[[d20+floor(@{Cha}/2-5)]]|[[d20+floor(@{Cha}/2-5)]]

 --Add \*1|[[@{Prof}]] for SAVE

 --Add \*2|[[@{Prof}\*2]] for Skill

**====> SpecialEquip|TokenAction <====**

!power --name|@{selected|token\_name} --SpecialEquipment|equip --whisper|GM

**====> RC|TokenAction <====**

!power --name|@{selected|token\_name} --Breath|Recharge 5-6 [[d6]]

**====> Multiatk|TokenAction <====**

!power --name|@{selected|token\_name} --Multiatk|atks

**====> Attack|TokenAction <====**

!power --name|@{selected|token\_name} --Atk|[[d20+3]]|[[d20+3]] --Hit|d6+1 [[d6+1]]|[[d6]] P

**====> -->SPELL|TokenAction <====**

!power --name|@{selected|token\_name} --SPELLS(+5/DC13)-2| --Cantrips|xx --1st|xx --whisper|GM

**ADVENTURES**

Template for my Roll20 characters (adventures).

**TEMPLATE**

My Adventure Character Template for Roll20.

####> CHARACTER <####

====> Name <====

--DDAL08-xx

####> ATTRIBUTES <####

====> Init|Value <====

+0

====> Str|Value <====

10

====> Dex|Value <====

10

====> Con|Value <====

10

====> Int|Value <====

10

====> Wis|Value <====

10

====> Cha|Value <====

10

====> HP|Value <====

10

====> HP|Max <====

10

====> THP|Value <====

====> THP|Max <====

====> Prof|Value <====

+2

====> Spells|Value <====

-8

####> ABILITIES <####

**====> BLURB|TokenAction <====**

/desc DDAL08-xx

/desc xx

/desc Blurb

/desc By: xx

/desc DM: DM Name and DCI Number

/as "Between Adventures" Before we start, please complete any buying/selling/etc. you want to do between adventures.

/as "Renown Benefit" We'll assume u take \*\*\*Potion of Healing\*\*\*. If u take other, type it into chat. Benefit is returned at end of adventure/chapter.

**====> xx|TokenAction <====**

/desc xx

/desc xx

/w gm

**====> xx-T|TokenAction <====**

/as "Treasure" xx

/w gm

**====> xx|TokenAction <====**

/desc xx

/desc xx

/w gm

**====> THANKS|TokenAction <====**

/desc THANK YOU FOR PLAYING!

/desc DDAL8-xx

/desc xx

/desc By: xx

/desc DM: DM Name and DCI Number

/desc ----

/desc Streamed at: [twitch.tv/d20play](http://www.twitch.tv/d20play)

/desc Archived at: [youtube.com/c/d20play](http://www.youtube.com/c/d20play)

/desc Twitter: [twitter.com/d20play](http://www.twitter.com/d20play)

/desc Schedule: [d20play.com/schedule.html](<http://www.d20play.com/schedule.html>)

/desc ----

/as "Between Adventures" If this is the end of the adventure, you get 1 long rest and restore resources. Cast any spells you want before the rest, roll for recharging any items that recharge that night or the next dawn, etc. If you don't restore full item charges, be sure to carry that over to next adventure w/ this character. PC resources (hp, HD, spells) are restored to full (FAQ 8.2 p13).

/as "Between Sessions" If this is the end of the session but not the adventure, you \*\*\*do not get a long rest or restore resources\*\*\*. Record your current hp, HD, spell slots, rages, etc. (FAQ 8.2 p12)

/as "Resources" Please \*\*\*type into chat what resources you used.\*\*\*

**ADVENTURE FEATURES**

**====> xx|TokenAction <====**

/desc xx

/desc xx

/w gm

**====> xx <====**

/as "

/w gm \*\*xx\*\* xx

/w gm \*\*xx Per\*\* spot

/w gm \*\*Search\*\* see \*\*xx-T\*\*

/w gm Chest: Unlocked. Open see \*\*xx-T\*\*

/w gm Chest: Lock (xx ThT). Trap (xx Inv, xx ThT. xx). Open see \*\*xx-T\*\*

**====> xx-T|TokenAction <====**

/as "Treasure" xx

/w gm xx

**====> xxpic|TokenAction <====**

[x](xx)

!power --name|POISON NEEDLE TRAP --PoisonNeedle|1 [[1]] P and 2d10 [[2d10]] poison and [[15]]CS or poisoned for 1 hour

!power --name|URL's --Tom's URL|@@app.roll20.net/join/441064/XghWWA||app.roll20.net/join/441064/XghWWA@@ --John's URL|@@app.roll20.net/join/537976/fmqQ0w||app.roll20.net/join/537976/fmqQ0w@@

Pictures

[x]()

/desc FEATURES

/as "Brush" difficult terrain, block LOS (can see into 5' w/ cover)

/as "Brush-Light" Difficult terrain. Interposing squares provide cover. 2 = 1/2 cover, 4 = 3/4 cover, 6 block LOS.

/as "Ceilings" Rough ice 40' high.

/as "Ceilings" Stalactite-covered vaults 20 to 30' high.

/as "Ceilings" Worked stone 10' high.

/as "Chasms" Rifts zigzag thru this part of Tyar-Besil. 200' deep, floors difficult

/as "Doors-Giant" Ironbound logs. 15' high, 6' wide, and 1' thick. ACTION to open for M- size. FREE to open for L+ size or M- size w/ 15SC(Ath) (1/turn).

/as "Doors" Stone slabs balanced on central pivots creating 2 gaps 3' wide; 15SC to force open pinned; double doors pivot like normal doors

/as "Escarpments" 10' high. 10SC(Ath) to climb.

/as "Fires" start/enter take d10 [[d10]] fire (1/trn)

/as "Floors" Smooth and slippery. Dif terrain (unless using crampons/ ice walk). Each level is +10' and 15SC(Ath) to climb (AD w/ crampons/ climbing gear).

/as "Haze" A smoky haze covers the area. Light obscured.

/as "Heat" each hour [[5]] to [[10]]CS (DA if in Med/Hvy armor or Hvy clothing) or gain level of exhaustion (avoid w/ copious drinking water or resistance to fire)

/as "Ice Crystals" Banks of frozen fog roll thru the cavern. Visibility is limited to 60'.

/as "Light" None.

/as "Light" Continual Flame spells cast on torches in bronze wall sconces

/as "Light" Oil Lamps provide 15' bright + 15' dim light.

/as "Light" The clearing is dimly lit. The sky above has grown darker and the first stars are twinkling overhead. A thick, clammy fog covers the clearing. Fireflies dance on the edge of your light.

/as "Mine Shafts" Lined w/ rotting support beams. 12SC(Ath) to climb.

/as "Moss" Glowing green moss grows throughout, providing dim light.

/as "Pillar" Block diagonal mv, 1/2 cover to ratk passing thru opposite quadrant.

/as "Pools and Streams" Difficult terrain. Cold and shallow (2-5' deep) (except shaded areas 10' deep). Rocky bottoms covered w/ slippery mud.

/as "Rocks" Difficult terrain. No cover (not tall enough)

/as "Rubble" Difficult terrain.

/as "Sinkhole" 30' deep, 15SC(Ath) to climb

/as "Slope" in walls or 20' each campfire level, otherwise dif terrain

/as "Sounds"

/as "Sounds" Thick carpet of needles grant AD to move silently.

/as "Stairs" Difficult terrain.

/as "Stalagmites" Blocking. Provide cover, 4-5' tall, 10SC(Ath) to climb

/as "Stream" Difficult terrain. About 3' deep, gravel bottom.

/as "Stumps" 1/2 cover to atk passing thru opposite quadrant. Diagonal mv +5' (stack w/ difficult terrain). 3-5' tall.

/as "Temperature" Bone-chilling 0 degrees Fahrenheit.

/as "Tents" Canvas tents tall enough for human to crouch in. Bedrolls and clothing. Lanterns.

/as "Trees-Large" Trunks fill square (soft corners), cover as normal. Branches between 20' and 50' and act as "brush."

/as "Trees-Small" Trunks fill vertex (block diagonal mv), 1/2 cover to ratk passing thru opposite quadrant. 10-30' tall. Branches between 10' and 30' and act as "brush."

/as "Tree-Large" block mv/ LOS, soft corner

/as "Tree-Small" block diagonal mv/ provide cover fr opposite quadrant

/as "Tunnels" 10' high. Supported by rotting wooden buttresses.

/as "Walls" Worked stone (20SC(Ath) to climb)

/as "Walls" Natural stone, rough, slick w/ moisture (15SC(Ath) to climb).

/as "Walls" Outer walls of 5' dia. horizontal logs. Inner walls of 3' dia. vertical logs. Hard corners (except spiked ends to outer walls).

/as "Walls and Floors" 15SC(Ath) to climb, natural slick rock. The floors are level rock covered by a few inches of sand, dry mud, or dirt from old river floods. Soft corners unless edge touches or crosses vertex or line that passes between diagonal square centers.

/as "Water" Difficult terrain. No cover (not deep enough)

**====> R-Ballista-120'/480'|TokenAction <====**

!power --name|@{selected|token\_name} --Ballista-120'/480'|[[d20+6]]|[[d20+6]] --Hit|3d10 [[3d10]]|[[3d10]] P

**====> Blades|TokenAction <====**

!power --name|@{selected|token\_name} --Blades|4d8 [[4d8]] S ([[15]]DS half)

**====> CorrosiveDust-10'cube|TokenAction <====**

!power --name|@{selected|token\_name} --CorrosiveDust-10'cube|4d6 [[4d6]] acid ([[15]]DS half)

**====> R-Arrow|TokenAction <====**

!power --name|@{selected|token\_name} --Arrow|[[d20+5]]|[[d20+5]] --Hit|d10 [[d10]]|[[d10]] P

**====> R-Boulders|TokenAction <====**

!power --name|@{selected|token\_name} --Boulders-5'r|4d10 [[4d10]] B and prone and restrained ([[10]] Escape) ([[15]]DS half and not prone/restrained)

**====> R-Crossbow-50'/200'|TokenAction <====**

!power --name|@{selected|token\_name} --Bolt|[[d20+5]]|[[d20+5]] --Hit|d10 [[d10]]|[[d10]] P

**====> R-Gas|TokenAction <====**

!power --name|@{selected|token\_name} --SleepGas|crs (xpt immune poison) sleep 1hr ([[15]]CS neg). Dmg/ACTION end.

**====> R-lava|TokenAction <====**

!power --name|@{selected|token\_name} --Lava|4d10 [[4d10]] fire ([[20]]DS half)

**====> R-fall|TokenAction <====**

!power --name|@{selected|token\_name} --Fall 30'|3d6 [[3d6]] blugeoning

**====> DeepPurple|TokenAction <====**

!power --name|@{selected|token\_name} --DeepPurpleLight|start trn in area, take 2d10 [[2d10]] necrotic and speed halved ([[14]]CS half dmg and full spd)

**====> Glyph|TokenAction <====**

!power --name|@{selected|token\_name} --Glyph|explode in 20'rs. 5d8 [[5d8]] fire ([[15]]DS half)

/w gm [[15]]Inv to find

/w gm can be dispelled

**====> GreenSlime|TokenAction <====**

!power --name|@{selected|token\_name} --GreenSlime|5' patch; [[10]]DS to avoid if spot, no save if don't; contact deal d10 [[d10]] acid (if wood/ metal add d10 [[d10]] acid) (repeat SIT); any nonmagic wood/ metal wpn/tool used to scrape off is destroyed

/w gm Sunlight, effect that cure disease, effect that deals cold, fire, radiant destroys patch.

/w gm blindsight to 30'; drop fr wall/ ceiling w/ detect mv below; cant move

**====> YellowMold|TokenAction <====**

!power --name|@{selected|token\_name} --YellowMold|5' square; eject spores in 10' cube; 2d10 [[2d10]] poison and poisoned for 1 minute (w poisoned deal d10 [[d10]] poison STT) ([[15]]CS neg, repeat ETT)

/w gm Sunlight or any fire dmg destroys patch

**FAST WATER**

/as "Fast Water" Dif Terrain.

/as "Fast Water" ACTION req [[10]]Athletics or lost; after action, swept 20' downstream.

/as "Fast Water" MOVE req [[10]]Athletics or lost; after move, swept 20' downstream.

/as "Fast Water" If fail both Athletics chks in rnd, [[10]]CS or 1 lvl exhaustion.

/as "Fast Water" If in 5' of edge half move to catch hold and pull onshore (prone) w/ [[10]]SS.

/as "Fast Water" If have swim spd, no athletics chk req/ not difficult terrain.

**LINKS TO HANDOUTS**

have to create a handout journal entry w/ links to other handouts [name]. Can then right click to get url.

/desc [--- Skeleton ---](http://journal.roll20.net/handout/-Kdm5xuq97MI7P24w9yI)

**QUICK REF**

**DICE**

!power --name|@{selected|token\_name} --d20|[[d20]]|[[d20]]

!power --name|@{selected|token\_name} --d12|[[d12]]

!power --name|@{selected|token\_name} --d10|[[d10]]

!power --name|@{selected|token\_name} --d8|[[d8]]

!power --name|@{selected|token\_name} --d6|[[d6]]

!power --name|@{selected|token\_name} --d4|[[d4]]

**START**

!power {{

--name|ADVENTURE START

--DM|DM Name and DCI Number

--Between Adventures|Before we start, please complete any buying/selling/etc. you want to do between adventures.

--Renown Benefit|We'll assume u take \*\*\*Potion of Healing\*\*\*. If u take other, type it into chat. Benefit is returned at end of adventure/chapter.

}}

**END**

!power {{

--name|ADVENTURE END

--DM|DM Name and DCI Number

--Between Adventures|If this is the end of the adventure, you get 1 long rest and restore resources. Cast any spells you want before the rest, roll for recharging any items that recharge that night or the next dawn, etc. If you don't restore full item charges, be sure to carry that over to next adventure w/ this character. PC resources (hp, HD, spells) are restored to full (FAQ 9.1 p12).

--Between Sessions|If this is the end of the session but not the adventure, you \*\*\*do not get a long rest or restore resources\*\*\*. Record your current hp, HD, spell slots, rages, etc. (FAQ 9.1 p12)

--!1|~~~

--Twitch|@@http://www.twitch.tv/d20play||twitch.tv/d20play@@

--YouTube|@@http://www.youtube.com/c/d20play||youtube.com/c/d20play@@

--Twitter|@@http://www.twitter.com/d20play||twitter.com/d20play@@

--Schedule|@@http://www.d20play.com/schedule.html||d20play.com/schedule.html@@

}}

**INIT**

!power {{

--name|INITIATIVE

--Place Token Where Standing|

--Confirm Items in Hand|if don't match^^"->Gear" macro, type in chat

--Roll Initiative|left click ur token, then click "IN…" macro

}}

**TURN/MV**

!power {{

--name|TURN/MV (189-191)

--**Turn**|move+ action+ bonus

--^11.|mv any mode/combo+ split up

--^12.|bonus action class/ feat/ etc. specific

--^13.|interact w/ 1 obj for free

--**Reactions**|1/rnd (reset SYT)

--|~~~

--**Move**|mv spd; some action/ terrain change spd/ mv; can mv thru non-hostile cr or \_\_hostile if 2+ size dif\_\_

--**Climb**|+5' per 5' (abil chk if dif) (182)

--**Crawl**|+5' per 5'

--**Dif Terrain**|+5' per 5' (\_\_incld cr (friend/foe)\_\_)

--**Drop Prone**|0'

--**Fly**|prone/0spd/no mv, fall xpt hvr/magic

--**Grap Mv**|spd/2 (unless 2+ larger) (195)

--**Jump-High**|run (10'+) 3+SMod ft, stand SMod ft (min 1), extend arms to 1.5x height (182)

--**Jump-Long**|run (10'+) Str ft, stand Str/2 ft, 10SC(Ath) to clear low obstacle (height 1/4 jump distance), 10DC(Acro) to land on feet in dif terrain (182)

--**Mount/Dismnt**|1/turn, spd/2, \_\_no if not enough mv left/ spd 0\_\_ (198)

--**Stand Up**|(spd/2), \_\_no if not enough mv left/ spd 0\_\_

--**Swim**|+5' per 5' (abil chk if dif) (182)

--**Mult Spds**|w/ change mode, subtract amount moved fr new spd

}}

**ACTIONS**

!power {{

--name|ACTIONS (192-193)

--**Attack**|attack

--**Cast Spell**|cast spell

--**Dash**|xtr mv = current spd for trn

--**Disengage**|mv no provoke ur trn

--**Dodge**|GrDA (\_\_if see\_\_); AD DS; lose if incap/spd 0

--**Grap Escape**|Ath/Acr > Ath (195)

--**Help**|AD nxt chk/atk v target in 5' of u before SYNT

--**Hide**|Sth > Per (half cvr/hvy ob) (173,192)

--**Ready**|specify perceivable trigger+ action (or mv); go \_\_after trigger\_\_; \_\_spell req conc\_\_+ 1 action max cast time (193), \_\_extra/multiatk get only 1 atk\_\_ (72/m11)

--**Search**|search

--**Use Obj**|use SA/interact w > 1 obj

}}

**ATK/CVR**

!power {{

--name|ATTACK/COVER (194-196)

--**Attack**|\_\_If make atk roll, count as atk for other rules\_\_, Nat 1 miss, Nat 20 hit (+crit) (crit: roll dmg dice (wpn/ spell/ SA) 2x then add mods)

--**Attack Unseen**|DA

--**Attack Fr Hidden**|AD, \_\_unhidden after\_\_

--**Melee Atk**|SMod atk/ dmg (finesse spec)

--**Ranged Atk**|DMod atk/ dmg (thrown spec); DA long rng or \_\_if hostile cr can see u and not incap in 5'\_\_

--**Opportunity Atk**|target \_\_u see\_\_ exit reach, use reaction, \_\_teleport/ force/ fall no\_\_

--**2 Wpn**|2 \_\_light\_\_ mwpn. BONUS off hand atk. no +abil dmg mod for 2nd. can throw

--**Grapple**|1atk (free hand). Ath > Ath/Acr. end free/ incap/ out rch

--**Shove**|1atk. Ath > Ath/Acr (+1sz max). knock prone or push 5'

--**Dmg v Mult Targets**|1 dmg roll

--|~~~

--**COVER**|\_\_crs (friend/foe) provide cvr\_\_

--**1/2 Cover**|1/2+ blocked; +2 AC/ DS

--**3/4 Cover**|3/4+ blocked; +5 AC/ DS

--**Full Cover**|no direct targeting

--**Determine Cover**|choose 1 corner of 1 square u occupy or spell origin. Draw line to ea corner of 1 square target occupies. 1/2 cvr if 1-2 obstructed. 3/4 cvr if 3+ obstructed. Line along edge/ corner of obstacle no block/ provide LOS (d251)

}}

**CONDITIONS**

!power {{

--name|CONDITIONS (290-292)

--**Blind**|DA atk. fail chk req see. GrAD

--**Charm**|no atk/target charmer w harm. GrAD charmer social chk

--**Deafen**|fail chk req hear

--**Exhaust**|1-DA chk; 2-spd/2; 3-DA atk/sv; 4-maxhp/2; 5-spd 0; 6-dead. cumulative. LR reduce 1

--**Fright**|DA chk/atk w see source. no willingly mv closer to source

--**Grap**|spd 0 (no bonus). end if grap incap/out rch

--**Incap**|no act/react

--**Invis**|AD atk. hide as hvy obsc. no see w/o magic/other sense. GrDA

--**Paralyze**|incap, no act/react/mv/speak. fail SS/DS. GrAD. hit crit in 5'

--**Petrify**|xform w nonmagic obj worn/carry. 10x weight. no age. incap (no act/react). no mv/speak. unaware. GrAD. fail SS/DS. resist all. immune poison/disease (suspended if already in system)

--**Poison**|DA chk/atk

--**Prone**|DA atk. GrAD in 5'. GrDA not in 5'

--**Restrain**|DA atk/DS. spd 0 (no bonus). GrAD

--**Stun**|no act/react/mv. falter speak. fail SS/DS. GrAD

--**Uncon**|incap (no act/react). no mv/speak. drop held. prone. fail SS/DS. GrAD. hit crit in 5'

}}

**DMG/HEAL/DIE**

!power {{

--name|DMG, HEALING, DYING, RESTING (197-198)

--**Resist/Vul**|half/x2 after mods, 1x only

--**Instant Death**|If 0hp and remain dmg > hp max

--**Uncon**|0hp uncon, end if regain hp

--**Death Sv**|start trn 0hp, d20 (no ability but benefit fr item/spell that improve sv), 1=2xfail, 2-9=1xfail, 10-19=1xsuccess, 20=regain 1hp. die/stable at 3 fail/success (reset w regain hp/stabilize)

--**Dmg at 0hp**|death sv fail each dmg (2x if crit). if 1 atk dmg = max hp, die

--**Stabilize**|ACTION, 10Medicine (auto healer kit) (151,197)

--**Stable**|no death sv, uncon. end if take dmg. regain 1hp in d4 hr

--**Knock Out**|0hp w matk, uncon, stable

--**Temp hp**|lost 1st. heal no restore. no add. no restore concious/stabilize but do absorb dmg. last til LR

--**Short Rest**|1hr. spend HD (gain HD+CMod) (186)

--**Long Rest**|8hr. 1hp. regain all hp and HD/2 (1 min) (186\*)

}}

**MISC RULES**

!power {{

--name|MISC RULES

--**Abil Chk, Atk, Sv**|different (173)

--**AD/DA**|apply only 1x, cancel even if not equal, reroll only 1 (173)

--**Proficiency**|1 time only (173)

--**Contest Tie**|No change (174)

--**Passive Chk**|+/-5 for AD/DA (175)

--**Repeat Chk**|If no failure penalty, get max roll after 10x (d237)

--**Fall**|d6 bludgeoning/10' (20d6 max); prone if take dmg (183)

--**Init Tie**|PCs only, players decide, otherwise DM does (189)

--**Surprised**|no mv/ action 1st turn, no reaction til 1st turn end (189)

}}

**MISC RULES**

!power {{

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--**Abil Chk, Atk, Sv**|different (173)

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--**Proficiency**|1 time only (173)

--**Contest Tie**|No change (174)

--**Passive Chk**|+/-5 for AD/DA (175)

--**Repeat Chk**|If no failure penalty, get max roll after 10x (d237)

--**Fall**|d6 bludgeoning/10' (20d6 max); prone if take dmg (183)

--**Init Tie**|PCs only, players decide, otherwise DM does (189)

--**Surprised**|no mv/ action 1st turn, no reaction til 1st turn end (189)

}}

**MOUNTED COMBAT (Chapter 9: Combat)**

!power {{

--name|MOUNTED (198)

--Ride|Willing cr 1+ larger

--Mount/Dismount|1/trn, spd/2, cannot if not enough mv left

--Mount Forced Move|10DS or fall, land prone in 5'

--Rider Knocked Prone|10DS or fall, land prone in 5'

--Mount Knocked Prone|REACTION to land on feet, otherwise dismounted+ prone in 5'

--Controlled Mount|Must be trained, init change to match rider. Move as directed, 3 action options: Dash, Disengage, Dodge. Can mv and act on trn mounted.

--Independent Mount|Retain init, no action restrictions, mv and act as it wish

--OA|if mount provoke, target rider/mount

}}

**UNDERWATER COMBAT (Chapter 9: Combat)**

!power {{

--name|UNDERWATER (198)

--Resist|resist fire if completely immersed

--MWAtk|DA (xpt swim spd, dagger, javelin, shortsword, spear, trident)

--RWAtk|long rng miss. norm rng DA (xpt xbow, net, javelin, spear, trident, dart)

}}

**SPELLCASTING**

!power {{

--name|SPELLS (202-203)

--**Spell Comps**|1 free hand for S/M comp

--**Cast in Armor**|\_\_must be prof\_\_ w armor

--**Long Cast Time**|require concentration

--**Range**|Target/Initial effect location, area can extend beyond

--**Touch Rng**|can effect caster

--**Concentration**|lose if start other conc spell/ incap/ killed/ take dmg and fail CC (higher of 10 or dmg/2). \_\_End any time (FREE)\_\_ (203), \_\_ready a spell req conc\_\_+ 1 action max cast time (193)

--**Bonus Spell**|\_\_no other xpt action cantrip\_\_

}}

**CHALLENGE**

!power {{

--name|CHALLENGE

--**Vote**|The difficulty of this adventure is adjusted to match the number and levels of your PCs. You can vote to keep this or to increase the difficult up to 2 steps higher than normal (or you can abstain).

--**Higher than Very Strong?**|If the vote results in a difficulty above Very Strong, expect the following

--^1**Very Strong +1**|trap damage 150% of very strong level; add monsters to those at very strong equal to 1/3 the xp value of the amount appearing at normal; chief opponents have 150% normal hp

--^1**Very Strong +2**|trap damage 200% of very strong level; add monsters to those at very strong equal to 2/3 the xp value of the amount appearing at normal; chief opponents have 200% normal hp

}}

**ARCANE BANISHMENT**

!power {{

--name|ARCANE BANISHMENT

--Reference|@@http://dndadventurersleague.org/wp-content/uploads/2015/04/State-of-Mulmaster-with-Logsheet.pdf@@

--Arcane Magic|Spells cast by arcane trickster/ bard/ eldritch knight/ sorcerer/ warlock/ wizard. Excludes racial abil/ magic item.

--Arcane Banishment|Arcane spells illegal in Mulmaster and Zhent Ghetto (exceptions below)

--Enter City|Must take oath to cast no arcane spell in Mulmaster (or join Cloaks)

--Cast Spells|If CL0-3 receive warnings, if CL 4+, see "Hide Casting" and "Getting Caught"

--Hide Casting|DC 8+SL ChC(Deception) or DC (Sleight of Hand) to avoid notice

--Getting Caught|If in presence of city official, proceed to arrested. If not, roll d20+SL

--1-5|Not turned in

--6-10|Pay witnesses SLx10gp bribe or arrested

--11-15|Pay Watch SLx100gp bribe or arrested

--16+|Soldiery arrive, refuse bribes, arrested

--Arrested|May join cloaks and pay SLx200gp (or balance of wealth (not gear)). Rank 3 Harper may use Arcane Amnesty to spend 1 downtime day per SL

}}

**ARCANE BANISHMENT SENTENCING**

!power {{

--name|ARCANE BANISHMENT SENTENCING

--Reference|@@http://dndadventurersleague.org/wp-content/uploads/2015/04/State-of-Mulmaster-with-Logsheet.pdf@@

--Sentencing|Roll d20+SL, +15 if previously banished, +10 if spell targeted nobility, -10 if caster background is Mulmaster Aristocrat or Noble and from Mulmaster.

--1-3|get off on technicality

--4-6|Pay fine of SLx200gp (if can't pay go to 7+)

--7-9|All money (not gear) seized, beaten unconsious, banished from city, start next adventure at half max hp

--10-12|All money (not gear) seized, imprisoned for SLx10 downtime days, beaten unconsious, banished from city, start next adventure at half max hp (if don't have downtime days go to 13+)

--13-15|Hands cut off, beaten unconsious, banished from city, start next adventure at half max hp (can spend 10 downtime days and 1525gp to get regenerate cast)

--16-18|Executed by hanging (may be raised from the dead)

--19-21|Drawn and Quartered. All belongings and wealth on person claimed by City (may be raised from the dead)

--22+|Burned Alive. Remains scattered in the Moonsea. Cleric of Bane curses soul to torment in the Nine Hells. All belongings and wealth on person claimed by City. Can only be returned from dead using true resurrection cast by another PC during the same session.

}}

**LINKS**

!power {{

--name|LINK

--Players Pack|@@http://www.dmsguild.com/product/208178/DD-Adventurers-League-Players-Pack||Players Pack@@

--Escape Mists|@@http://dndadventurersleague.org/barexit-escaping-the-mists-of-barovia/||Escape Mists@@

--Pregens|@@http://media.wizards.com/downloads/dnd/StarterSet\_Characters.pdf||Pregens@@

--Surrogates|@@http://dnd.wizards.com/articles/news/tomb-annihilation||Surrogates@@

--Basic Rules|@@http://media.wizards.com/2018/dnd/downloads/DnD\_BasicRules\_2018.pdf||PDF@@

--!1|~~~

--Stream At|@@http://www.twitch.tv/d20play||twitch.tv/d20play@@

--Archive At|@@http://www.youtube.com/c/d20play||youtube.com/c/d20play@@

--Twitter|@@http://www.twitter.com/d20play||twitter.com/d20play@@

--Schedule|@@http://www.d20play.com/schedule.html||d20play.com/schedule.html@@

--!2|~~~

--HowToInstructions|@@http://www.d20play.com/d20playHowTo.pdf||d20playHowTo@@

--QuickReference|@@http://www.d20play.com/d20playQuickReference.pdf||d20playQuickRef@@

}}

**LOOT DISTRIBUTION**

!power --name|LOOT DISTRIBUTION --Source|@@http://dndadventurersleague.org/?page\_id=1107||Magic Items FAQ@@ --Gold|Split monetary treasure equally --Consumable|Should lean toward giving them to PCs that possess smallest number of permanent magic items --Permanent| --1.|Determine by player consensus, or; --2.|If multiple PCs want same item, the PC w/ the least number of permanent magic items gets the item in contention. --3.|If there's a tie for the number of permanent magic items, then determine randomly

--Source|@@dndadventurersleague.org/magic-items-faq/||Magic Items FAQ@@

**MAGIC ITEMS**

!power {{

--name|MAGIC ITEMS

--Identify|Determine if magic by touch/ detect magic. ID scroll by read (on class spell list to use (d200)), potion by taste, other w/ Identify spell or by touch+ concentrate during short rest (d136)

--Attune|Touch+ concentrate during short rest (not same one ID'd in). Item attune to 1 creature. Creature attune to 3 items. End if >100' away for 24h or if die or voluntarily during short rest (d136)

--**Scroll**|use if on class spell list; if higher lvl, 10+SL SA chk, fail disappear w/o effect; 10+SL IC(Arc) to copy (either way disappear); sl0-2|+5/13; sl3-4|+7/15; sl5-6|+9/17 --sl7-8|+10/18 --sl9|+11/19

}}

**MADNESS**

!power {{

--name|MADNESS

--Level|starts at 0. w/ fail a madness save, level increases by 1, and immediately suffer level’s effect

--^1Level 1|Short-term (lasts d10 [[d10]] minutes), effect d100 [[d100]]

--^201-20|retreat into own mind; paralyzed; end if take any dmg

--^221-30|scream, laugh, weep; incapacitated

--^231-40|frightened, must use action and mv each rnd to flee fr source

--^241-50|babbling; incapable of normal speech/ spellcasting

--^251-60|use Action each rnd to atk nearest creature

--^261-70|experience vivid hallucinations; DA ability chks

--^271-75|do whatever anyone tells u that not obviously self-destructive

--^276-80|experience overpowering urge to eat something strange such as dirt, slime, offal

--^281-90|stunned

--^291-100|unconcious

--^1Level 2|Long-term (lasts d10 [[d10]] x10 hours), effect d100 [[d100]]

--^201-10|compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins

--^211-20|experience vivid hallucinations; DA ability chks

--^221-30.|suffer extreme paranoia; DA on WC/ChC

--^231-40.|regard something (usually source of madness) w/ intense revulsion, as if affected by antipathy effect of antipathy / sympathy

--^241-45|experience powerful delusion, imagine under effect of random potion

--^246-55|attached to a "lucky charm," such as a person or object, have DA on atk rolls, abil chks, and saves w/ more than 30' from it

--^256-65|blinded (25%) or deafened (75%) (d100 [[d100]])

--^266-75|experience uncontrollable tremors/ tics, which impose DA on atk/abil chk/ save that involve Str or Dex

--^276-85|suffer from partial amnesia; don't recognize other people or remember anything that happened before madness

--^286-90|w/ tak dmg, must succeed on [[15]]WS or affected as confusion spell for 1 minute

--^291-95|lose ability to speak

--^296-100|unconcious

--^1Level 3|Indefinite (lasts until cured), effect d100 [[d100]]

--^201-20.|Narcissism: "There is nothing in existence that is more important than me."

--^221-40|Megalomania: "Anyone who doesn't do exactly what I say does not deserve to live."

--^241-60|Infatuation: "I will not rest until I have made someone else mine and doing so is more important to me than my own life or the lives of others."

--^261-80|Hedonism: "My own pleasure is of paramount importance. Everything else, including social graces, is a triviality."

--^281-100|Abomination: "The mores of society are a lie, meant to shackle free thinking people. I will revel in that which others find shocking or disgusting to demonstrate my rebellion."

}}

**FACTIONS**

!power --name|FACTIONS --Harpers|is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. --Order of the Gauntlet|is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. --Emerald Enclave|is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. --Lord's Alliance|is a loose coalition of established political powers concerned w/ mutual security and prosperity --Zhentarim|is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerun.

**TABLE CONVENTIONS**

!power {{

--name|TABLE CONVENTIONS

--Testing|Don't hesitate to test all your macros by clicking on them. Just announce you are testing before hand.

--Wrong Button!|If you hit the wrong macro for a check/ atk/ etc., we will ignore those rolls (good or bad) and you will redo it w/ the correct macro

--Double Button!|If you hit a macro 2x, we will use the first

--Spell Level|Spell will be cast at min level unless u announce before clicking spell macro that it will be heightened and to what level (n/a for Warlocks)

--Secondary Rolls|Some spells do repeat damage or have other rolls that are delayed. These rolls are included in the macro. Ignore them w/ a spell is first cast and reroll them w/ they come up.

--Targeting|The fastest way to convey your targeting is to give cardinal directions from you or from an ally (with north being the top of the screen).

--Targeting Area|If one says "targeting order" for a number of rolls in an area, that is in reading order unless otherwise specified (Top row. Left to right. Next row. Left to right. etc.).

--Altitude|Indicate altitude on the label portion of your token (Alt X). Indicates lower edge of your token. (i.e. Alt 0 is on ground, Alt 5' is base 5' up (occupy the space between 5' and 10' (or 5' and 15' if large, etc.)).

}}

**TIPS**

!power {{

--name|SOFTWARE

--**Token Macro Order|**Go to "My Settings" (the gear icon) and uncheck "Alphabetically sort Token Actions." This will put your token's macros in their intended order.

--**General Macros|**Go to "My Settings" and check any macros you want across the bottom of your screen. These can be ordered by dragging.

**--Pointing|**left click and hold on the map to create a "ping"

**--Move w Waypoints|**tap the spacebar for each waypoint (you can also use this to check ranges w/o moving)

**--Numbered Status Markers|**Hover over status marker and type a number from 0 to 9

**--Discord|**If you have any background noise or are eating, make sure you are on mute w/ not talking

**--Twitch|**Make sure muted (or we get feedback). Make sure video hidden during game (it shows DM view). But ok and encouraged to have chat up. @@http://www.twitch.tv/d20play@@

}}

!power --name|SOFTWARE --Token Macro Order|Go to "My Settings" (the gear icon) and uncheck "Alphabetically sort Token Actions." This will put your token's macros in their intended order. --Voice and Video|Go to "My Settings" (the gear icon) and set these to "Nothing (Disable)." If voice is used, it will give feedback thru Discord --General Macros|Go to "My Settings" and check any macros you want across the bottom of your screen. These can be ordered by dragging. --Pointing|left click and hold on the map to create a "ping" --Move w/ Waypoints|tap the spacebar for each waypoint --Numbered Status Markers|Hover over status marker and type a number from 0 to 9 --Discord|If you have any background noise or are eating, make sure you are on mute w/ not talking --Twitch|Don't watch the live feed during the game. It shows the DM view. If you do have the live feed going, make sure the sound is muted on Twitch or we will get a feedback loop.

**DOWNTIME ACTIVITIES**

!power {{

--name|RANK 3 DOWNTIME ACTIVITIES - RAGE OF DEMONS

--Harpers—Mental Fortitude|You are a Brightcandle of the Harpers. Under the tutelage of your faction-mates in Elventree, you have learned the secrets of healing the mind. If you are afflicted w/ any type of madness, you can spend one downtime day to reduce your madness level by 1, and to cure any short-term madness or long-term madness that afflicts you. You can do the same for allies, but the cost is three downtime days per ally cured. You cannot use this benefit to cure indefinite madness, and you cannot reduce your madness level to 0 if you are afflicted w/ indefinite madness.

--Order of the Gauntlet—Investiture of the Divine|You are a Whitehawk in the Order of the Gauntlet, and have been a participant in prayer circles and rites to combat the demons spilling from the Underdark. You can spend ten downtime days to gain an investiture of the divine that lasts until your next long rest. While your investiture is active, you can use a bonus action on each of your turns to grant you or an ally within 30' of you the ability to bypass damage resistances on the next atk made against a demon. This benefit does not bypass a demon’s immunities.

--Emerald Enclave—Madness Ward|You are an Autumnreaver of the Emerald Enclave, and know that the madness creeping to the surface world from the depths of the Underdark is wholly unnatural. By performing cleansing rituals and warding areas where demonic madness has been seen or felt, you and your companions can bolster your resistance to that madness. For each downtime day you spend, you can grant yourself or an ally a madness ward that lasts until your next long rest. A creature w/ this madness ward can use a reaction to gain advantage on a saving throw against madness. PC can have only one madness ward active at a time.

--Lords’ Alliance—Rally the Troops|You are a Stingblade of the Lords’ Alliance, dedicated to helping the common folk stand strong against the demonic influences pouring forth from the Underdark. By spending ten downtime days to rally the locals—whether surface dwellers or Underdark denizens—you can call three bandits (see appendix B of the Monster Manual) to your assistance. By spending fifteen downtime days, you can rally three bandits and one bandit captain to your aid. These allies perform any tasks within reason and capability, but they part ways w/ you after taking part in one combat or at the end of the adventure, whichever comes first. If things are looking grim and you do not already have these allies (and have not already called them during the current adventure), you can use a bonus action to spend an additional five downtime days (for a total of fifteen or twenty downtime days) and have these allies immediately show up in a place of the Dungeon Master’s choosing.

--Zhentarim—Opportunist|You are a Viper of the Zhentarim and are adept at slithering your way into advantageous positions. Despite the Red Plumes’ grip on trade in the region and the chaos spreading as a result of madness in the Underdark, you are in a perfect position to profit. While you adventure, you are able collect valuables w/o the other party members’ knowledge, then sell those valuables at a later date. For each ten downtime days you spend before an adventure, increase your gold rewards from the adventure by 10 percent, up to a maximum of 50 percent for that adventure.

}}