Fantasy Grounds User Manual

Version 3.3

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Installation:

1. Launch Fantasy Grounds
2. Click on Settings
3. Click Manage under the Purchases section and enter your forum username and password. If you don't already have one, create one for free and then save your logon credentials.
4. If you have a Steam account and you plan to make purchases from there, please also use the Link Steam Purchases button to link your Steam account and your fantasygrounds.com account.
5. Close the Settings window and return to the Fantasy Grounds Launch screen.
6. Click on the Update button.

- *Note: Your username must be the same one you provided when you purchased the product and should match with a username from the forums at https://www.fantasygrounds.com*
- *If you purchased from RPGNow or DriveThruRPG, you should have supplied a username at the time of purchase.*

Your product will install all files to the appropriate locations based on your user settings. If this product is a library, token or adventure module, then you will launch your campaign and then activate the module in the module activation window. This is located under Library | Modules or Tokens | Modules. Some products also install new extensions that re-skin or override base functionality for one or more rulesets. These are activated and selected when you select the ruleset for the campaign of choice.

If you don't see the product listed in your Order History, then it most likely means that you checked out without linking it to your forum account. If this happens, create a forum account (if you don't already have one) and then email support@fantasygrounds.com to link the order with that account. We will need the Order ID # and the account user id that we need to link it to.

Enjoy.

Common Terms and Abbreviations

Fantasy Grounds

- **FG** = Fantasy Grounds
- **Ruleset** = Game system definition used by FG to run a specific game type.
- **CT** = Combat Tracker
- **PS** = Party Sheet

RPG

- **GM** = Game Master (or Dungeon Master)
- **PC** = Player Characters
- **NPC** = Non-Player Characters

Overview

Fantasy Grounds is an application acting as a virtual online gaming table primarily intended for pen and paper style narrative role playing games. The software is designed to perform many of the things you can do while playing at a conventional gaming table and move it online. Run games as the gamemaster or take part as a player, the application provides all the necessary tools to communicate, manage information and perform tasks such as rolling the dice or creating drawings.
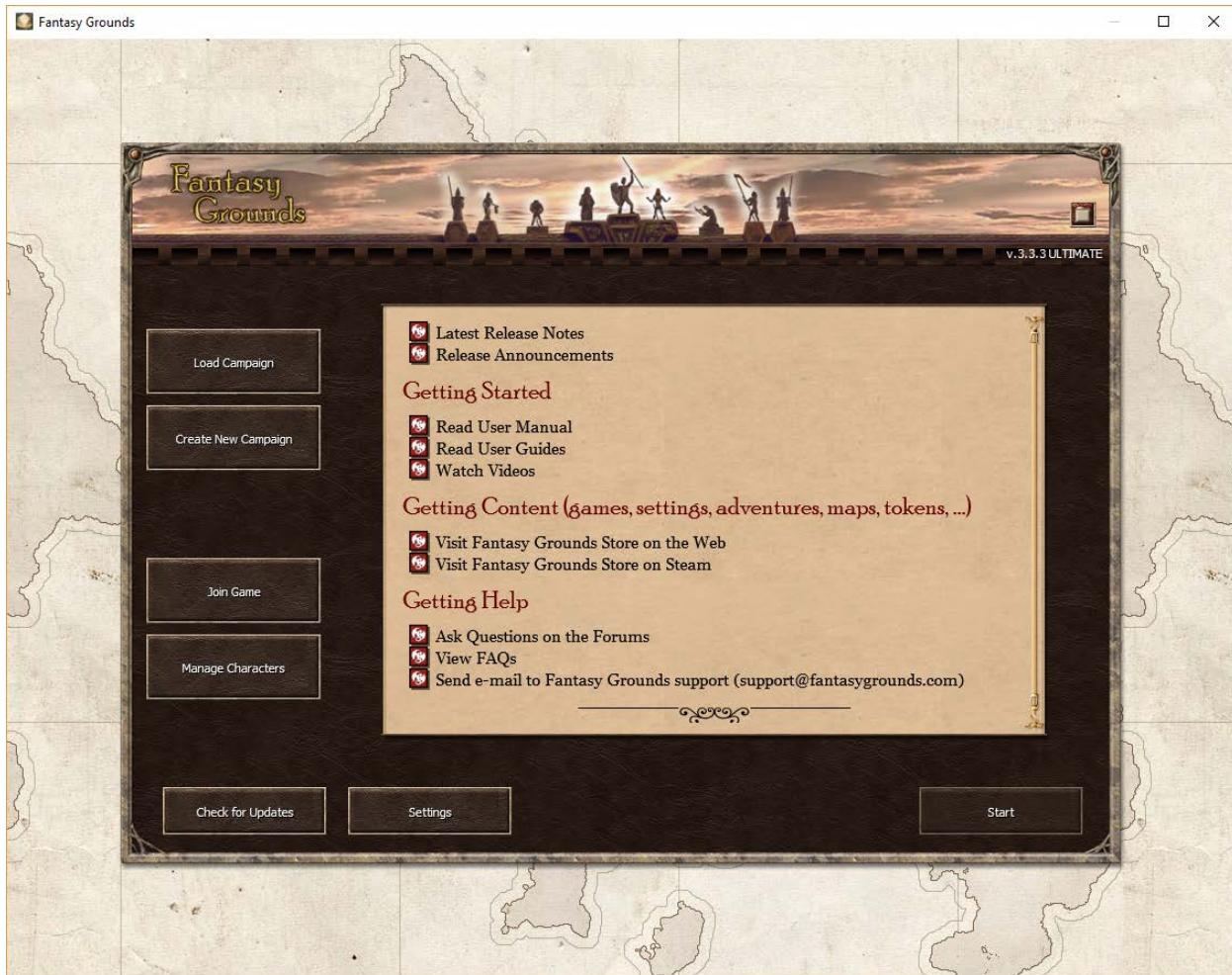
General Support

The forums at https://www.fantasygrounds.com/forums are a great resource. Because we have fans all over the world, there is almost always someone available and active when you are. Posts are often responded to in minutes.

If you need additional support, have a question related to payment, please contact us directly by email at support@fantasygrounds.com and allow for up to 24 hours for a response.

Launcher

Each time that FG is run, the first screen that you will see is the launcher screen. The screen below is for the Full license of FG. Your launcher screen options may vary by license.

If there is a newer version of Fantasy Grounds available, the Update button will light up letting you know. Click the Update button to download the latest version.

Launch Modes

Click the button on the left side of the launcher that corresponds to how you want to run Fantasy Grounds for this session.

- Create Campaign - Create and start a new campaign as the Game Master. Choose the ruleset (RPG system), campaign name, your user name, password (optional) and any extensions (ruleset add-ons).
- Load Campaign - To start an existing campaign as the Game Master
- Join Game - To join a game hosted by a remote Game Master
- Manage Characters - To create characters off-line or to review characters from a campaign you played in. (Note: Not all rulesets support this option.)

Lite and Free license holders can create/load campaigns in demo mode. When hosting in demo mode, data is not saved between sessions.

License Types

There are 4 different license types for Fantasy Grounds:

License Type	Description	Subscription Option Available?
Ultimate	User can host or join any game. Hosted games can be joined by any license type.	Yes
Full	User can host or join any game. Hosted games can be joined by any license but Free.	Yes
Lite*	User can join any game	No
Free/Demo	User can join games hosted by Ultimate license holders.	N/A

*** Note: The Lite license is no longer sold but is still supported for those people who bought one when it was available.**

Network Settings

When hosting a game via the Create and Load Campaign options, the network settings for your machine can be viewed on the right hand side of the launcher. This information can be provided to players to allow them to connect to the host game. For Internet connections, if the alias option is enabled, provide the players with the alias. Otherwise for Internet connections, provide the players with the external IP address (click to retrieve). For local network connection, provide the players with the internal IP address.

In most circumstances, hosting a game requires port forwarding to be configured between the Internet and your machine via the settings in your router (port 1802). Fantasy Grounds will attempt to automatically configure port forwarding on your router using the UPnP protocol (if enabled on your router). To check whether port forwarding has been correctly configured to host a game, click the Run Test button in the network settings. If still having issues, you can post in the House of Healing forum to get help.
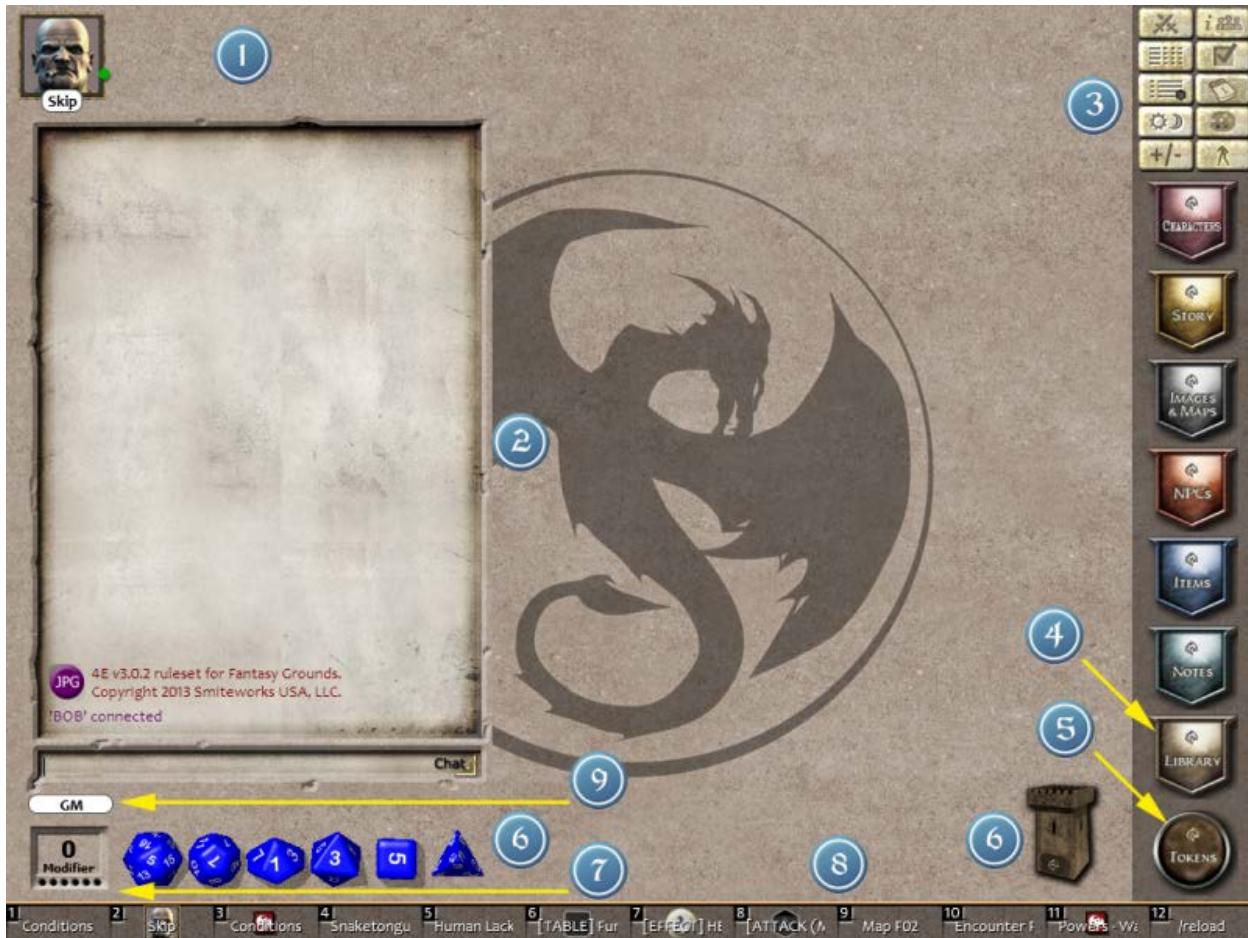
Resources to Help Configure Port Forwarding

You can request help for your specific setup on our forums or via email support to support@fantasygrounds.com In addition, there are a number of resources available online, such as the portforward.com site. Follow the link below and then select your router brand and model for detailed steps with screenshots.

http://portforward.com/english/applications/port_forwarding/Fantasy_Grounds/default.htm

Tabletop View

When you first join a game session as a player using FG, the first screen you see may be the character selection window. If you are a GM or after selecting a character, you will be on the FG tabletop.

1. **Character Portraits:** Portraits of active characters in this session. You can create a token using a portrait by dragging from a portrait entry onto a map or token field. Additionally, you can add a character to the combat tracker by dragging onto the combat tracker window.
2. **Chat Window:** Display chat messages and rolls for this session. Chat entry box on bottom is used to send chat messages between GM and players.
3. **Campaign Data:** Buttons to interact with campaign data, such as combat tracker, party sheet, PCs, NPCs, stories, etc.
4. **Library:** Button to view library where module data can be loaded or unloaded for this campaign. Module data will either be displayed in the library window or available as tabs within then individual campaign data windows. You also control which sidebar buttons will be visible from the Library Screen.
5. **Token Box:** Contains tokens available for use on maps.

6. **Dice:** Set of dice that can be rolled in the chat window. The dice tower is an optional feature that can be used to make rolls which only the GM can see.
7. **Modifier Stack:** Set of modifiers to apply to the next dice roll.
8. **Hot Keys:** Customizable buttons for common actions and reference material links.
9. **Identity List:** A GM only tabletop feature that allows the GM to speak as different characters.

Windows

- *Moving:* Windows can typically be moved around the screen by simply left clicking on the window and dragging your mouse. Make sure that **you are not clicking on a field within the window while dragging. Not all windows are moveable.**
- *Sizing:* Windows can sometimes be resized by holding the CONTROL key while left clicking the lower right corner of a window and dragging. Not all windows are resizable. In some rulesets, there is a resize icon in the lower right corner of the window to indicate that resizing is available.
- *Scrolling:* If a window has more content than can be shown in the available space, it can be scrolled. Use the mouse wheel to scroll most windows up and down (except images in which the mouse wheel will zoom instead). Also, some windows can have scroll bars as well.
- *Closing:* In some rulesets, a close button will be visible in the upper right corner of each window to allow the window to be closed. If the button does not exist, windows can be closed by using the right-click context menu. Also, some windows can be minimized to the tabletop as well using the right-click context menu.

Drag and Drop

- *Supported Objects:* There are several objects within FG that can be dragged from their initial location and dropped on another location. Objects that can be dragged by default are: dice, numbers, text and window link boxes. Rulesets may create additional draggable objects.
- *Chat Window:* Most objects can be dropped on the chat window to display the dropped object to the chat channel, or to make a dice roll.
- *Hot Keys:* Objects can also be dropped on hot keys for quick access to commonly used objects (i.e. windows, dice).

Context Menus

- When in doubt, try right-clicking on a tabletop object to bring up a context menu of options relevant to that window or data field.

Lists

Newer rulesets have buttons which allow for faster editing of lists. To activate list editing via the buttons, click the Edit button (brown with slash).

- *Creating a List Item:* Right-click on the list and select Create Item option. (or click Add button (green with plus) while Edit button is active.)
- *Deleting a List Item:* Right-click on the list item, and choose Delete Item option. (or click Delete button (red with minus) while Edit button is active.)

- *Scrolling:* If a list has more content than can be shown in the available space, it can be scrolled. Use the mouse wheel or scroll bar to scroll lists up and down.

Text Fields

- *Text Entry:* Left click on an editable text field to set the keyboard focus to that field. Any text typed while an editable text field has the focus will be recorded in the field. Not all text fields are editable. If a text field is editable, you will see a flashing cursor when the field has the keyboard focus. Also, if editable, any text fields with a full border will have a darker edge and will highlight on hover or when it has keyboard focus.
- *Text Selection:* Some text fields support text selection. Text can be selected either by dragging the mouse within the text, or by holding the SHIFT key while using the arrow keys when the text field has the focus.
- *Scrolling:* Text fields can be scrolled just like windows.
- *Drag and Drop:* By default, any text dropped on a text field will overwrite the original text. All other data types will be ignored. Rulesets can customize this behavior.

Shortcut Keys

Shortcut	Action
CTRL+A	Select all text
CTRL+C	Copy selected text to the clipboard.
CTRL+J	Join paragraph containing cursor with the following line.
CTRL+V	Paste text on the clipboard into the control.
CTRL+X	Copy selected text to the clipboard, and delete the selection.
CTRL+Z	Undo last change.

Number Fields

- *Number Entry:* Left click on an editable number field to set the keyboard focus to that field. Any text typed while an editable number field has the focus will be recorded in the field. Not all number fields are editable. If a number field is editable, the field will usually have a thicker border and the field will highlight when hovering over or when it has keyboard focus.

- *Quick Edit:* Use the mouse wheel while hovering over a number field to quickly change the value in the field. In the 3.5E and 4E rulesets, you must hold the CONTROL key while using the mouse wheel to quick edit.
- *Drag and Drop:* By default, any numbers dropped on a number field will overwrite the original number. All other data types will be ignored. Rulesets can customize this behavior for specific fields, such as adding the numbers together instead of replacing the original (which is indicated by a small plus in the lower right of the number field highlight border).
- *Drag Negation:* If you are dragging a number, then holding the CONTROL key will negate the number being dragged.
- *Reset:* Press Backspace or Delete to reset number field.
- *Dice Icon:* Some rulesets show a small dice icon on PC sheet number field that can be rolled by dragging or double-clicking.
- *Temporary Modifiers:* Some rulesets show a small plus icon in the upper right corner of a PC sheet number field that can be adjusted by using the mouse wheel or dropping a number. This feature is usually reserved for total fields that are not directly editable.

Button Fields

In addition to appearing as actual buttons, button fields can be customized to look like other types of fields. If you see a text field that is not directly editable, but which highlights on hover; click on the field to cycle through the available options for that field (i.e. Options).

Dice Fields

- *Drag and Drop:* By default, any dice dropped on a dice field will add the dropped dice to the dice already in the field. All other data types will be ignored. Rulesets can customize this behavior for specific fields.
- *Clear Dice:* To clear all the dice in a dice field, right-click on the dice field to bring up the radial menu, and select the Clear Dice menu option.

Formatted Text Fields

- *Text Paragraph Types:* There are 6 paragraph types supported by formatted text fields. To change the paragraph type of a block of text, you can right click and select the Paragraph Type menu option you want, or use the shortcut associated with each paragraph type. If no text is selected, the paragraph containing the typing cursor will be changed. They paragraph types are:
  - Body (CTRL+1)
  - Header (CTRL+2)
  - Story (CTRL+3)
  - List (CTRL+4)
  - Link List (CTRL+5)
  - Table (CTRL+6)
- *Formatting Text:* Most text can also be formatted as bold, italic and underline by selecting the appropriate right-click menu option, or using the CTRL+B, CTRL+I and CTRL+U keys, respectively. Header and Story paragraph blocks can not include formatted text.

- *Add Speaker to Story Text:* Right click on a story paragraph and select Assign Speaker option; or press CTRL+Tab while typing cursor on the story paragraph.
- *Other commands:* See the table below. Also, most commands can also be accessed via right-click menu as well.

Shortcut Keys

Shortcut	Action
CTRL+1	Change paragraph containing cursor into normal text block
CTRL+2	Change paragraph containing cursor into header text block
CTRL+3	Change paragraph containing cursor into chat frame text block
CTRL+4	Change paragraph containing cursor into list block
CTRL+5	Change paragraph containing cursor into link list block
CTRL+B	Bold selected text.
CTRL+I	Italicize selected text.
CTRL+U	Underline selected text.
CTRL+A	Select all text
CTRL+C	Copy selected text to the clipboard.
CTRL+J	Join paragraph containing cursor with the following line.

CTRL+V	Paste text on the clipboard into the control.
CTRL+X	Copy selected text to the clipboard, and delete the selection.
CTRL+Z	Undo last change.
CTRL+TAB	Insert new cell in table, or assign speaker to chat text.
CTRL+PLUS	Increase column width of table cell by one.
CTRL+MINUS	Decrease column width of table cell by one.

Library

The Library contains reference data for all data modules that have been activated for this FG session. To view the reference data for a module, select the module in the left hand pane of the Library window, then select the topic in the right hand pane.

In addition, the buttons along the top edge control the sets of campaign buttons that will appear on your main desktop. They are organized into **GM** for when you are preparing your campaign as a Game Master, **Play** for the most common items you will need while running players through a game, **Create PC** for when you want easy access to everything you need to drag and drop to players and **All**. Additionally, you can click on individual buttons to access those or click the small checkbox circle next to each to add them to your desktop.

Module Activation

Modules are bundled packs of data and/or tokens for use in Fantasy Grounds.
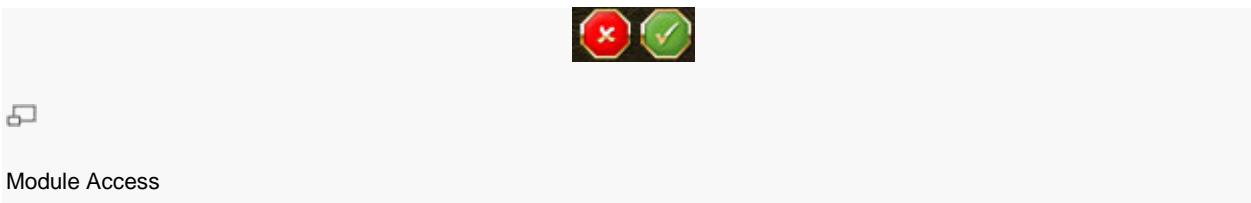
The GM controls access to all modules via the Module Activation windows. By default, modules are not loaded until activated by the user. The data module activation window is available via the Library window accessible via the tabletop sidebar menu. The token module activation window is available via the Tokens window

accessible via the tabletop sidebar menu. If a module has both tokens and data, it will show up in both activation windows. (In some older rulesets, the module activation window is a separate button at the upper right of the tabletop sidebar.)

To activate or deactivate a module, double-click on the module entry in the module activation window. (In some older rulesets, it is necessary to drag the book icon open/shut to activate/deactivate.) You can use the Search feature at the bottom of the window to quickly locate a module or group of modules. Only modules marked as compatible with the current ruleset will be displayed.

Module Data

Module Access

When module tokens are loaded, a separate bag will appear in the Tokens window with the name of the module, and contain any tokens loaded from the module.

When module data is loaded, the data usually appears in these locations:

- Campaign data (Stories, NPCs, Encounters, Items, Parcels) are usually stored in separate tabs located at the bottom of each of the campaign data windows accessible via the tabletop sidebar.
- Calendar data is accessible via the Calendars window when selecting a calendar
- Reference data is usually accessible via the Library window.

Module Availability

The GM has complete control of which modules can be accessed by players of their campaign. By default, the module access for a given module is either blocked or undefined (depending on the module creator).
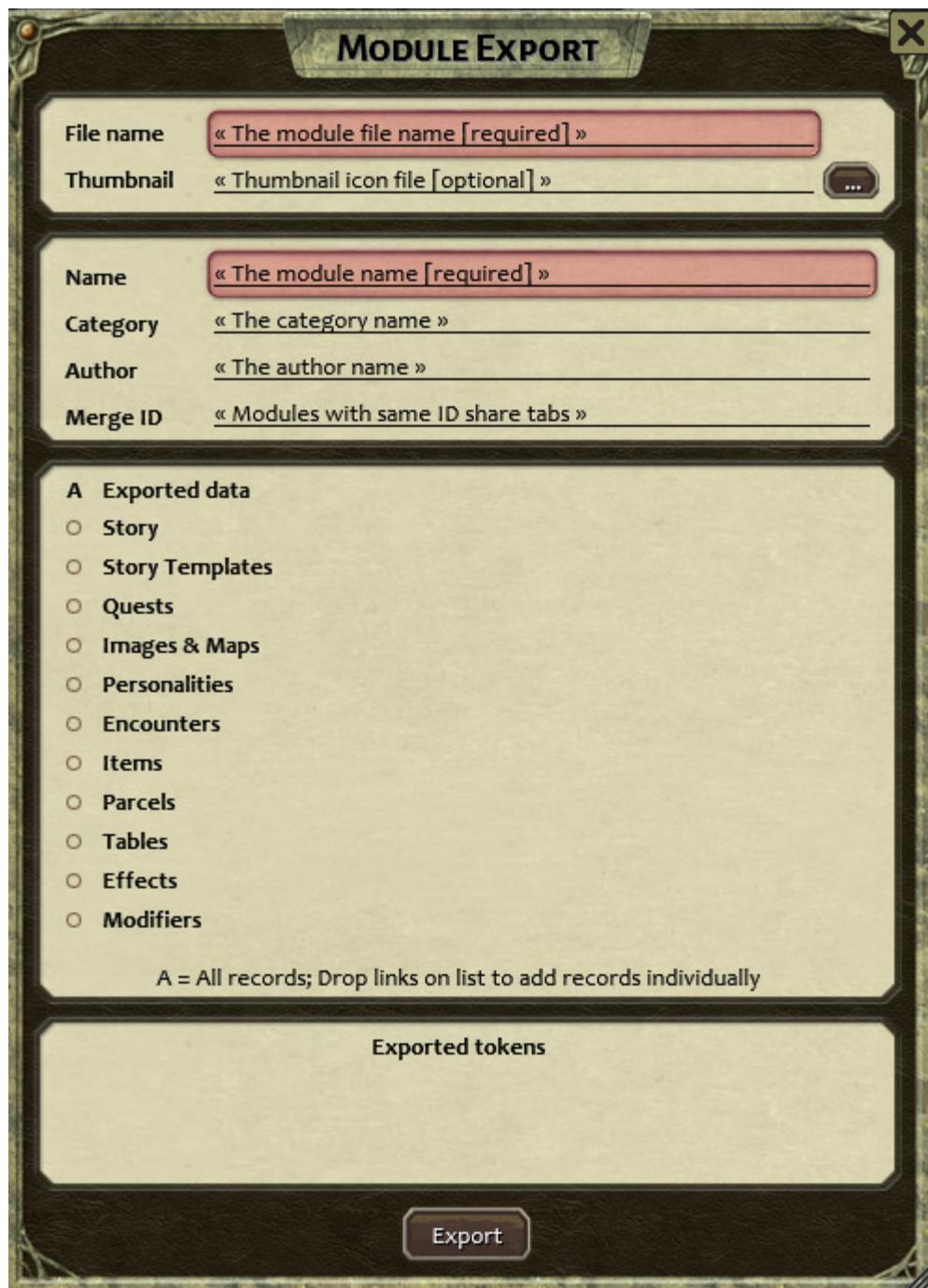
To set a module access state, the GM can drag one of the module access buttons (Block, Allow) at the bottom of the module activation window onto a module entry.

Here are the available access states:

- **Undefined:** This module is visible to the players, but cannot be loaded by players. Attempts to load will generate a notice on the GM chat window.
- **Block:** This module is not visible to the players, and cannot be loaded by players.
- **Allow:** This module is visible to the players, and can be loaded by the players if desired.

Module Export

The GM can create a module of campaign data based on the contents of the current campaign. To bring up the Export window, click the Export button in the Module Activation window, or type /export in the chat entry box. One of the best practices for this feature is to create a campaign specifically for each module, so that it can be updated at a later date and re-exported.

A summary of the fields in the module export window:

- **File name:** The name to give the module file when stored on disk.
- **Thumbnail:** The name of an image file to associate with the module. The thumbnail files for the provided modules are 75x86 pixels.
- **Name:** The name of the module to display in the Module Activation and Library windows.
- **Category:** The name of the module category to display under in the Library window.
- **Author:** The name of the module author to display in the Module Activation window.

- **Merge ID:** A unique ID that can be specified to allow campaign data from multiple data modules with the same merge ID to be grouped together in the campaign data windows.
- **Exported Data:** Click the check box to export all data from a particular campaign data category. Also, individual record shortcuts can be dragged onto this list from the campaign data windows to provide more granular export.
- **Exported Tokens:** Drag and drop any tokens that should be exported. Any non-module, non-ruleset tokens referenced by the exported data will be included in the module automatically.

Image and Map List

The campaign image and map list can be accessed via the appropriate tabletop sidebar button. For the GM, this list contains all the image and map entries for the campaign and any data modules open. For the player, this list contains any image or map entries shared by the GM.
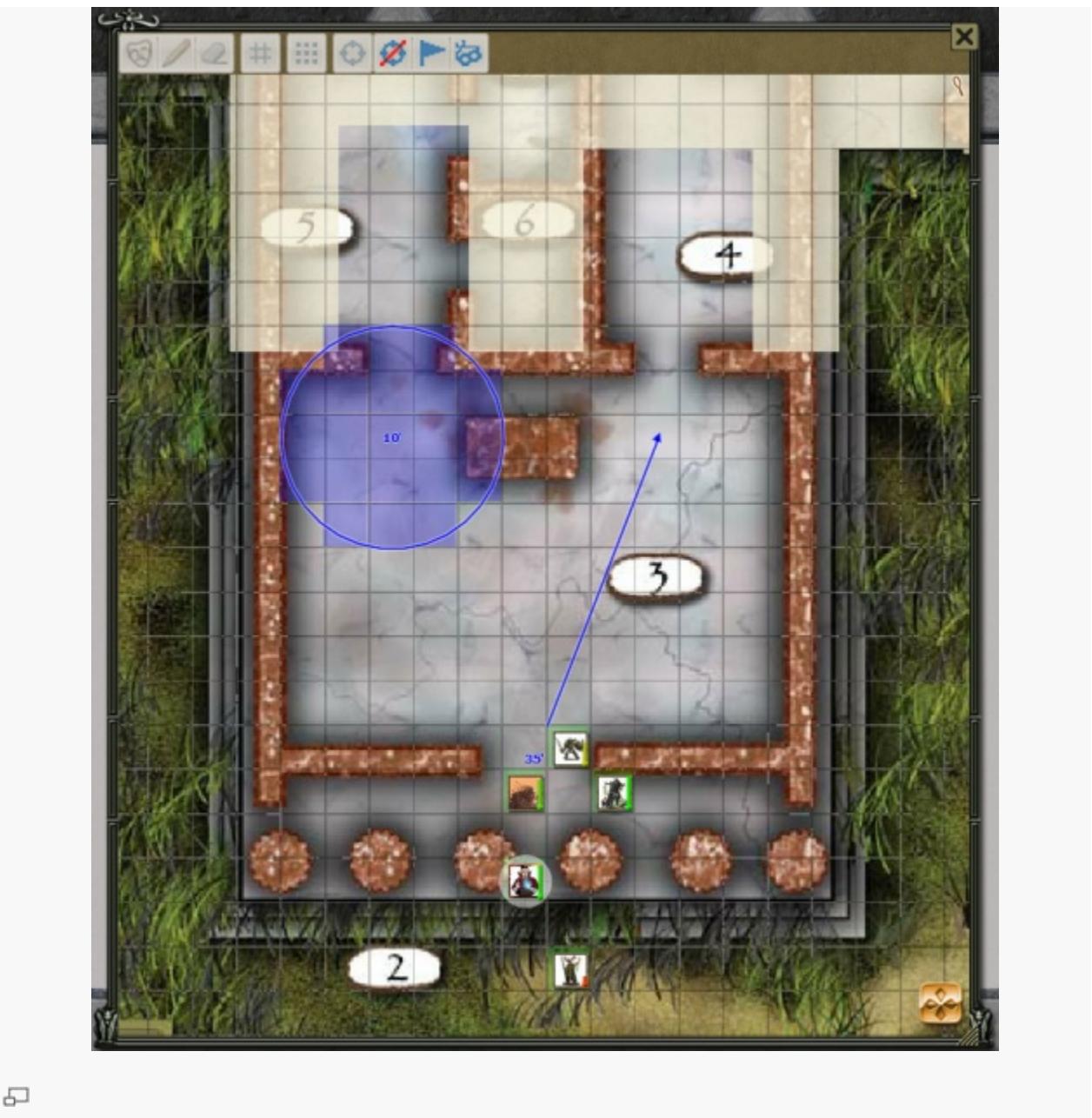
Only GMs can edit the image and map list.

If a new image record is created manually, then the image will be a "drawing only" image with a blank base layer. A default size of 500x500 pixels is used for a blank base layer. The size of a blank image layer can be expanded by right clicking on the image, and selecting this Drawing->Expand Drawing menu options.

To add image records automatically using a graphics file, add the image to the campaign by dragging the file onto the images and maps list from Windows, or click on the Folder button and add the image files to the folder that is opened. Maps and images added in this way use the image as the base layer.

An image can be renamed in the campaign image and map list by right clicking on the image entry and selecting the Rename menu option.

Image Record

Each image record window consists of an image toolbar and the actual image or map.

To share an image record with all players, either right click on the image record window and select the Sharing->Share Sheet option, or drag and drop the record link from the campaign image list onto the chat window.

To share an image record with a single player, drag and drop the record link from the campaign image list onto the character portrait in the tabletop character list.

Viewing

The image control in the image record window is a viewport, or "window", onto the image that can be moved around and zoomed in/out.

- **Resize Viewport:** Hold CTRL and then Left click and hold inside the viewport, then drag horizontally or vertically to resize in that dimension; or Left click and hold on the resize handle for the viewport and drag horizontally or vertically to resize in that dimension.
- **Move Viewport:** Left click and hold inside viewport and drag horizontally or vertically to move the window in that direction.
- **Pan Image Inside Viewport:** Left click and hold on the scroller button in the bottom right of the image window and drag in the direction you want to pan; or middle click anywhere on the image, hold and drag.
- **Zoom Image Inside Viewport:** Mouse-scroll wheel up or down inside the image viewport; or Press and hold CTRL key and left click and hold on the scroller button in the bottom right of the image window and drag in or out to zoom in or out.
- **Reveal Push-Pin Shortcuts:** Hold CTRL to reveal any linked items. Hover over the shortcut with CTRL still depressed to read the short description and click the shortcut pin to open that section.

There are a couple additional options available to the GM:

- **Toggle Client View Lock:** Right click on the image, and select Sharing->Lock Client View. When the view is locked, the current GM viewport is the only portion of the image visible to the players. Any portion of the image outside the locked viewport is obscured.
- **Synch Client View:** Right click on the image, and select Sharing->Synch Client View. This function sets the viewport of all players viewing this image record to be the same as the GM.

Grid

The GM can add a grid to any image to create a framework for game mechanics, such as movement, reach, etc. Once a grid has been defined, there are a number of features that will be enabled as well: token underlays (faction, size and reach); pointer measurements; token snap to grid center and vertex points.

- **Enable grid:** Right click on the image, and select Layers->Set Grid. Then, the cursor will turn into a special grid setting mode. Left click and drag to define the distance of a single grid square.
- **Disable grid:** Right click on the image, and select Layers->Grid Off.
- **Toggle grid type:** Right click on the image, and select Layers->Grid to Square/Hex to toggle between square and hex grids.
- **Toggle grid snap:** Right click on the image, and select Layers->Snap to Grid On/Off to toggle snapping of tokens and pointers to the grid.
- **Adjust grid:** Use the toolbar to adjust the grid; or disable and re-enable grid.

Masking

In many situations, a GM would like to be able to share an image, but selectively decide what sections of the image will be shown to the players. Using the mask layer, the GM can add a mask over the image which hides the image, then the GM can select specific areas of the image to display.

Masks are often used with maps to show areas that the players have already explored, while keeping unexplored areas hidden. This is similar to how most face-to-face games are played with battle mats.

- **Enable mask:** Click on the toolbar mask icon (when mask is disabled); or right click on the image and select Layers->Enter Mask Mode menu option.
- **Disable mask:** Right click on the image, and select Layers->Disable Mask menu option
- **Toggle masking cursor:** Click on the toolbar mask icon (when mask is enabled); or right click on the image, and select Layers->Enter/Exit Mask Mode menu option.

While the masking cursor is enabled, left click, hold and drag mouse on image to unmask a rectangular region. To remask a region, hold the CTRL key while dragging the mouse. To unmask/remask a freehand region, hold the SHIFT key while dragging and draw a shape around the region to unmask/remask. Holding the SHIFT key while defining a freehand region will lock to vertical/horizontal lines.

Drawings

By default, anybody can draw an image record they can view. The drawing layer is shared by everyone for drawing and erasing. The GM can choose to lock the drawing layer for all players, if needed.

- **Toggle Drawing Mode:** Click on the toolbar pencil icon; or right click on the image, and select Drawing->Enter/Exit Drawing Mode. The cursor will turn into a quill, which can be used to draw on the image by left clicking the mouse and dragging. Hold the SHIFT key to make vertical/horizontal lines while drawing.
- **Toggle Erase Mode:** Click on the toolbar eraser icon; or right click on the image, and select Drawing->Erase (only while in Drawing mode). The cursor will turn into an eraser, which can be used to draw a freehand region around the area to be erased. Hold the SHIFT key to make vertical/horizontal lines in the erase region.
- **Toggle Drawing Lock:** Right click on the image, and select Drawing->Lock/Unlock Drawing Layer.
- **Erase Drawing Layer:** Right click on the image, and select Drawing->Clear Drawing.

Pointers

Pointers are markers that can be placed on maps and images to highlight regions on an image. By default, pointers can be arrows, circles, squares or cones. If a grid is present, the grid squares under the area markers are highlighted. For players, the pointers will be colored the same color as the active character. For GMs, the pointers will be match the GM color.

- **Add Quick Pointer:** Hold the left and right mouse buttons on the image while dragging to create a quick pointer. An arrow pointer will be created by default. To create other quick pointers, hold the appropriate modifier key (SHIFT = Square, CTRL = Sphere, ALT = Cone). Only one quick pointer can exist at a time, and will be overwritten by the next quick pointer addition.
- **Delete Quick Pointer:** Click the left and right mouse buttons on the image without dragging.
- **Add Pointer:** Right click the image, and select Pointers->Draw Arrow/Circle/Square/Cone. The next time you click and drag on the map, the pointer specified will be drawn.
- **Adjust Pointer:** Hover over a pointer to make the pointer start point and end point handles appear. The start point for circle and square pointers is the center of the pointer. Click and drag the start point handle to

move the position of the pointer on the image. Click and drag the end point handle to adjust the length/radius of the pointer.

- **Delete Pointer:** Right click while hovering over a pointer, and select the Pointers->Remove This menu option.
- **Delete All Pointers:** Right click on the image, and select the Pointers->Remove Pointers menu option.

Pins

Pins can be placed on images to create shortcut links to other campaign records. Pins are often used to place links to location descriptions and encounter information relevant to a location on an image. The pin layer must be enabled for the GM to view, create or delete pins. The default option is to have pins enabled. Players cannot see pins.

- **Toggle Pin Layer:** Hold CTRL key while viewing image to temporarily view pins when images are not set to the default behavior that shows pins; or right click the image, and select Layers->Enable/Disable Shortcuts menu option to toggle the pin layer visibility permanently.
- **View Pin:** Hover over a pin to view the description of the shortcut link associated with the pin, then click on the pin to open the shortcut link.
- **Add Pin:** Drag and drop any shortcut link while the pin layer is enabled.
- **Delete Pin:** While pin layer enabled, right click on a pin, and select the Delete Shortcut menu option.

Toolbar

In many rulesets, a toolbar is available at the top of the image record window to allow quick access to common image commands. The token specific commands are detailed in the Tokens topic, while the image specific commands are detailed above.

Some commands apply to the selected/active token(s). If no tokens selected, the active character token will be used for players, and the active combat tracker token will be used for the GM.

The player toolbar contains the following buttons:

- **Toggle Token Selection Mode:** Toggle the token selection mode. See Tokens topic.
- **Toggle Token Targeting mode:** Toggle the token targeting mode. See Tokens topic.
- **Clear Targets:** Clear all targets for the selected/active tokens.
- **Target Friendly Units:** Set all tokens with the same faction as targets for the selected/active token(s). See Combat Tracker topic for adding tokens with faction.
- **Target Enemy Units:** Set all tokens not in the same faction as targets for the selected/active token(s). See Combat Tracker topic for adding tokens with faction.

The GM toolbar contains the following additional buttons:

- **Toggle Mask Mode:** If mask not enabled for this image, a mask will be added. Otherwise, the button toggles the masking cursor. (eye)
- **Toggle Drawing Mode:** Toggles the drawing cursor (quill).
- **Toggle Eraser Mode:** Toggles the eraser cursor.
- **Toggle Grid Adjustment Sub-Bar:** Adds/removes additional buttons to adjust grid.
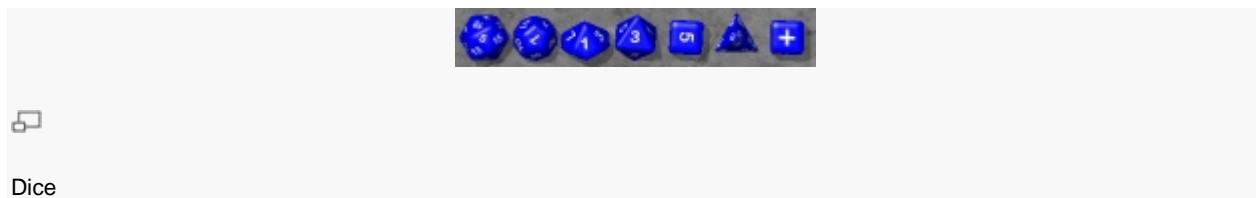
- **Move Grid Left/Right/Up/Down:** Moves the grid one pixel in the desired direction.
- **Make Grid Larger/Smaller:** Makes the grid square larger or smaller in one pixel increments.

Tokens

Please continue to [Tokens](#) topic for more information on token usage on images.

Dice

Rolling arbitrary dice

Dice

To roll a die, grab the 3D die on the tabletop and drop it on the chat window.

To quickly add another die to your roll, just right click while dragging the 3D die.

To select multiple dice of the same type at once, right click on the 3D die and select the number of dice you want from the menu.

Dice sets

To create a set of dice to roll, grab a 3D die and drop it onto a hot key at the bottom of the tabletop.

To add additional dice to the dice set, grab another die and drop it on the same hot key.

Rolling from sheets

Many of the rulesets built for FG allow users to drag dice rolls directly from the fields displayed on the individual PC and NPC sheets, as well as the GM combat tracker. On the PC sheets, these fields are denoted by a die icon in the lower corner of the field, or activated by a die button. To activate these rolls, you can drag to the chat window, double-click a number/string field or click the die button.

Rolling custom dice

Certain die roll types are not represented on the tabletop by default. For example, to roll d100, right click on the d10 die model, and select the d100 menu option.

Additional custom dice can be specified by the creator of the ruleset. (Ex: d2/d3 for the 4E/PFRPG/3.5E rulesets)

Supported die types

Currently, there are 3D models for the following die types: d100, d20, d12, d10, d8, d6, d4, dF

The dice displayed on the tabletop is controlled by the creator of the ruleset for the game system you are playing.

Building Dice Pools

You can drag multiple dice, including combinations of different dice, to a slot on the Macro / Hotkeys bar at the bottm of your screen for quick rolling. You can right click on this slot to name the Dice Pool or to modify the pool.

Rolling from the Chat Window command line

You can use **/die [NdN NdN +N] <message>** command to roll any combination and number of dice. If you add more than 60 total dice only 60 will actually roll in the chat window but all roll results will be reported. You can also drag this command to the Macro / Hotkey bar. An example roll command could look like: *die 2d10+1d6+3 Enchanted Long Sword of Fire*
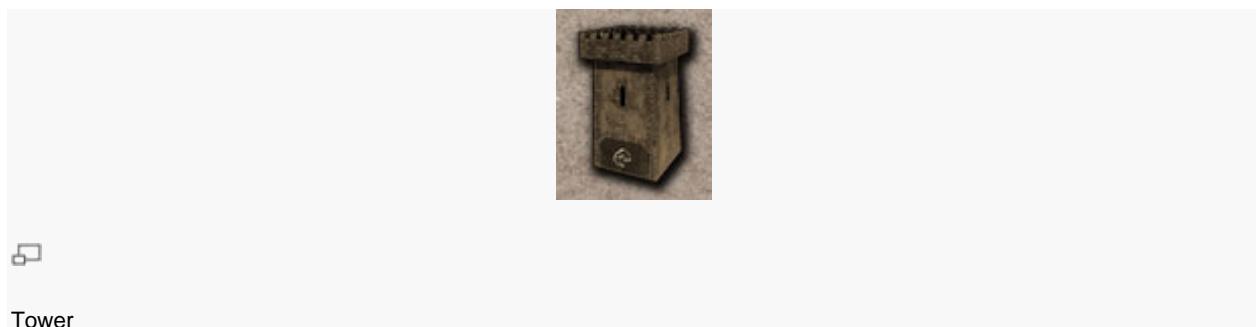
Changing tabletop dice position

The dice can be moved physically around the tabletop wherever you like. If rolled on the chat window, then a copy will be rolled and the 3D die will remain in its original position.

Additionally, there are a few options to control the default tabletop dice position:
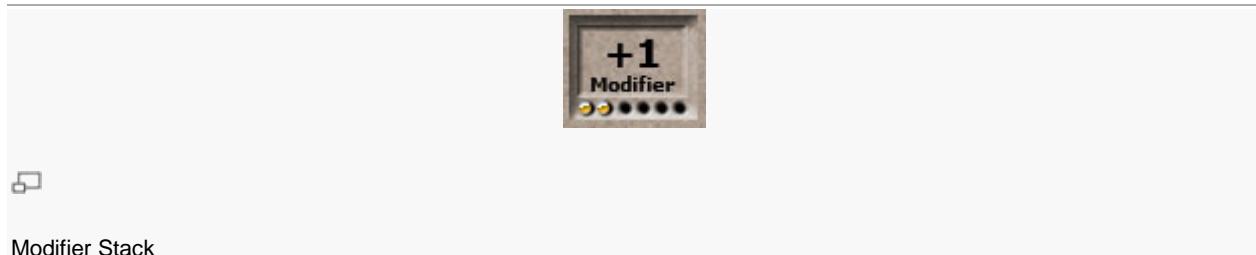
- **Reset:** Right click on the tabletop and select Arrange Dice option to reset the dice back to their default position.
- **Set New Default:** Right click on the tabletop and select Set Arrange Position option to set a new default position for the dice.

Dice Tower

Tower

If the ruleset provides a dice tower option, the GM can enable a dice tower that appears on the tabletop of the players. The GM doesn't see the tower unless they also have "Chat: show GM Rolls" enabled in the campaign options. The dice tower allows the GM to ask a player to make a roll that only the GM can see the result of. To make a dice tower roll, just drag and drop the desired roll on the dice tower

Modifier Stack

Modifier Stack

The modifier stack displayed on the tabletop allows a user to specify one or more modifiers to be applied to the next die roll made.

- **Add Modifier Manually:** Click on the modifier number, and type in the modifier you want to use; or scroll the mouse wheel while hovering over the modifier stack. The manual modifier will be shown as a number in parentheses below the modifier number.
- **Add Named Modifier:** Drag a modifier record from the campaign modifiers window (or double click); or type /mod <#> [description]. The modifier names will be appended to the text of the next die roll.
- **Add Unnamed Modifier:** Drag and drop any number onto the modifier box, or activate a hot key with a number.
- **Clear Single Modifier:** Click on the dot created at the bottom of the modifier box when the modifier was added. Hover over dots to see the description of the modifier (if any).
- **Clear Modifier Stack:** Middle click on the modifier stack box.

Using Tokens

Tokens are visual representations of a character or objects on the tabletop. Tokens can be found in the token box accessible via the sidebar on the right hand side of the tabletop.

Tokens can be placed on a campaign map or image to denote the position of the character or object. If dragged from a combat tracker entry, the token will be linked to that combat tracker entry and will gain a faction underlay (based on CT Space/Size field) and a reach underlay (based on Reach field, visible when mouse over token).

Also, tokens can be placed on character records (PC or NPC) or encounter records to preset tokens for addition to the combat tracker, or simply to provide a visual representation of that character.

Finally, tokens can be placed on the hot key bar for quick duplication of tokens. This is useful for placing tokens to denote objects that appear commonly in encounters (such as fire tokens for a non-linear wall of fire, etc.). Just drag from the hot key bar onto the map, just like you would drag from the token box

Token Box

The token box contains all of the tokens available for the current campaign. Players can only see a small subset of the tokens available to the GM (i.e. Shared tokens). Token bags are used to group tokens from the same module, or from the same directory. Double-click a token bag to view its contents. Token bags that are shared with players have a small head icon on them.

Features

- **Search Box:** The search box at the top of the token box can be used to search for any tokens loaded that have the search text within their file name.
- **Zoom Buttons:** The brown plus/minus buttons in the upper right of the token box can be used to zoom the display of the tokens in/out.
- **Token Bag Bar:** The token bag bar can be used to quickly navigate among token bags. The first slot returns to the topmost view of the token box. The second slot goes up a level in the token box (if you have navigated within any token bags). The remaining slots can be customized by dragging any token bag onto a slot on the token bag bar.
- **Token Load Buttons:** The GM, Shared and Modules button allow the GM to add tokens to the existing tokens available from his machine or this campaign.

Loading Locations

- **GM Tokens:** GM tokens available for all campaigns. Any tokens stored in the FG data directory under the tokens/host subfolder. Accessible via the GM button in the Token Box window. GM tokens are only displayed in the GM token box.
- **Shared Tokens:** Shared tokens available for all campaigns. Any tokens stored in the FG data directory under the tokens/shared subfolder. Accessible via the Shared button in the Token Box window. Shared tokens are displayed in both the GM and player token boxes.
- **Module Tokens:** Tokens loaded from a token module. Token modules can be activated via the Modules button in the Token Box window. All tokens loaded from a module will be placed in a token bag with the module's name. Module tokens are only displayed in the GM token box.
- **Ruleset:** Tokens available for only this game system. Any tokens stored in the ruleset directory or package directory under the tokens subfolder. Ruleset tokens are only displayed in the GM token box.
- **Campaign:** Tokens available for only this campaign. Any tokens stored in the campaign directory under the tokens subfolder. The campaign directory is located in the FG Data directory under the campaigns subfolder. Campaign tokens are only displayed in the GM token box.

Note: The recommended image format is PNG for the best transparency support. Token file sizes should be monitored for practical purposes, as larger files take longer to share, especially so with a larger number of players. Most tokens available online use a 50x50 or 64x64 token size in order to balance clarity with image size. The number of tokens in the campaign can also affect performance. The number of token files should be kept to the minimum necessary to run the game for best performance.

Map Tokens

Once tokens are added to a map, additional token features become available.

Addition

- **Add Single Token:** Drag a token from the token box, a token field within a record window or from the hot key bar; and drop on a map. To link a token to the combat tracker, drag the token from the associated token field within the combat tracker entry.
- **Add Faction Tokens:** Drag and drop the faction icon from the combat tracker onto a map. The tokens will be linked to the combat tracker.
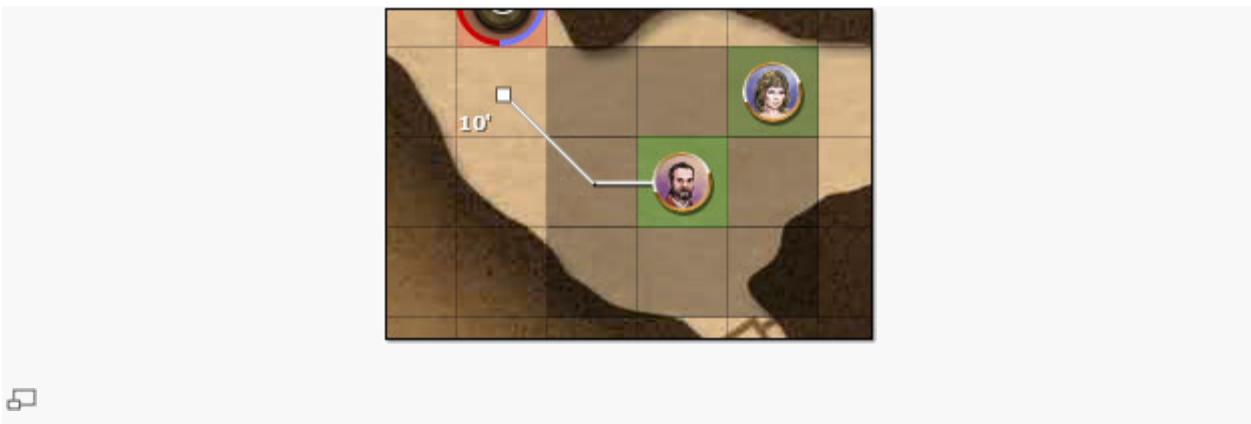
If tokens were placed when creating an encounter, they will be added automatically when the encounter is added to the combat tracker.

Deletion

- **Delete Single Token:** Right click on a token, and select the Delete Token->Delete This Token menu option.
- **Delete All Map Tokens:** Right click on a token, and select the Delete Token->Delete All Tokens menu option.

If a token was added from the the combat tracker, it will be removed automatically when the CT entry is deleted. If a token was added during encounter placement, it will be removed automatically when the encounter window is closed.

Movement

Map tokens can be moved within and between maps. Just click and drag the token to the desired location on a map. To move a set of tokens as a group, see the next topic.

The GM has the option of locking player movement of tokens on the map. When this option is enabled, any player token movement will create a movement waypoint instead. To add an additional movement waypoint, hover over the last waypoint and drag to the desired additional waypoint. To reset waypoints, click and drag the token again.

The GM has these additional options:

- **Toggle Movement Lock:** Right click on a token, and select the Lock/Unlock Tokens menu option.
- **Set Token Waypoint:** While movement locking enabled, CTRL-click and drag a map token to set a waypoint as a GM.
- **Accept Move:** While a set of waypoints is defined for a token, middle click on the token, or right click on the token and select the Accept Move menu option.

Selection

One or more map tokens can be "selected". When a set of tokens is selected, they can be moved or targets can be assigned as a group. Selected tokens are denoted by a black circle underneath the token.

- **Toggle Single Token Selection:** Click on a token to select only that token. If that token was already selected by itself, it will be unselected instead.
- **Add/Remove Selected Tokens:** SHIFT-click on a token to add/remove the token from the set of selected tokens.
- **Token Selection Tool:** Use the token selection tool to select a group of tokens. The token selection tool can be activated via the Image window toolbar or by right clicking on the image and selecting the Selection Modes->Token Selection Mode. Click and drag the box around the tokens to select. SHIFT-click and drag to drag a freehand region around the tokens to select.

Activation

A token is set to the active state when the combat tracker entry it is linked gets its turn in the CT. The GM can also target the token active state by clicking on the associated token field in the CT. Active tokens are denoted by a white circle underneath the token.

Rotation/Facing

Map tokens can be rotated to different orientations by using the mouse wheel while hovering on a token, or by right-clicking on token and selecting the Rotate Left/Right menu options. When the token facing option is enabled, a small yellow pointer will be rotated around token, instead of the token orientation changing.

Targeting

Each map token can target any token on the same map. Targets are denoted by arrows between the tokens targeting each other. The targeting arrows are visible when hovering the cursor over a token, or when the token is selected. If not hovering or selecting a token, the active token targets will be shown (i.e. active characters for players, active CT entry for GM). When assigning targets the selected tokens will be used. If no targets are selected, then the active token will be used (i.e. active character for players, active CT entry for GM).

- **Toggle Target:** CTRL-click on a token to toggle targeting of that token.
- **Clear Targets:** Click the Clear Targets button in the image window toolbar. Clears all targets for the active/selected tokens.
- **Target Friendly Units:** Click the Target Friendly Units button in the image window toolbar. For active/selected tokens, sets all tokens with the same faction as targets. Token factions are set when tokens are added from the CT.
- **Target Enemy Units:** Click the Target Enemy Units button in the image window toolbar. For active/selected tokens, sets all tokens that don't have the same faction as targets. Token factions are set when tokens are added from the CT.
- **Targeting Mode:** Click the Target Mode button in the image window toolbar; or by right clicking on the image and selecting the Selection Modes->Token Target Mode menu option. Click and drag the box around the tokens to target with the active/selected tokens. SHIFT-click and drag to drag a freehand region around the tokens to target.

Scaling

For FG, maps and tokens are just an image file. When placing a token on a map, FG tracks the map-to-token global scale, as well as an individual token scale.

For newer rulesets when a grid is defined on a map, the map-to-token scale is set automatically by adjusting the token to fit within a single grid square (or the number of squares denoted in the CT for CT-linked tokens).

In older rulesets or when a grid is not defined, the map-to-token scale is not set automatically. Use the mouse wheel to zoom the map until the tokens are the right scale relative to the map; then right click on a token, and select the Lock Token Scale menu option. The map-to-token scale can be released using the same method.

To change the individual token scale, hold CTRL while using the mouse wheel to adjust the individual token scale up and down. Hold CTRL and middle click to reset the token scaling back to the default (or right click and select the Reset Individual Token Scale menu option).

Visibility

Tokens can have 3 different visibility states: always visible, always invisible and mask-sensitive visibility. With mask sensitive visibility, the token is only visible if the center of the token is in an unmasked region of the map.

For CT-linked tokens, PC token visibility defaults to always visible, and NPC token visibility can be toggled through the GM combat tracker between always invisible and mask-sensitive visibility. For other tokens, the default visibility is mask-sensitive.

To manually set the visibility of a token, right click on the token and select the Visibility menu option you desire.

Encounters

Encounter Prep

These instructions walk a GM step-by-step through the process of building an combat Encounter. See screenshot for step-by-step visual.

Thanks to community user, damned, for the write-up and graphic.

Preparation

1. Create monsters in NPC list. (or use Library module containing monsters.)
2. Open Encounters list from button, and create new Encounter record.
3. Drag NPCs to Encounter window and choose the number of each NPC in this encounter.
4. Assign tokens to Encounter NPCs from token box. (if not already assigned)
5. Open map record from Images list.
6. If grid not set on image, then add a grid. (right click menu option, Layers->Set Grid, then draw box for grid square, use toolbar grid buttons to adjust) (See Images#Grid topic.)

7. Drag and drop Encounter onto map record. (Hold CTRL while dragging, or enable image shortcuts first by Right click map and choose Layers -> Enable Shortcuts) (See Images#Pins topic.)

8. Drag and drop Placement tokens from Encounter NPC list onto Map record.

9. Close Encounter record. (Placement tokens will be removed from map.)

Use During Play

1. Open the Map and Click the Shortcut Pin (press CTRL if Pins not visible) to open the Encounter record.

2. Click on Add to Combat Tracker button (lower left of window), or drag and drop Encounter link onto combat tracker. The Encounter NPCs will automatically be added to the combat tracker, and any pre-placed tokens will be placed on the map.

Alternate Use

- Drag and drop encounter link from Encounters campaign list (available via button in NPCs/Personalities campaign list) onto Combat Tracker window

- Drag and drop encounter link previously added to a Story record.

Random Encounters

As of Version 3.2 it is now possible to create encounters with a random number of NPCs.
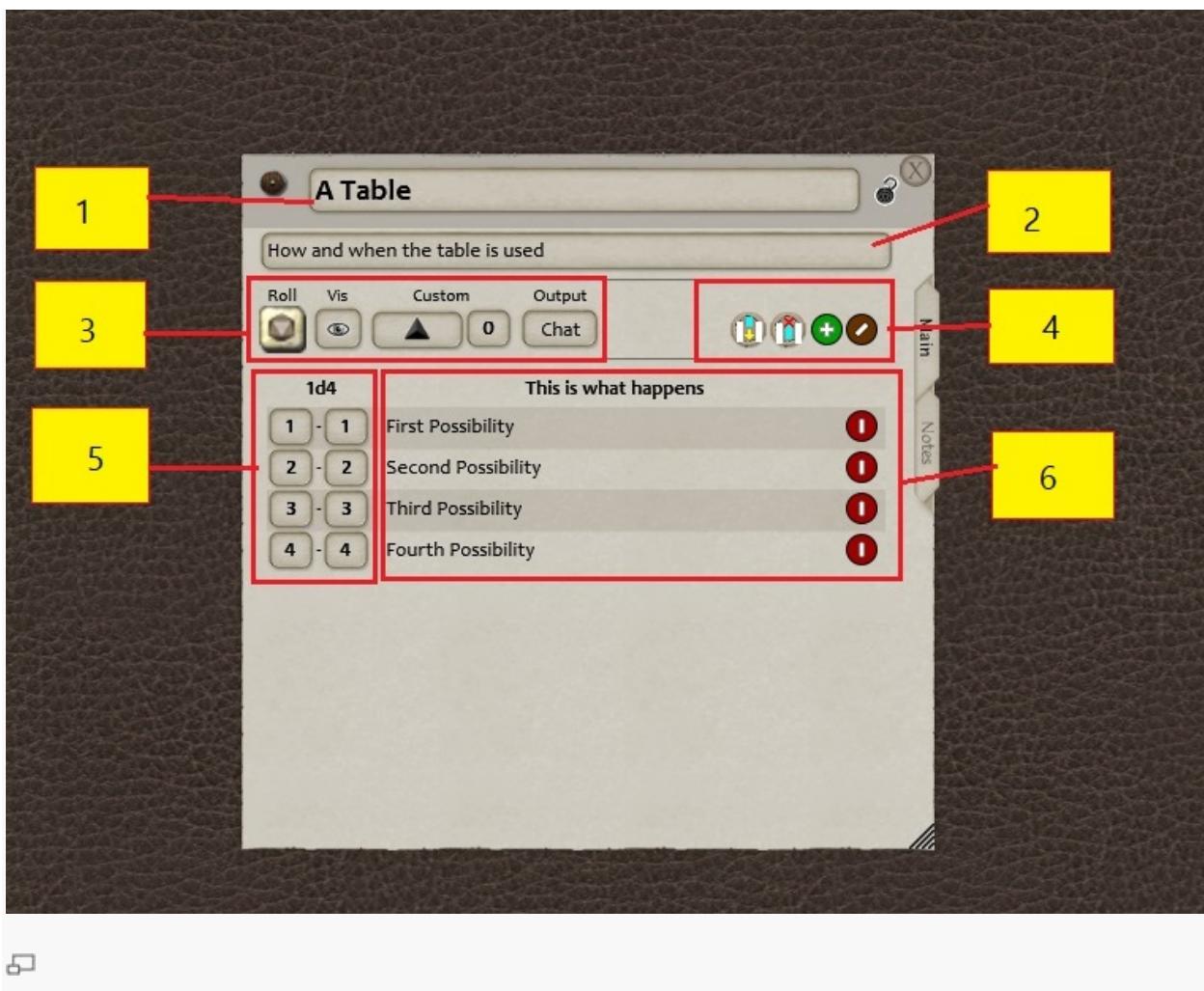
1. To create a new Random encounter click on the 'Random' button at the top of the Encounters list
2. Name the encounter as normal and drag in whatever NPCs are to appear in the encounter from either the NPC list or from the resource being used.
3. In the box which appears to the left of the NPC enter a dice expression or drag and drop dice from the dice pool
4. Dice expressions can be ndn, ndn+n, ndn-n or ndn+ndn. So 1d6, 2d8+4, 1d10-1 and 1d4 + 1d6 are all supported.
5. Note that the encounter thus created cannot be used as an encounter itself.
6. To generate the encounter click on the 'Generate encounter' button at the bottom left of the random encounter template.
7. This will generate the encounter with the number of NPCs and also calculate the CR and XP of the encounter if this is appropriate.
8. The Graphic to the right shows an example of a random encounter and the resulting encounter generated from it.

Using and Creating Random Tables

Introduction

In a Campaign tables are used to generate random events, encounters, treasures and any number of other possible things. To see a list of the tables in your campaign click on the 'tables' icon in the right hand menu. If the button is not visible click on the Library button and then tick the circle next to tables. Select a table to view from the list that appears. In addition to the tables which might appear in official products you can also create your own and the rest of this article is dedicated to creating tables for use in your campaigns.

Table Basics

The graphic above shows the basic structure of a table.

- 1. The table name.
- 2. A description of when and/or how the table should be used.
- 3. This row consists of the following from left to right:
    - **Roll** - click this button to make a roll on the table.

- **Vis** – This box will only appear if the GM has set the option 'Show GM Rolls' to 'On'. The eye icon here can be toggled 'On' or 'Off' to enable the GM to hide the output of this table from players independent of the global optional setting.

- **Custom** – The first box is a dice box into which the user can place dice to be used by the table when a roll is made. By default the table will roll a dice equal to the range of values in all of the rows of the table. For example if the table contains 25 rows then a d25 will be rolled. There is therefore no need to enter any dice into this box unless the creator wants an unusual dice roll such as 2d6 or 1d10+1d8. To use drag and drop dice from the dice tray into the box. The second box allows for a modifier to the dice roll – either positive or negative.

- **Output** – Click on this box to cycle through the options. The output from a roll on the table can be sent to 'Chat' (the default) or to a Story entry or to a treasure parcel. More on this below.

- 4. Editing buttons. From left to right these are 'Add Column', 'Delete Column', 'Add Row' and 'Edit List'. Use the latter button to make the first three visible.
- 5. Each table row shows a 'From' and 'To' range. Click within any of the boxes to edit the numbers. Both the numbers in the 'From' and 'To' boxes can be the same.
- 6. This field show the result of the roll in the first column. There can be more than one column for each result and these fields can also contain links to other tables or to items such as NPCs, encounters or story entries. More on this subject below. Individual rows can be deleted by pressing the red buttons at the end of each row twice.

By clicking on the notes tab the user can add any additional information regarding the table and its use as desired.

Creating an Encounter Table

The following walks through the steps needed to create a simple table for use in your campaign. We'll create a straightforward random encounter table with just a handful of entries. Let's say that the PCs will be traversing some craggy ground and it will take them a day to do so. We want a chance of an encounter or two with some low level NPCs. Let's say that we'll check for encounters every two hours and that there is a 50% chance that they'll have an encounter every time we check. Let's say there are four possible encounters with either 1d6 bandits, goblins, kobolds or kuo-toa. First thing we would need to do would be to create those encounters. Since we don't know ahead of time how many exactly we will encounter we assume the maximum number (6). Check out the Encounters article for details on how to create those.
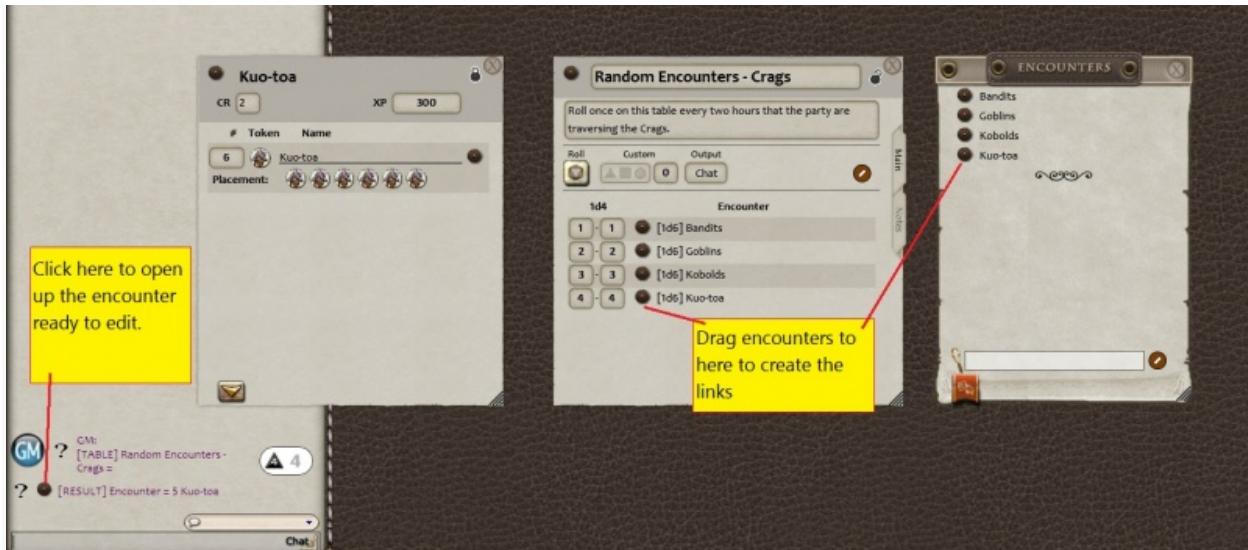
Create the Table

- Click on the 'Tables' icon in the campaign tools to open the tables dialog.
- Click the 'Edit List' button and then on the green button to add a new table (or right click in the dialog and select 'Create Item).
- This brings up a radial menu asking for the number of rows that we want our table to have. The '+' button gives us more options and the axe icon closes the dialog. Let's choose 4 rows. It's not vital that we get the exact number of rows correct at this stage since we can always add or remove rows later.
- Once we have selected the number of rows we now get another radial menu asking us to say what 'step' the table will have. The 'step' is the number between the 'From' and 'To' in the first column of each table.

Again it isn't vital that we choose the exact step at this stage since we can always edit later. For the moment pick the '=' sign which represents a step of 1.

- We now have the basic table structure. We can see that there are 4 rows and that the step in each row starts and ends with the same number.

Fill in the Detail

- We are now ready to fill in the details on the table so go ahead and give the table a name, by editing the <<New Table>> box.
- Now do the same for the description and also for the <<label>>. This latter is simply a descriptor of what is in the rows below it.
- Now find your encounter list (that you prepared earlier). If you are following this then your first encounter will be 'Bandits'. Drag the little icon beside the Bandits encounter and drop it beside the 1-1 row of your table. This creates a link directly from the table to the bandits encounter (see the graphic to the right).
- We could leave that as it is and on a roll of 1 the encounter will be output to chat and we can click on it and it would open the encounter ready for use. However we can be a bit cleverer than that and get the table to tell us how many bandits are in the encounter.
- To do this click beside the link you created above and type in [1d6] bandits. Now when we roll a 1 not only will the link appear in the chat window but it will also say how many bandits there are. It's a simple matter then of adjusting the encounter to show that number of bandits before proceeding to place them on the Combat Tracker ready for the fight.
- Now do the same for each of the other three possible encounters that you prepared. Once you're done the table should look like the graphic to the right. Test things out to make sure everything is OK.

Final Touches

- Our table at this stage isn't quite complete because, if you remember, we only wanted an encounter 50% of the time. As it stands we are going to get one whenever we roll on the table. What we need then is to edit the table in some way so that only half the time we get an encounter. The easiest way to do this would be to roll a d8 instead of a d4 and designate a result of 1-4 as resulting in no encounter. Let's say however we wanted the Bandit encounter to come up more frequently than the others. We can increase the probability of that happening by having a wider range of results end up with a bandit encounter. So let's use a d20.
- To begin with we are going to need another row on our table; so go ahead and click the 'Edit List' button and then on the green '+' to add a new row.
- In order that we only get an encounter 50% of the time on a d20 this result will need to output no encounter on a 1-10. So edit the 'From' and 'To' steps to 1 and 10 and then add 'No encounter' in the 'Encounter' column.
- Now we need to figure out the other results so that the bandits have a higher chance to come up than the others. Edit the steps for the bandits to 11 and 16, the Goblins from 17 to 18, the Kobolds to 19 and 19 and the Kuo-toa to 20 and 20.
- When you are done your table should look like the graphic on the right.

A more Complex Example

Following on from our encounter above we want the PCs to get some reward for their endeavours by giving out some treasure. Let's say that there's a guaranteed chance that they will get some gold pieces, a chance of them finding some useful equipment and finally they might just pick up a magic item. We want to wrap all of what they find into a nice neat treasure parcel for immediate distribution to the party sheet. The first stage in this process will be to create two tables, one for the mundane items and one for the magic items. Use the tutorial above to create two tables like the ones shown in the graphic on the right. Notice that we have weighted the tables so that certain results will come up more often. Now that we have the basics done we can move on to designing our main treasure table.

Random Treasure Table

- Start a new table with four rows and a single step. Give it a name and description.
- We have three different types of thing we want to include in our treasure parcel so we want three columns. So click on the edit list button and add in two more columns. Now name the columns 'Coins', 'Equipment' and 'Magic'
- We are also going to need another row so go ahead and edit the table to add one.
- This time we are going to tell the table that we want it to roll specific dice so select a d6, right click to add another and drop the result into the dice box.
- Now edit the 'From' and 'To' boxes to read from top to bottom 2-2,3-6,7-7,8-11 and 12-12.
- In our first column we want the table to randomly roll some gold pieces for us. Against the 2-2 result type in '[3d6] gp'. It's important that the dice expression is followed by a currency unit that FG will understand so that it knows where to put the number in the treasure parcel. So if you want silver pieces then use 'sp', for copper 'cp' etc.

- Fill in the rest of this column with 2d6 for results other than 7-7 and 12-12. For 7-7 make it 1d6 and for 12 make it 3d6.
- This means our PCs will get a higher number of coins for the least likely numbers rolled on 2d6.
- Now let's look at the middle (equipment) column. To get this table to roll on another table we need to enter the name of the table we want it to roll on enclosed with square brackets. So in this case we want [Equipment]. This on its own will roll once on the equipment table, but we can get this table to roll more than once or even a random number of times. To do this you put a number or a dice expression before the name of the table again in square brackets. Thus [2x][Equipment] will roll twice on the Equipment table and [1d4x][Equipment] will roll 1d4 times on the Equipment table.
- So go ahead and fill out the second column entering 1d4 rolls on the equipment table for results 3-6 and 8-11 and 2 times for a result of 7. This means that the most frequently rolled results will get mainly equipment.
- For the last column we want to roll on the treasure table. This time we only want to make such a roll on a 2,7 or 12 with more magic given out for 2 and 12. So go ahead and enter 2 rolls on the magic table for 2 and 12 and 1 roll for a result of 7. The table should end up like the graphic on the right.
- Test out your table and make sure that everything is working out fine.
- Now, finally, click the 'Output' box until it shows 'Parcel'. Now when you roll on the table it will create a treasure parcel from the result complete with all the links to the items. You can now drag the parcel straight to the Party sheet or to a story entry

Chat Basics

The chat window is on the left by default but can be unlocked moved, resized and relocked into a new position. You can type text into the text entry section and press enter to share that text with all connected users. The log is also saved and available outside of Fantasy Grounds as a file called chatlog.txt

All dice rolls made from macros will be displayed in the chat window, along with other automated text. Any dice you roll and release into the chat window will also be recorded and shown here.

You can change your chat mode by using the following special Keys before hitting Enter.

Special Key	Mode	Description
CTRL	Story Mode	Add text as a Story text. This is good for multiline text.
ALT	OOC	Out of Character marker for chat. The text will be styled in a different color to indicate that your what you are typing is not meant to be spoken text or actions that your character is taking
CTRL+SHIFT	Emote	Use this to indicate that your character is performing the text that you enter.
None	Spoken Text	This is the default chat option and it will speak as your character if you are a player and as the GM or an NPC if you are the GM.

To change the language that your character or chosen NPC is speaking, select from the language drop-down in the lower-right corner of the chat window -- just above where your text is displayed. Anything you type will be dispalyed in a different font appropriate to the selected language. Only characters with that language listed on their sheet will see the true text displayed below it as a translation. Anyone else will see "Indecipherable text" only.

Special Chat Commands

Type **/help** into the chat window for a full list of advanced chat commands and their syntax. Some useful commands are /clear, /reload, /vote, /whisper, /reply and /save.

Campaign Data

Along the right-edge of your screen, you will see a bunch of buttons. Let's look at the larger buttons first. These will each open up windows with lists of content and data for the current campaign. Whenever your campaign saves (every 5 mins) or when you type /save into the chat window, it will save this data. When you re-launch Fantasy Grounds and open the campaign again, the same data you had available last time will be shown again. We will show you how to move data between campaigns later.

PC - Where all Player Characters' character sheets are stored when not activated. Create new characters here or edit characters which have joined your campaign.

Notes - These can be personal notes or notes that you share with one or more other users.

Maps - this window displays any image you have in your campaign images folder. You can add your own images, which can be handouts for your players or maps that you use for tactical combat or regional exploration.

Tables - Any random table you want to build or use will be shown here. Activating certain library modules will add more tabs with more options here.

Story - Where all the campaign stories go. You can add your own campaign stories and link them to each other or to other content. Note that some adventure modules will have Story content displayed within the Library instead of within the Campaign Story windows. (See below)

Quests – Goals for your players to achieve. Can be linked with awards.

NPC - this window lists any custom NPCs you have in your campaign. There is another link to Encounters from this window that let's you build encounters with multiple NPCs.

Encounters – Groups of NPCs that your players might face in combat.

Items - This lists any custom items you have with your campaign. The window also has a link to Treasure Parcels that can include coinage and multiple items that you want to distribute to your party. They can sub-divide from there.

Parcels – These are treasure parcels comprised of 0 or more items, along with currency that can be divided out to party members or awarded.

Library - This is where you access reference material and official adventures, lists of monsters, spells, etc.

Tokens - Access to token images that you can link with NPCs or character sheets. You can add your own images to Fantasy Grounds and they will show up as token bags here as well.

To change the buttons that appear on the right side of your desktop, click on the Library button. Use the buttons and button sets of **GM**, **Play**, **Create PC** and **All** to manipulate which buttons remain on the screen. You can also use the Library window's buttons to jump directly to any of those areas.

Campaign Tools

The campaign tool buttons are the smaller buttons on the upper right corner of the screen. You can hover over each button to see the name and what it does.

Combat Tracker - This manages the intiative, turn-order for combats and links with tokens on the map to track hit points, token visibility and more.

Party Sheet - This shows your entire party at a glance. Each PC character that you drag to this screen will be shown. It helps manage and distribute treasure and XP as well as track the marching order and manage other actions that may affect the entire party.

Calendar - Allows you to choose the calendar used for your campaign, track the passage of time and add special events to dates in the future or past.

Colors - Allows you to change your personal dice colors. This also affects templates you draw on the maps for cones, circles, squares and arrows

Lighting - You can change the mood lighting within the User Interface.
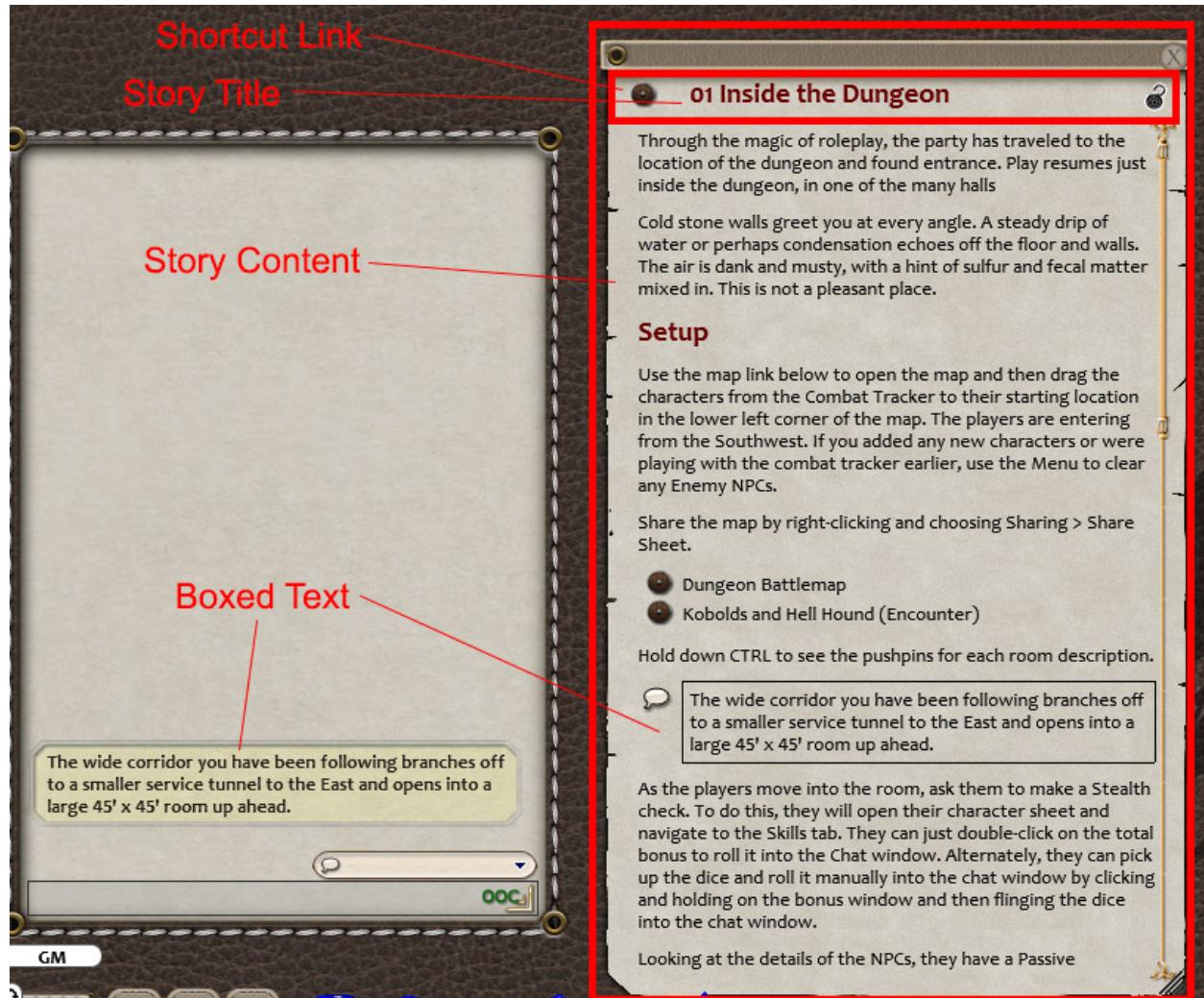
Options - Set the preferences you want for your campaign.

Modifiers - access to common modifiers affecting dice rolls. You can turn on features that affect your next roll and even make your own custom modifiers that you can choose to share with others.

Effects - Common Conditions that affect your characters and NPCs are provided automatically. They can be dragged to entries in the combat tracker to apply them. You can also add Custom effects

Story

The heart and soul of a roleplaying game campaign is the story. As a GM, you can create complex stories that link to each other and to other campaign data types like items, images, NPCs and more. It is often wise to create a basic outline or table of contents and then expand from there as you fill in more and more of the details.
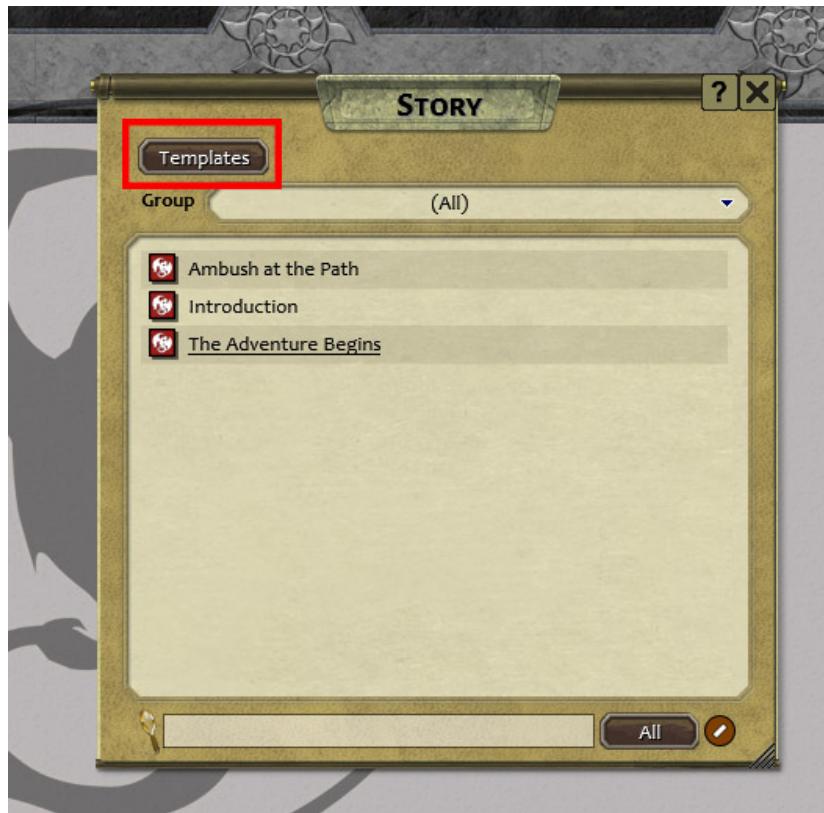
When you create your story entries, you can assign any title you want. You can drag other stories, items, NPCs or anything with a shortcut link into your story and it will make a link that you can click to reference it later. In addition, you can style the text to make it both readable and functional. Highlight a block of text and use the CTRL keys or right-click on it to get a list of different style options. Refer to the Formatted Text section of the user manual for instructions on how to style a header, body, boxed text, list, link list or table text sections.

Story Templates

Story templates are a new feature within version 3.2 and above. These allow a GM to create random story generators that pull from random tables you have available in your campaign and mix it with

standard story formatting, linking and more. You can quickly create story entries to describe new towns, taverns, NPC personalities and more. See the example below for a quick tutorial.

Step 1: Access **Story Templates** from the **Story** window.

Step 2: Create a new Story Template and enter text much like you would a normal story. The major difference is that you can put the title of a table into your text with brackets surrounding it to tell Fantasy Grounds that this is a random element. For instance [MyTableName] would tell it to roll against a table called MyTableName and would replace the results into the resulting table output.

In the example screenshot, the story template is randomly going to generate a boxed text section for the weather for the day. It will also roll a 1d20 and record the result.

Finally, it will roll on a table of random encounters and will insert the linked encounter.

Advanced Tip: You can add a pipe character and a number after a table name to specify just a single column. For example, [MyTableName|1]

Advanced Tip: You can use angled brackets to take the result of a previous roll and re-use it. For instance, <MyTableName> will show a previous result.

Here are the tables that will be referenced when you click on the **Generate** button at the bottom of the Story Template.

Step 3: Click **Generate** to create a new instance of the Story Template. The result will be a standard Story entry that you can further rename or edit.

Here are three results generated by our sample Story Template.

Group (All)

- Ambush at the Path
- Introduction
- The Adventure Begins
- The Day's Travels - Day #1
- The Day's Travels - Day #2
- The Day's Travels - Day #3

THE DAY'S TRAVELS - DAY #1

The weather is sunny and chilly.

On a d20 Roll of a 20, then a random encounter occurs.

Random Encounter Roll = 17

RANDOM ENCOUNTER

Stirges Attack

THE DAY'S TRAVELS - DAY #2

The weather is rainy and chilly.

On a d20 Roll of a 20, then a random encounter occurs.

Random Encounter Roll = 7

RANDOM ENCOUNTER

Bugbear Ambush

THE DAY'S TRAVELS - DAY #3

The weather is sunny and warm.

On a d20 Roll of a 20, then a random encounter occurs.

Random Encounter Roll = 19

RANDOM ENCOUNTER

Crazed Hermit

All

Calendar

The calendar is a place for the GM to track the date/time in the campaign, as well as log event information. The campaign calendar is available in the upper right set of campaign tool buttons.

Calendar Window

Initially, the calendar window is empty, and a world calendar type needs to be chosen. First, activate one or more calendar modules by pressing the Modules button, and activating a data module containing calendars. One is provided with FG called "Calendars". Once at least one calendar type has been loaded, just double-click on the calendar type you want to select it.

Once a calendar type has been selected, the calendar window will show the current date/time, the current annual calendar for the specified year, and buttons to access log entries.

Only the GM can edit the calendar and event logs.

- **Set Date:** Enter the year to update the annual calendar display (and optional era/epoch tag), click on the desired day in the annual calendar, and press the left arrow button at the top to set as the current day.

- **Set Time:** Use the mouse wheel to adjust the hours and minutes. (You may need to hold CTRL key, depending on your option settings.)
- **Add/View Log Entry:** Double-click the day on the annual calendar that you want to add an event to; or click once on the day and press the Add/View Log Entry button.
- **All Logs:** Display a list of all events in the calendar.

Log Entry

Each log entry consists of record link, a non-modifiable date field, a GM notes field and a Player notes field. Players can not view the GM notes field.

Dungeons & Dragons fifth edition User Guide Supplement

This section of the user manual provides specific instructions for using the Dungeons & Dragons fifth edition ruleset, which is labeled as the 5E ruleset. Many of the product images were taken with the Wizards of the Coast theme selected as an active extension. The functionality will remain the same if you don't have that extension selected, but it may look differently.

Character Sheet Overview

The 5e character sheet is comprised of several individual sheets organized by tabs along the right hand side. The sheets contain the following information.

- **Main:** Character Class and level, abilities, hit points, wounds, saves, defenses, speed, senses, and overview of common combat totals.
- **Skills:** Skill details.
- **Abilities:** Feats, special abilities, class features and traits, proficiencies and languages.
- **Inventory:** Equipment, coins and encumbrance.
- **Notes:** Character background details, appearance and notes.
- **Actions:** Weapon and spell details

If you have any of the modules for the various official D&D Class packs, or the Complete Player's handbook, you can drag and drop the links for items such as class, race, background, equipment and more onto the appropriate locations on the character sheet to automatically copy the text with the link included for later reference. In addition, Fantasy Grounds will also add race, background or class level appropriate abilities to your character's ability tab automatically and for races, it will automatically adjust stat bonuses. Any such automated functionality will be written to the Chat window so you can see what was added.

The remainder of this article is divided into a tutorial walk-through of creating a character and a reference section.

NOTE: The screenshots in this article were made using the Wizards Theme which you will have available if you have any of the official D&D 5e products. You can select this theme at the campaign load screen by checking the dot next to '5e Theme - Wizards'. If you do not have this theme then the icons on your screen will show differently but they will still be in the same location as the ones shown in my screenshots.

Building a Character with Official D&D Class Packs

In order to demonstrate many of the features of Fantasy Grounds as well as outlining a suggested method of creating a character that automates as much as possible and gives a highly functional character sheet let's create a Dwarven Cleric. Along the way we'll also find out what all the buttons, boxes and crosses you find scattered about do.

Add Ability Scores

Unlike the method detailed in the Player's Handbook (PHB) we're going to start with the character's ability scores. To edit an ability score click in the box of the ability you want to edit and type in the new number. So go ahead and edit the numbers to give the character the following abilities from top to bottom; 14,12,13,10,15,8. We are using the standard array here but obviously you can use whatever method you want to determine your character's abilities. Once you have finished you will notice that Fantasy Grounds has taken those scores and

adjusted various other aspects of the sheet such as saving throws, initiative and perception and if you look at the Skills tab you'll find some numbers in the 'Total' column as well. Any time that you alter your abilities Fantasy Grounds will recalculate such dependent scores; so for example if you're Wisdom increased to 16, giving you a +3 instead of a +2 bonus any saving throw or skill which relied on Wisdom would increase by one point, as would your perception.

Add Race

Next up we'll enter our race into the sheet. If you haven't already done so open up your class pack or PHB by clicking on 'Library' down the right hand side of the screen, click on the 'modules' button at the bottom left of the window which pops up and find the module in the list. Double click the module to open it and close the module activation window. You'll see the module you opened listed in the left hand side of the library; click on it to open it and a content list will appear down the right hand side of the window. We are going to enter the Race of our character next so find 'Races' in the list and then click on 'Dwarf'.

You will now be looking at a page of information about Dwarves; scroll down right to the bottom until you find the very last entry 'Subrace'. Click on this to open up a new page and you will see two possible subraces. The one we are interested in is 'Hill Dwarf' because such a dwarf gives us a bonus to Wisdom and that ability is important to Clerics. In order to get the race into our character sheet drag the icon next to 'Hill Dwarf' and drop it into the 'Race' section at the top right of the Main tab of the character sheet. Once you have done this you'll notice that several things have happened. The chat window shows that a whole host of information has been entered into the character sheet automatically. Your character's CON has increased by 2 points to 15, WIS has gone up to 16, speed has been entered into the character sheet and Darkvision has appeared under senses. If you check the abilities tab a number of Traits have been added. Beside the traits you can click the little icon to bring up information about the trait and if you click on the icon next to Hill Dwarf you'll find it links to all of the information about Dwarves.
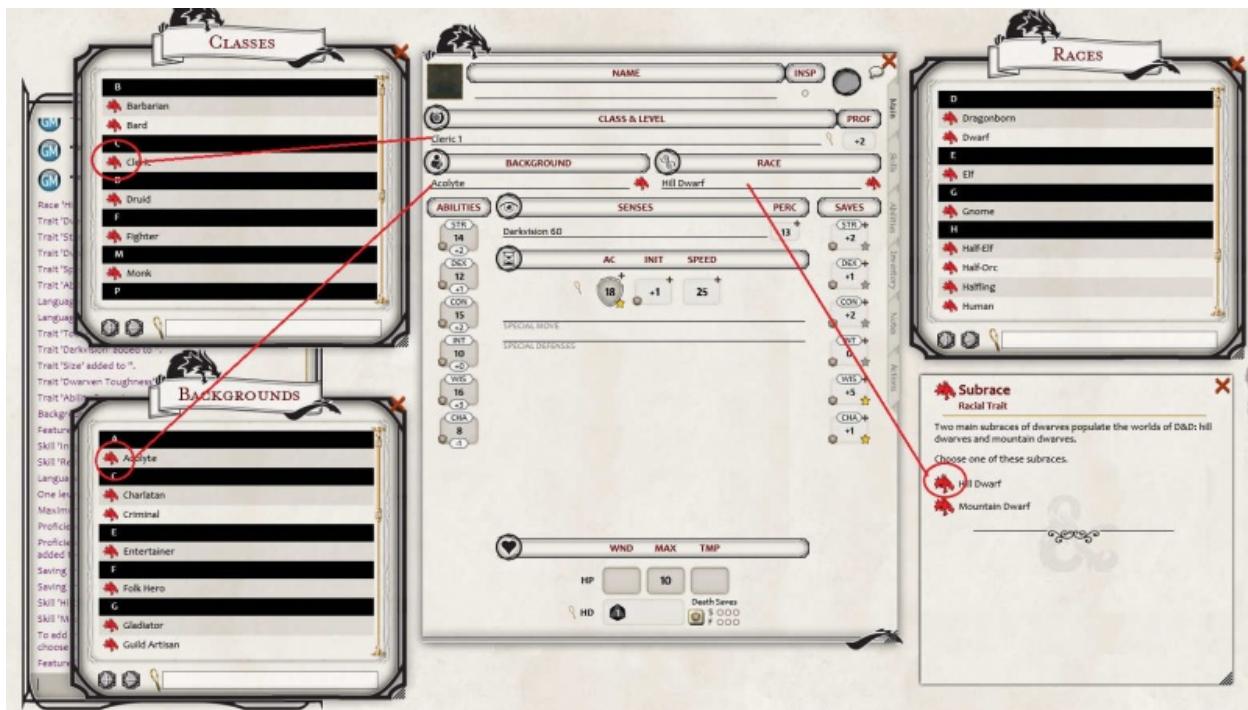
Add Background

Next thing we want to do is add a background to our character. Go back to your library and click on 'Backgrounds' to bring up the index. The one we want is 'Acolyte' so go ahead and drag the icon beside the name into the 'Background' section of the character sheet. Once again you'll notice that Fantasy Grounds has added more information automatically. Click on the 'skills' tab and you will see that the little stars beside the skills 'Insight' and 'Religion' have turned yellow. This indicates that your character is proficient in those skills and you will note that the bonus in the 'Total' column reflects this. You can click on the little star next to any of the skills to make the character proficient in that skill; if you click again you can double the proficiency, again for half proficiency and again for not proficient. Each time you click the bonus to the skill will change to reflect the level of proficiency.

Add Class

We are now, finally, ready to get our class into the sheet; back in the library, click on classes and drag 'Cleric' into the 'Class & Level' section on the Main tab of the character sheet. You will get a pop up asking you to select two skills. We already got 'Insight' and 'Religion' from our background so let's select 'History' and 'Medicine'. Click on the tick and another selection box will appear. This time select 'Life Domain' and click the tick to finish. As before many changes have automatically been made. We now have hit points, more class

features, some proficiencies and languages. Also note that the stars next to WIS and CHA saving throws have lit up showing that we have proficiency with saving throws involving those abilities.

Get Equipment

Let's now switch our attention to our character's equipment; click on the Inventory tab and note that Fantasy Grounds has filled in the boxes for maximum weight and Lift,Push,Pull based on our character's strength ability. Go back to your library window and find 'Equipment' on the index page and click it. This brings up a sub menu; go ahead and click 'Weapon' to bring up the weapon table. Scroll down until you find 'Warhammer' and drag the icon beside it into the inventory tab. While we are here give the character a light crossbow; drag it across just like you did the Warhammer.

Close the weapons window and go back to equipment and open up 'Armor'. Our Cleric can use Heavy Armour and shields so let's give him some Chain Mail and a shield; find those in the Armor table and drag them across. Now, close the Armor table and open up 'Adventuring Gear'. Find and drag across 'Crossbow bolts(20)', 'Amulet'(under Holy Symbol) and an 'Explorer's pack'.

Whilst you were doing all this you may have noticed that the weight of all this gear has been accumulated for you in the box marked 'current' in the encumbrance section. To the right of the 'WT' column you'll see a line of icons. If you click on these symbols it will cycle through three options 'equipped', 'carried' and 'not carried'. If an item is 'not carried' then it will not be added to the character's encumbrance. If an item of armor or a shield is noted as being 'equipped' then those items will be used in the Armor Class calculation. More information on this below. You can also click any of the icons to the extreme right of any item in the list to get more information about them and finally if you flip over to the 'Actions' tab you'll find that Fantasy Grounds has added the weapons to the weapons list along with their attack and damage rolls.

Hit points, Armor Class and Experience
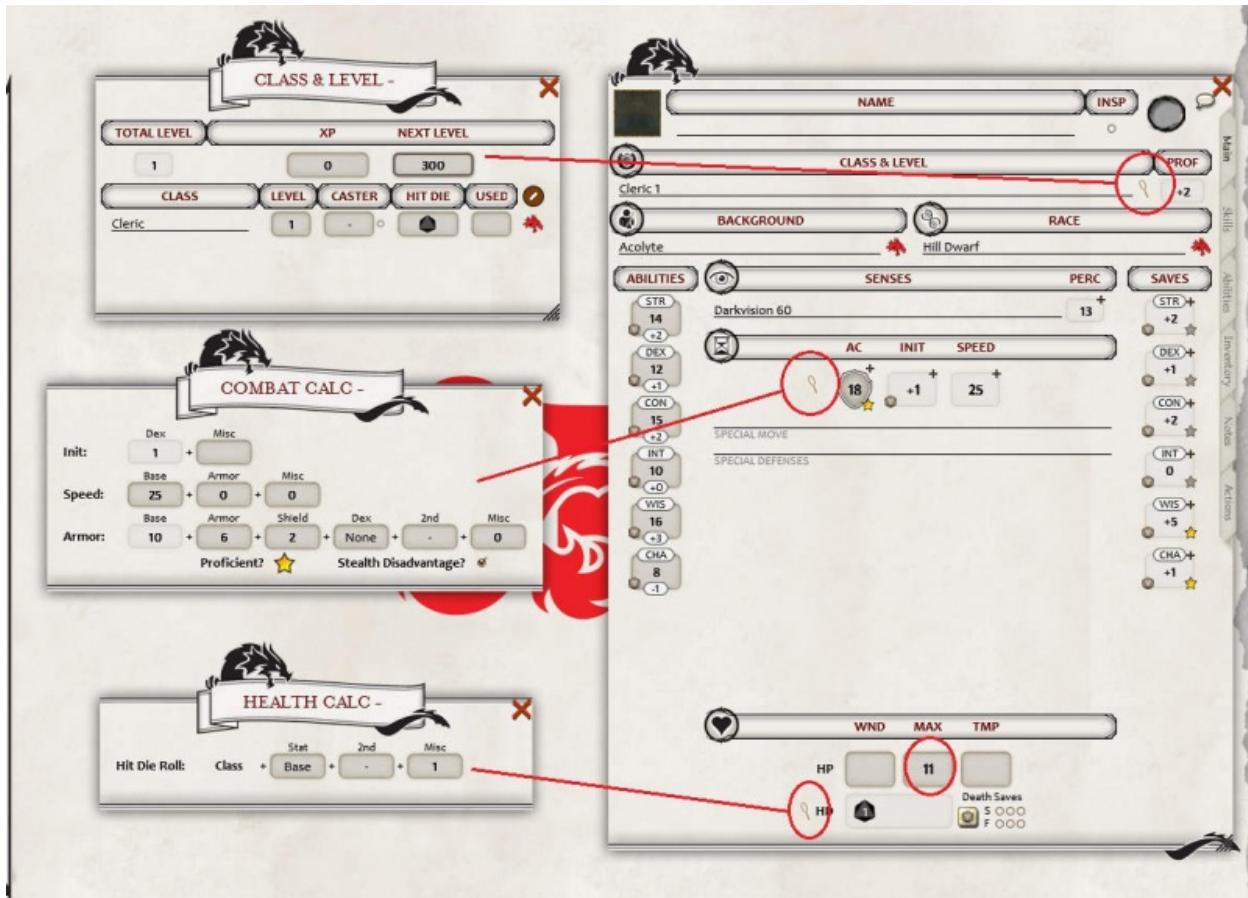
It is time now to revisit the main tab and sort out one or two things.

At the far end of the line where it says 'Cleric 1' you will see a small symbol, a magnifying glass. You'll see that there are several of them scattered around the character sheet. This symbol indicates that there is a dialog box into which you can input or edit information, so go ahead and click on this one now. The only thing we want to do here at this time is click on the box under 'next level' and type in 300, being the XP required to advance to level 2. Don't change anything else and close the dialog.

In the middle of the sheet you will find another little magnifying glass right next to AC; go ahead and click it to open up the Combat Calculation dialog. We are interested in the row of boxes at the bottom prefaced by 'Armor'. If you have followed this guide you should see that the character should have an Armor Class of 18. This is automatically calculated from the items equipped by the character; in this case chain mail (AC 16) and a shield (AC +2). The calculation also takes account of any Dexterity bonus (or restriction to that bonus) based on the type of armor - in this case none. Note also that the 'Stealth Disadvantage' check box has been ticked because we have heavy armor equipped. Any stealth checks we make will now be at disadvantage..

Whilst you have this dialog open, make sure the star next to 'Proficient?' is yellow (it should be since that is the default). This is telling Fantasy Grounds that we are proficient with the armor we are wearing and so don't suffer any penalties. If the star isn't yellow for some reason click it until it is. Go ahead now and close the dialog and note that your AC is now showing 18.

At the very bottom of the screen you will find another magnifying glass next to 'HD'; click it to open the health calculation dialog. The health calculation is only made when a character uses hit dice to recover hit points during a short rest. There's nothing we need to do here so you can just close the dialog down again.
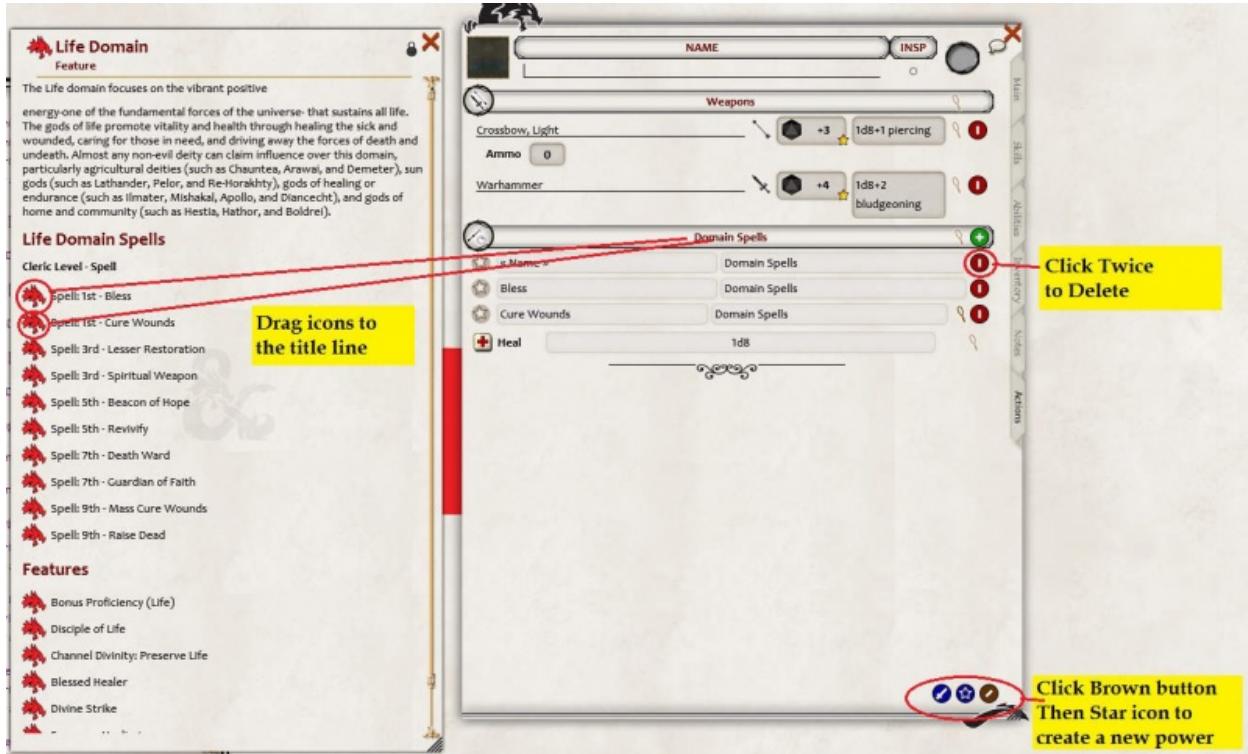
Domain Spells
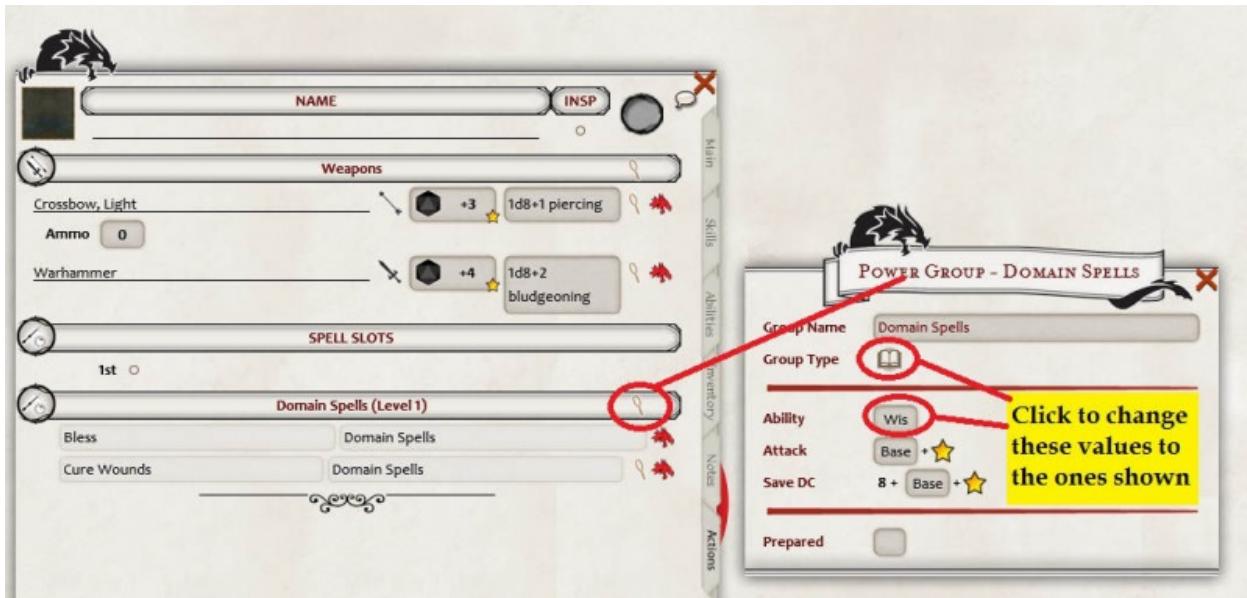
Our Cleric can cast spells so our next step is to add some spells to the Actions tab of our character sheet. Clerics have two sources of spells; the first comes from their Domain and the rest come from the plain fact that they are a Cleric. Domain spells are always prepared and don't count towards the number that the cleric can prepare in any one day. For this and other reasons we want to separate out the Domain Spells on the Actions tab. First thing is to open the 'Abilities' tab and then click the icon next to 'Life Domain' under 'Features'. This page has a list of Spells and Features which the Cleric receives because they chose the Life Domain. Leave this page open and switch over to the 'Actions' tab.

Down at the bottom right of the Actions page you will see a small brownish dot with a white line through it. This is an edit list button and you will find them all over the place. Click on this one now and you will see two new buttons have appeared. The sword icon is used to create new weapons (we'll come to this later), but the one we want is the star button which creates a new power. Click on it and you will see a new line has appeared

headed 'Powers' and underneath it a box with <<name>> and another blank one beside it. Click on the blank one and type in 'Domain Spells' and press the TAB key. This has changed the title of the power to 'Domain Spells' and we can now drag the two first level Domain spells *Bless* and *Cure Wounds* from the Life Domain page. It is important that you drag the two spells onto the bar which says 'Domain Spells'. You will see as you drag the spells that each of them creates a new line with the name of the spell on the left and the name of the power on the right. We don't need the line with <<name>> in it any longer so click the little red circle with the white line through it twice to delete it.

Next we want to organize our 'Domain Spells' power so that Fantasy Grounds can automate the casting of these spells using the correct attack rolls and saving throws. To do this click on the magnifying glass at the end of the 'Domain Spells' heading. In the dialog which opens up you will see a little sword icon next to 'Group type'. Click the sword and it will change into a book. Below that click the box next to 'Ability' until it reads 'Wis'. The 'Attack' and 'Save DC' boxes should read 'Base' - leave them as they are. Now close the dialog.

Effects
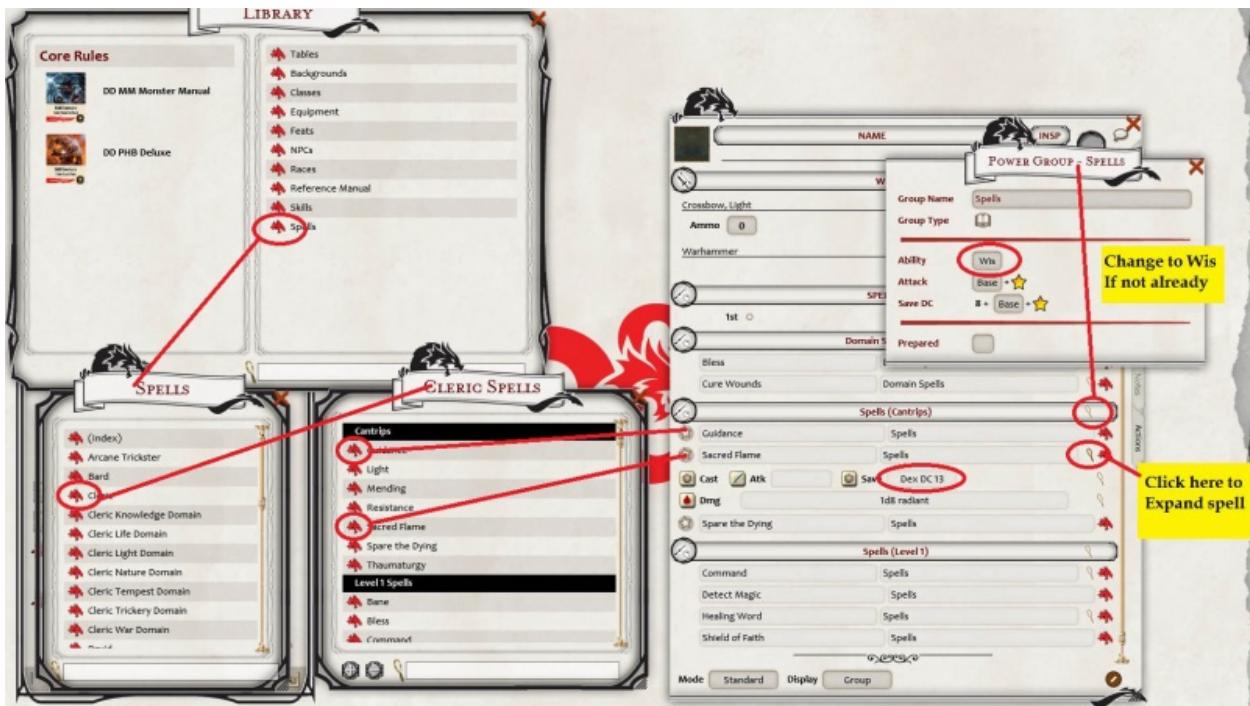
You may have noticed that when you dragged the *Cure Wounds* spell onto the sheet that a small button with a red cross on it appeared next to a line which said 'Heal' 1d8. You might also have noticed that when you subsequently altered the 'Ability' in the dialog that the text changed to 1d8+3. If you read the *Cure Wounds* spell you will find that when you cast this spell on a character they recover wounds equal to 1d8 + your spellcasting modifier. What Fantasy Grounds has done is cleverly 'read' the spell when it was dragged into the character sheet and tried to interpret what it found and translate that into a form that the program can use to automate the casting of the spell. Our Cleric can now click the red cross and whoever is the target of his spell will be cured of 1d8+3 wounds. This is called an effect and effects are one of the most powerful features of Fantasy Grounds.

Effects used to automate much of the actions your character can take in combat. See the [5E Effects](#) article for more information. In almost every case when you drag a spell onto the actions tab the effect will be created for you. Not every spell however will require an effect since Fantasy Grounds can't automate absolutely everything and in any case many spells are 'Theatre of the Mind' type spells and an effect is therefore inappropriate.

Get more spells

We can now sort out the rest of our Cleric's spells. We need to give her 3 cantrips and she can prepare 4 1st level spells. To access our spell list open up the library and then click on 'spells' in the right hand side, then click on 'Cleric' from the list that appears. Another list appears showing all the Cleric spells available. Drag the following cantrips into the Actions tab *Guidance*, *Sacred Flame* and *Spare the Dying*. From the first level spell list drag in the following *Command*, *Detect Magic*, *Healing Word* and *Shield of Faith*.
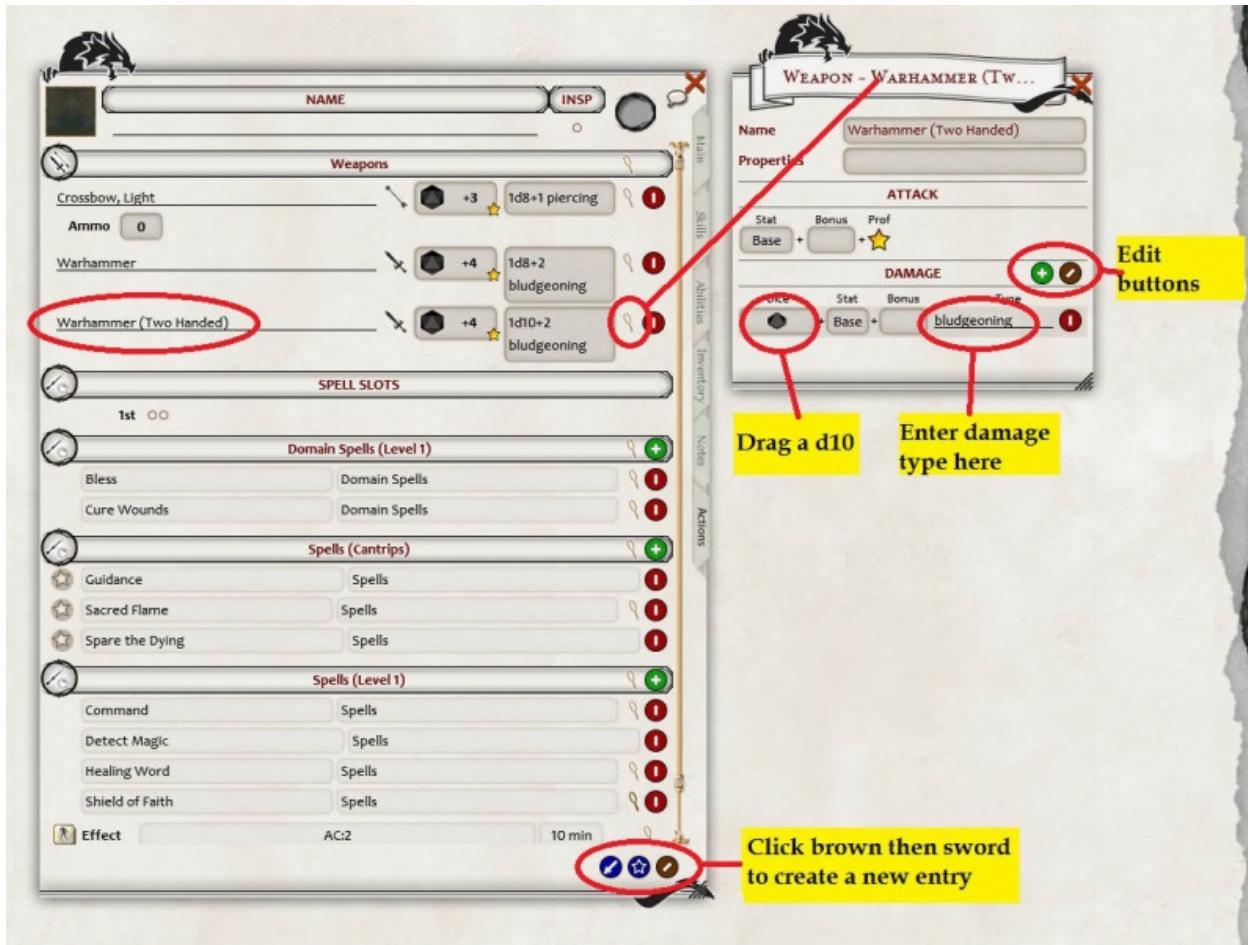
As you are doing this you will see that Fantasy Grounds automatically organizes the spells into their own categories. You will also notice that quite a few of the spells create effects when dragged into the sheet. If you look at the Sacred Flame spell you will see that two effects have been created, the first which will force the target to make a saving throw and the second to do damage. Make sure that the 'Save' is shown as DEX DC 13 in the box. If it isn't click on the magnifying glass at the right hand side of the Spells (Cantrip) row and Click on the 'Ability' box until it says 'Wis'.

Add a new Weapon

If you look at the top of the 'Actions' tab you'll see the character's weapons. When we dragged these into the inventory Fantasy Grounds automatically calculated the attack rolls and damage rolls for these weapons. It recognized the weapon's type (melee or ranged) and correctly used DEX for the attack modifier for the Crossbow and STR for the warhammer. The latter weapon is a 'versatile' weapon which means that it can be used either as a one handed or a two handed weapon. At the moment only the one handed version has been entered, but since using it in two hands does more damage our Cleric might want to use it like that. So let's add in that option.

Click the little brown button at the very bottom of the sheet and this time click on the sword icon. This creates a new weapon under 'Weapons' at the top of the screen. Click on the line and type in 'Warhammer (two handed)' and press tab. Now click on the little magnifying glass at the end of the row to bring up the weapon dialog box. Click on the brown button on the 'DAMAGE' line and then on the green button which appears. Drag a 10 sided dice into the 'Dice' box and in the 'type' box type 'bludgeoning'. Close the dialog and click the brown button at the bottom of the screen to finish editing.

Edit buttons

Drag a d10

Enter damage type here

Click brown then sword to create a new entry
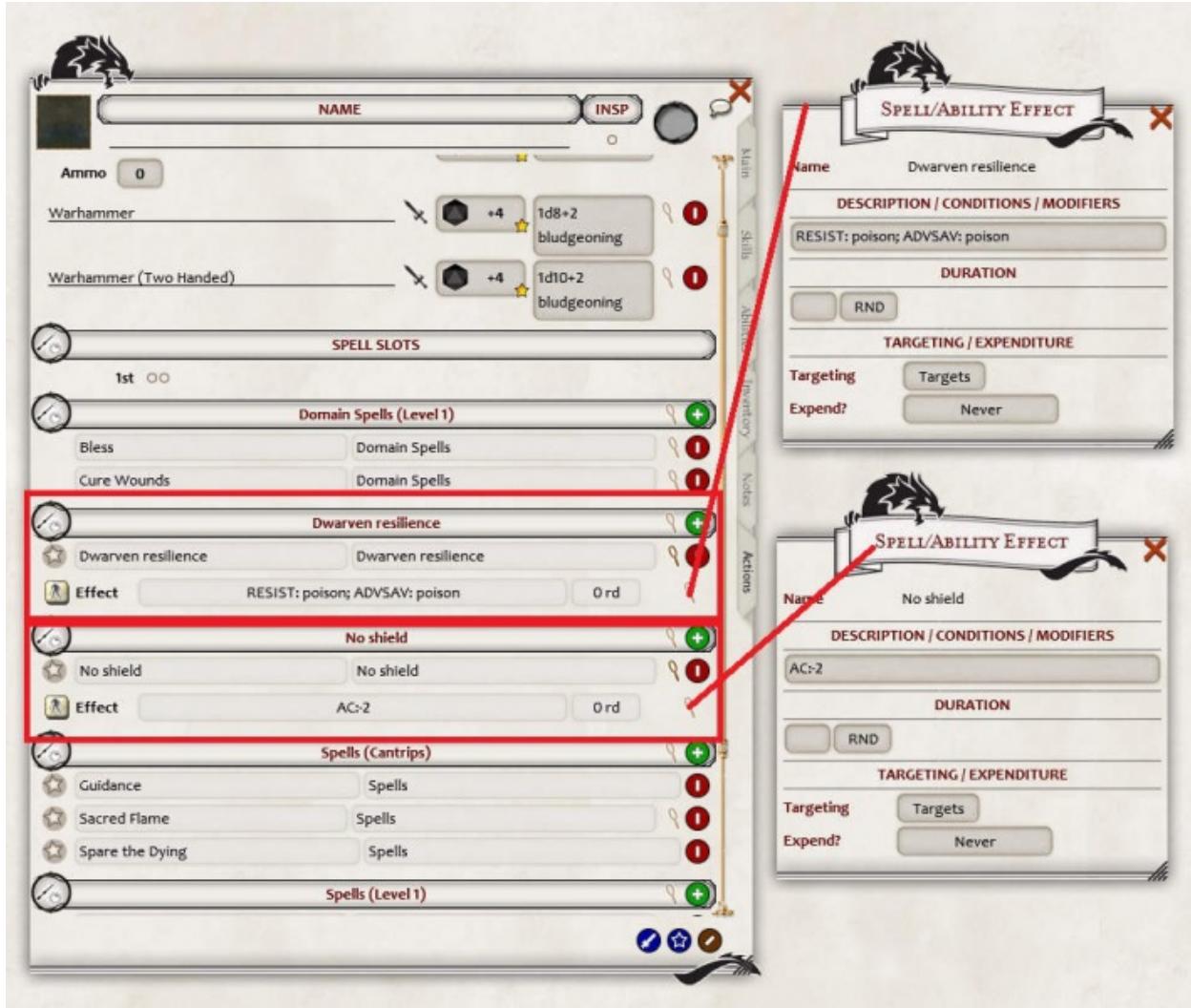
Creating Effects

If our Cleric does use her warhammer two handed then whilst she is doing so she won't have the benefit of her shield. We therefore need to recognize this somehow. There are a number of ways to do this but let's create an effect to handle the situation. On the Actions tab click the brown button and then the star to create a new power. In both the <<name>> box and the one next to it type in 'No shield' and press tab. Now right click on the 'No shield' line you just created and select 'Add Action' and then 'Add Effect'. Click the magnifying glass to bring up the dialog and type in AC:-2 into the modifier box. In the box next to 'Targeting' click the word 'Targets' until it changes to 'Self' and leave everything else as it is. Now close the dialog. When our Cleric is using her weapon two handed she can click on the little running man icon next to this effect and until it is removed she'll suffer a -2 penalty to AC. **Note** that this doesn't change the AC in the character sheet but Fantasy Grounds takes account of the -2 when checking to see if an attack roll hits.

One of the abilities granted by our race is Dwarven resilience. This gives us an advantage when we save against poison attacks and resistance to poison damage. We can create an effect to handle the poison resistance. Once again click on the brown button and the then star icon to add a new power. Call this one Dwarven resilience (both boxes). Right click on the new line created, then 'Add Action' then 'Add Effect' and then click the magnifying glass to open the dialog. In the box type RESIST: poison;. Change the 'Targeting' to 'Self'. Leave everything else as it is and close the dialog. Now when the character clicks on the running man icon the effect will be placed on them and Fantasy Grounds will automatically handle the resistance to poison damage. Note that, despite what is shown in the graphic, we can't set up an effect to give us advantage for a

poison saving throw. This is largely because there is no such thing as a save vs poison per se in the 5e ruleset. The saving throw would be a constitution save (in this case) and we can't set up an effect to deal with a saving throw which would give advantage against a specific type of damage.

Finish off Abilities

Let's go to the Abilities tab now and finish off anything we need to do here. Under traits we can see that we have Dwarven Combat Training and under traits we have a Bonus proficiency (Heavy Armor). We can just leave these as they are but if you want to you can edit the proficiencies on the Abilities tab to reflect this. Click on the 'Armor' line and edit out 'Light Armor, medium armor, shields' and replace it with 'All, shields'. Below on the Weapons line, add in 'battleaxe, handaxe, light hammer and warhammer'. These are purely cosmetic changes.

Down at the bottom you can see that we have to choose a couple of languages. Edit out 'Two of your choice' and add in two more languages each on a separate line; let's say Orcish and Giant.
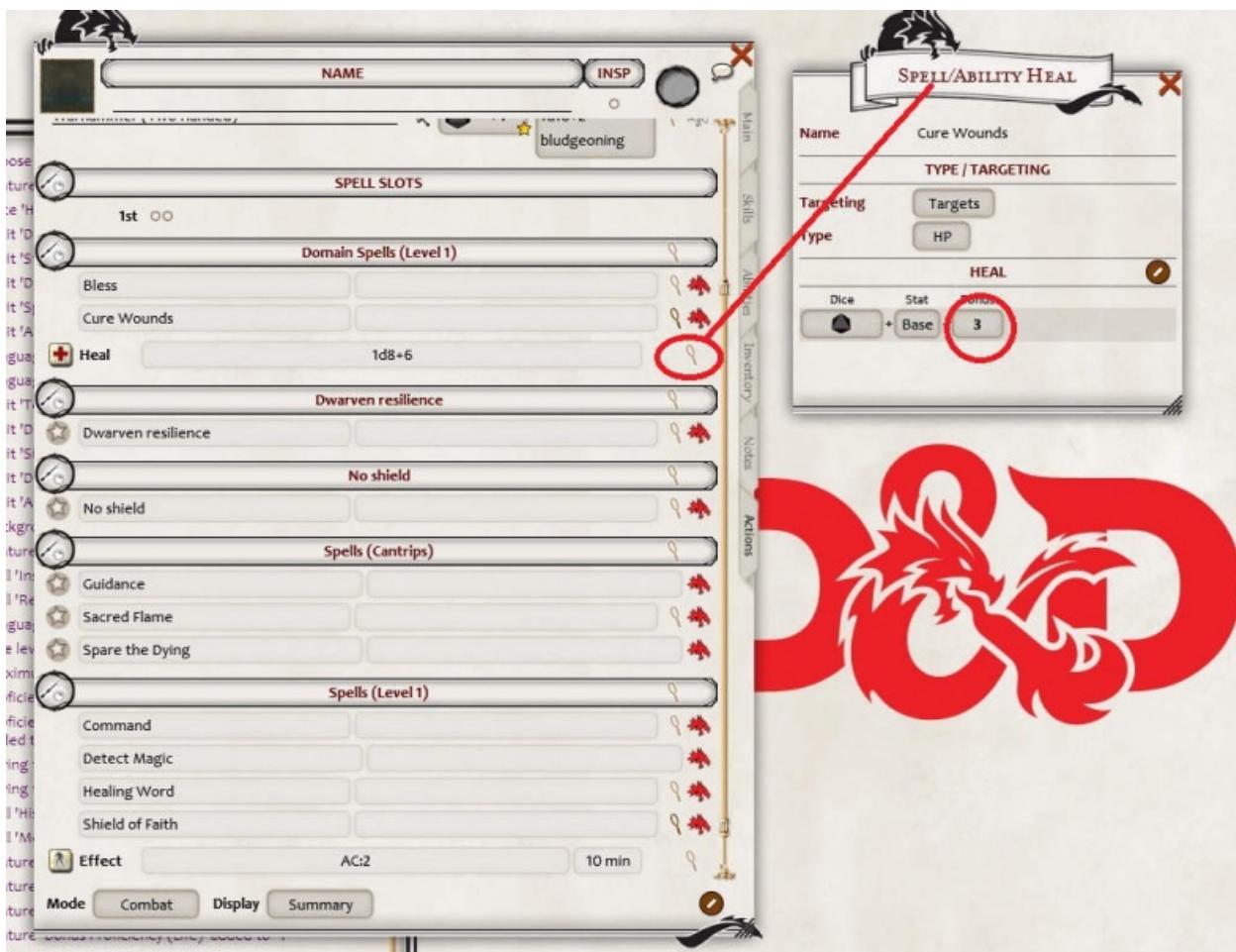
Next up let's look at tool proficiency. Our Cleric can choose to be proficient in any of the tools mentioned, so let's go ahead and assume we pick 'Smith's tools'. Go ahead and add 'Smith's Tools' at the end of 'Tool proficiency'. The text tells us we can add our proficiency to any checks made whilst using these tools. If you

open the skills tab you'll note that there isn't a skill for Smith's Tools (or indeed any tool). This is largely because tools aren't tied to a particular ability. However for the sake of this tutorial let's create one. You'll see our old friend the brownish button at the bottom of the Skills page, click it and you'll see a green cross has appeared up at the top of the sheet. Click it to add a new line and in the 'Name' column type in 'Smith's Tools'. Let's say we will use DEX as the ability so click the 'STAT' box until DEX appears, then click the star to the left of the skill to make our Cleric proficient in the skill. Click the brown button to finish editing.

The final ability which we need to deal with is 'Disciple of Life'. This adds a bonus to any healing spells we cast, so we need to edit any healing spells to take this into account. Back on the 'Actions' tab we see we have two healing spells *Cure wounds* and *Healing Word*. Next to the *Cure wounds* spell click the magnifying glass to open the effect line (you don't need to do this if you can already see the effect line), and then click the magnifying glass beside the Heal to open up the dialog. We get a bonus of 2 + the spells level and since *Cure*
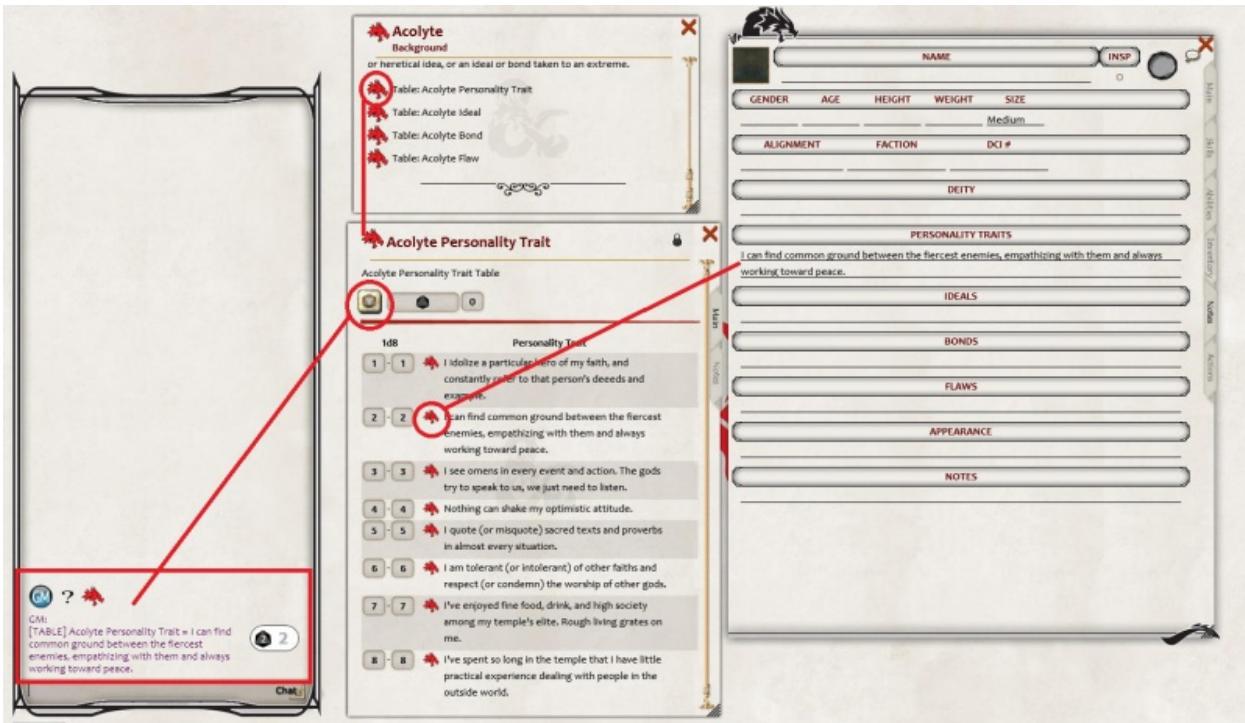
wounds is a level one spell the total is 3. Click on the 'Bonus' box and type in 3. Close the dialog and do the same for *Healing Word*.

Notes

Open the notes sheet and you will find a number of editable fields. I'll leave you to fill in Gender, Age, Height, Weight, Alignment and Faction. All of these can be edited by clicking on the line and typing in whatever you want. Note that your size has been automatically entered when you dragged in your race.

For personality Traits, Ideals, Bonds and Flaws you can just type in whatever you want here too but you can also use the information in your 'background'. Click on the main page and then click on the little icon next to 'Acolyte' to open your background sheet. If you scroll down you'll see several tables linked at the bottom of the sheet. Click on 'Acolyte Personality Trait' and a table will pop up. Click the dice icon at the top of the table and look in the chat window for the result. Now drag the little icon against the number you rolled into the personality trait part of the notes. You can go ahead and do the same for the Ideal, Bonds and Flaws.
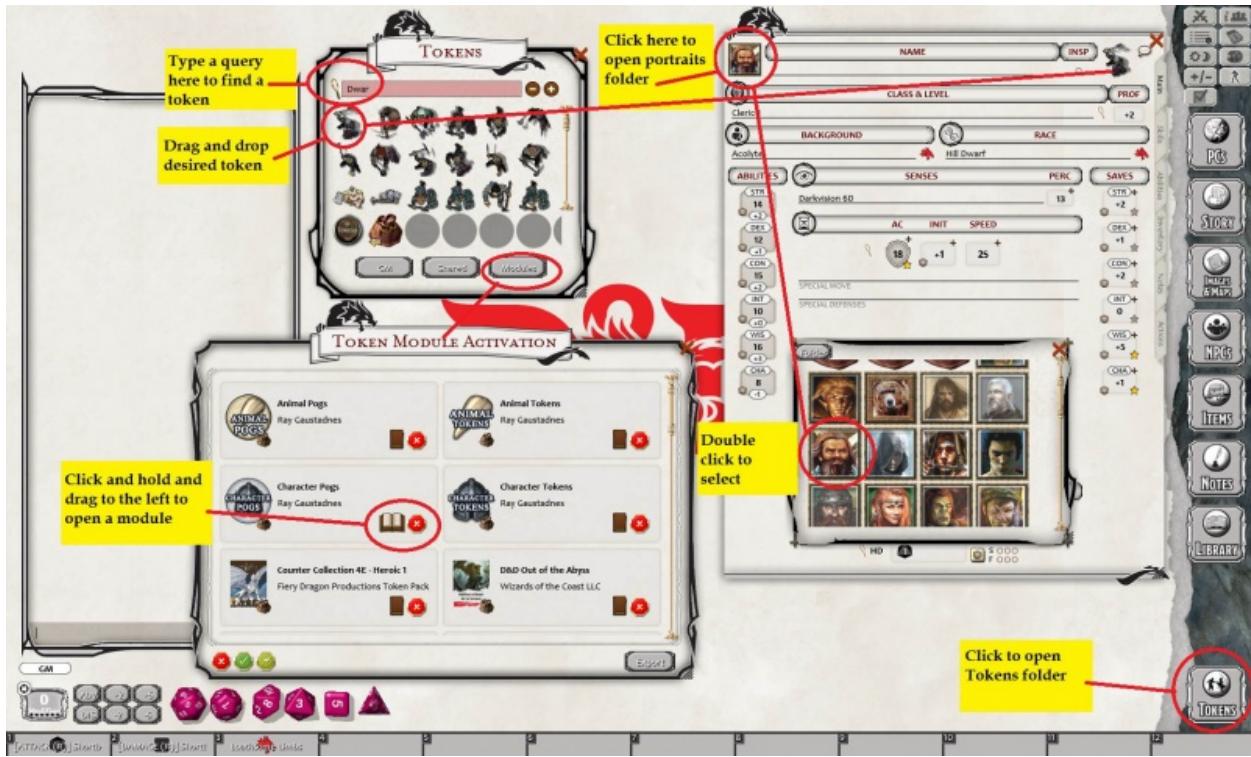
Finishing Touches

Go back to the main tab now and click on the line below 'NAME' and give your character a name. Now click on the box on the top left of the page. This will open up the portraits folder and what you have in here will depend very much on what products you have. Double click any of the brown bags you see to open it up and then double click on the portrait you want.

NOTE: Click the folder button in the portrait selection window to add new portrait files for consideration. Close and reopen portrait selection window to see the new options. Portraits larger than 70x70 are not needed, and may increase portrait upload/download times.

Note that the portrait also appears on the top right of the sheet too. You **may** be able to change this by clicking on the 'Tokens' button in the bottom right of your screen. Again what appears here will depend on what products you own. If there is nothing there then click the 'Modules' button on the dialog and find any token modules in the new window. Open them by dragging the little book icon to the left. When you close this window any token bags will then appear in the tokens window. Type in 'Dwarf' or Cleric' in the search bar to see what comes up and once you find one you like drag it onto the top right of the sheet and drop it over the portrait that is there.
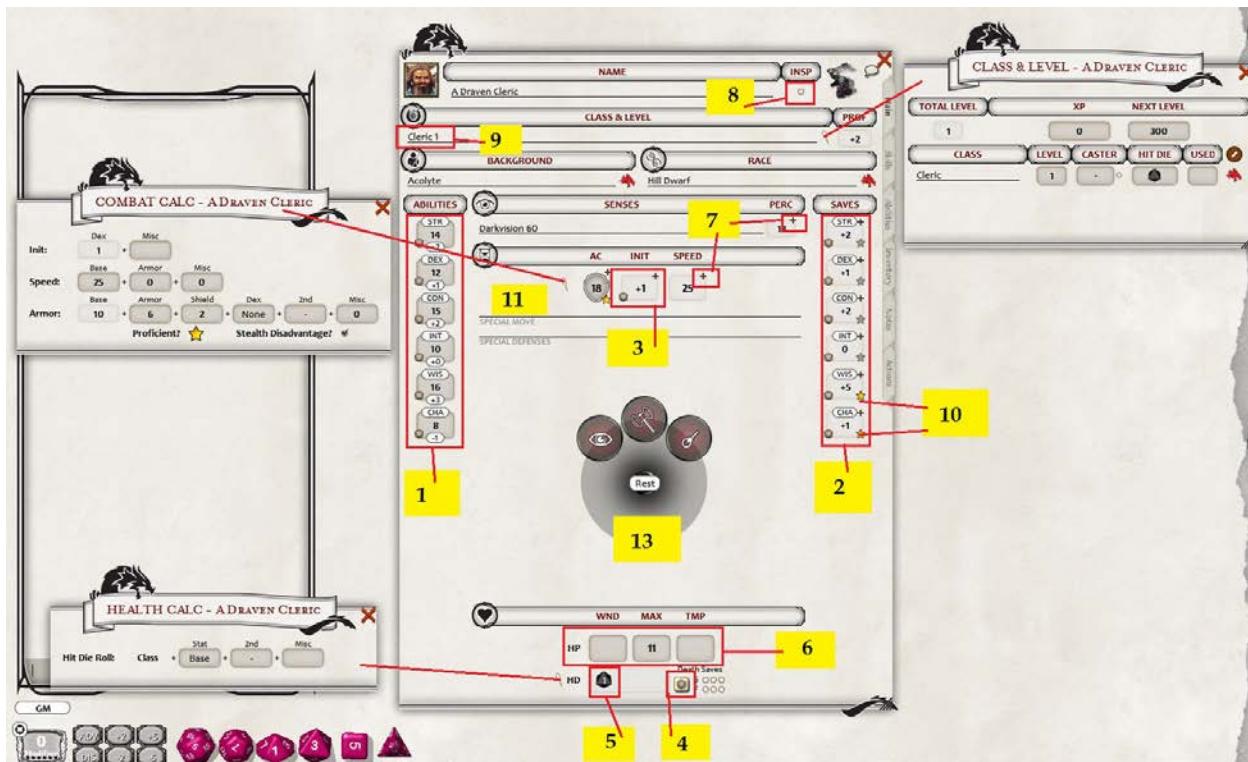
NOTE: The tokens available to players is controlled by the GM. By default, when a GM adds your character to the combat tracker, a token will be created automatically based on your portrait. (if any)

Using the Character Sheet

Now that we have seen how to create a character we need to know how to use the sheet within Fantasy Grounds in a real game of Dungeons & Dragons. We'll go through each of the tabs and pick out the pertinent information.

Main Tab

1. Make an ability check by double clicking over any of your ability scores. You can also click and drag from the score and drop the dice into the chat window to make a roll. In fact any box you see with a small dice in the bottom left hand corner indicates a roll-able dice.

2. Make a saving throw by double clicking or drag and dropping any of your saving throw scores.

3. Make initiative rolls by double clicking or drag and dropping the box under 'INIT' in the middle of the sheet.

4. Make a death saving throw by clicking or drag/dropping the dice icon down at the very bottom of the sheet. Note that if the DM has selected the option for automatic death saving throws these will be done automatically when your turn comes around on the Combat Tracker.

5. Expend a Hit Dice to heal by double clicking on the dice icon next to HD at the bottom of the sheet. If you are wounded you will heal whatever number you roll plus your constitution bonus. The number on the dice shows how many HD you have left; if you use your last one the dice will disappear from the box and you will no longer be able to roll.

6. Check your wounds, maximum hit points and temporary hit points by looking at the boxes at the bottom of the screen. All of these boxes are editable.

7. Wherever you see a little '+' at the top right of any box - such as initiative, perception, saving throws - you can give your character a temporary bonus or penalty to the score. To do this hover your mouse over the box until you see a hand icon. Then, whilst holding down the CTRL key, move the middle mouse button up or down. A small bubble will appear with a number in it. Any rolls you make will now include that bonus or penalty. This can be removed by repeating the procedure until the bubble goes away.

8. Record the fact that you have been given inspiration by the DM by clicking the little circle below 'INSP' on the top right of the sheet. **Note** Fantasy Grounds does nothing with this; it is there simply as a visual reminder. Once you've used it, manually uncheck the box. This check box appears on all of the other tabs as well and can be edited from any of them. Another thing to note is that when your character has inspiration a yellow star will appear over their portrait in the top left of the screen as a visual reminder that you have inspiration.

9. On level up drag whatever class you want to level up in into the 'Class and Level' line of the character sheet. Multi-classing is fully supported. Whenever you level up Fantasy Grounds will do the following:

   - Add in any new class features, or traits into the Abilities tab.

   - Increase proficiency value should this be appropriate e.g from level 4 --> 5. This will automatically change all skills and any other values such as attack rolls which are reliant on proficiency

   - Increase hit points by the average value for the class plus CON modifier. e.g. A Cleric with CON of 15 would gain 7 (5+2) additional hit points per level. **Note:** Players are not restricted to accepting this, they can manually adjust the hit points on level up however way they want simply by editing the max hit points.

   - For spell-casting classes the number of available spell slots shown in the Actions tab will update to reflect the change.

   - A list of changes that have been made or added to the character sheet will show in the chat window

10. By clicking on the little star icon at the bottom right of any SAVES box a character can be made proficient in any saving throw. Fantasy Grounds automatically makes the relevant saves for each class proficient when the class is dragged into the sheet.

11. In the center of the sheet are two editable lines where the character can record Special Moves and Special Defenses. The character could record such things as Flying Speed (Draconic Ancestry Sorcerers) here. The information here is only for information purposes.

12. There are three additional dialogs which can be accessed from this sheet by clicking on the little magnifying glasses beside Level, AC and HD.

   Level

   The XP box shows the current XP and will automatically accumulate from information added to the party sheet by the DM. The 'next level' box is used to enter the XP required for the next level. **Note** Fantasy Grounds does not use these numbers in any way, they are purely informational. The second part of the dialog can be used to manually enter a new class and level or edit an existing one.

   AC

   This opens the Combat calculation dialog and can be used to edit initiative, speed and Armor. In the case of armor the '2nd' box would be used for cases such as the Monk's unarmored defense ability. Click through the options until the correct Ability shows.

   HD

The health calculation is only used when a character uses up hit dice to regain health during a short rest. The Stat box defaults to 'base' which means that the CON bonus will be added to the roll. The '2nd' box is used for any instance where a character might get the bonus from a second ability to hit points and the 'Misc' box is a legacy from D&D Next where certain classes could get bonus dice for this roll. Neither of these extras are used in 5e so both these boxes should remain empty.
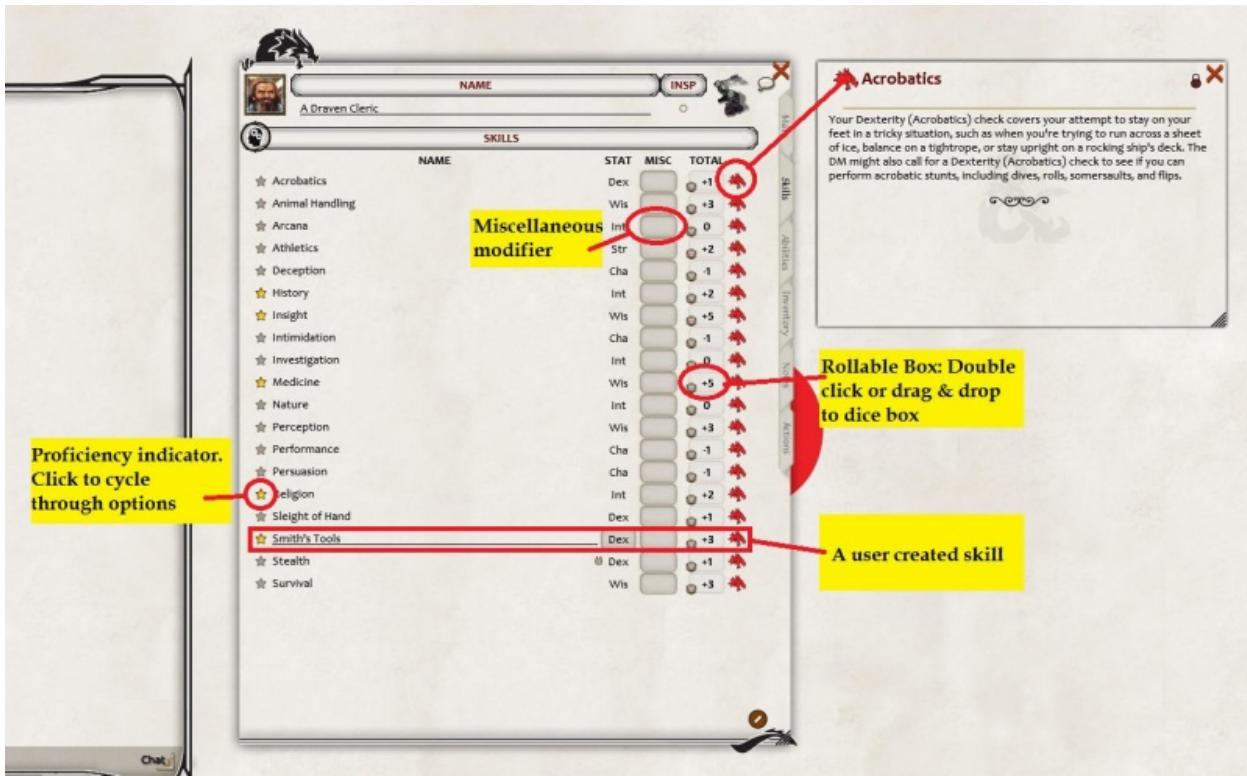
13. Right click on the sheet to bring up a context menu. This will allow you to close or minimize the sheet. **NOTE:** the screenshot shows the DM context menu which also allows for the selection of a long or short rest.

Skills Tab

1. To make a skill check double click the roll-able box or click and drag the dice into the chat box.
2. Skill bonuses are automatically calculated based on ability scores and any proficiencies the character class has.
3. To the left of the skill name is a star which will change state depending on how many times it is clicked. It cycles through proficient, double proficient, half proficient and not proficient. This allows full control over the various proficiencies different classes or characters may have.
4. Miscellaneous bonuses (such as might accrue from a magic item) can be typed into the 'MISC' boxes beside each skill.
5. Click the icon to the extreme right of the skill to bring up details of the skill.
6. Note the little marker beside the Stealth skill which indicates that it is a special skill and if 'Armor disadvantage' has been checked in the AC dialog on the main tab this skill will be rolled with disadvantage.
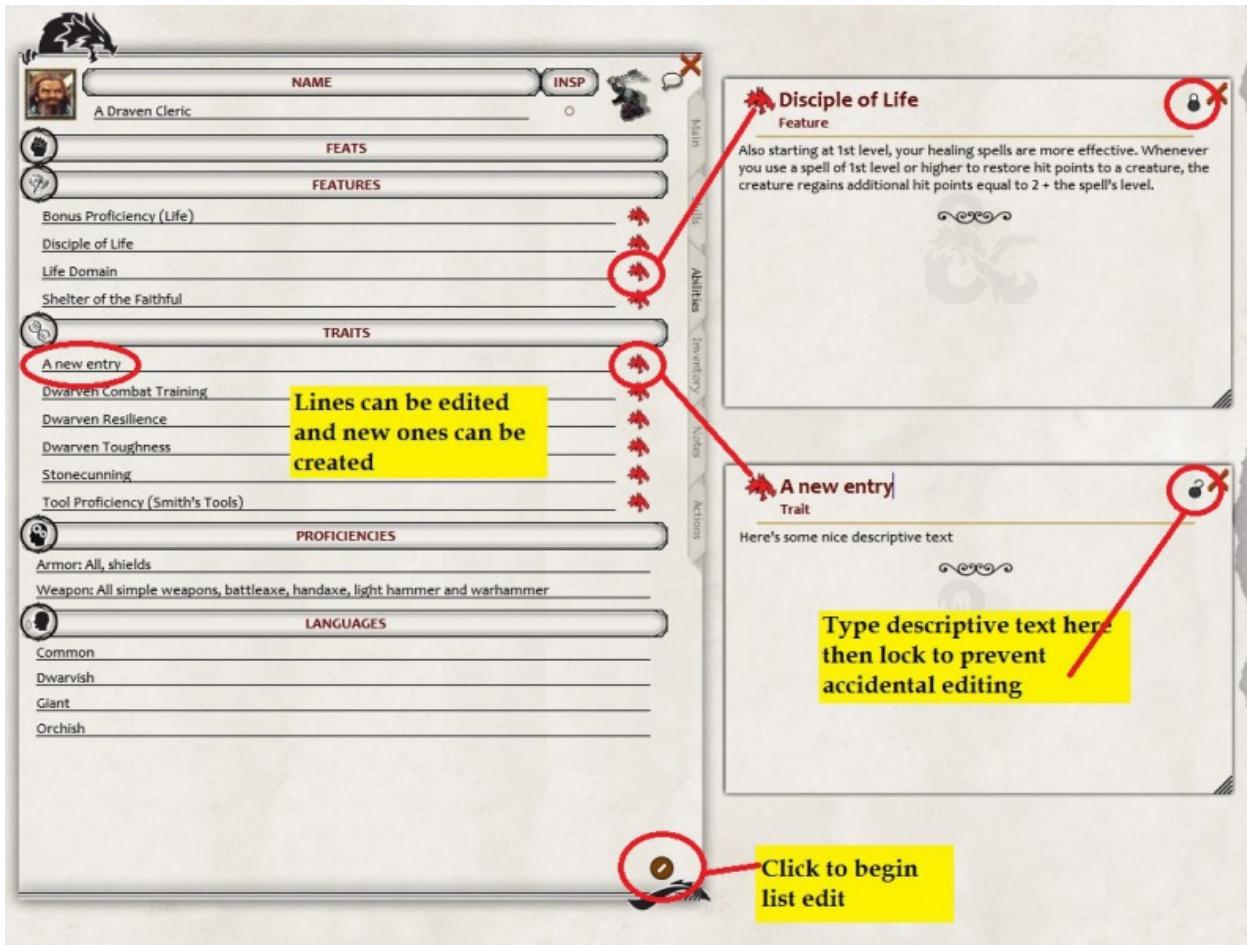
   To create a new skill

   - Right click on the skill list and choose 'Create new item'
   - Type in a name for the skill
   - Click on the 'STAT' box until you get the correct ability on which you want to base the skill
   - Click the little icon on the extreme right and type in a description of the skill and how it should be used.
   - Set the relevant proficiency level by clicking the star as appropriate.

Abilities Tab

1. This tab is divided into several sections and what resides in this area will depend on your class, race, background and level. All of the information in this sheet is for information purposes only (but see languages below).

2. Each line can be clicked upon and fully edited.

3. If there is an icon at the end of the line this can be clicked on to get more information. You can edit this description by clicking the unlock icon at the top right of the page.

4. To create new entries click the brown button at the bottom of the sheet and then on one of the green buttons that appear against the various headings.

5. You can also drag entries for feats, features and traits from any Core class pack directly into this sheet.

6. You can delete entries by right clicking on it and selecting delete, or by clicking the edit button at the bottom of the sheet and then clicking twice on the red button next to the entry you want to delete.

7. Ensure that languages are correctly spelled and entered since as from v3.1.4 Fantasy Grounds use this information to determine whether a character can understand a language being used by the DM. If the character does understand the language then a translation of what is being said will appear in chat. If the character has not set their languages correctly then this will interfere with this process. The DM will be able to guide you on what languages are available and how to enter these on the character sheet.

Inventory Tab

1. Equipment, weapons, armor and tools can all be dragged from their source and dropped into this sheet.

2. The top part of the sheet under equipment is divided into columns:

   - # the number of the particular item carried. This number can be edited. **Note:** Fantasy Grounds doesn't automate usage (since it can't know this), so if the character uses equipment that would be used up (such as a torch) the usage has to be recorded manually.

   - NAME: This is the name of the item and can be edited.

   - LOCATION: This is used to indicate where the item is kept on the character. You can type whatever is appropriate such as Right Hand, Legs, Feet etc. You can also type in the name of a container such as a Backpack and the items will be grouped up in that container.

   - WT: This is the weight of a single copy of the item. **Note** if the character has more than one copy this number does not change but see encumbrance below.

   - Carried/Equipped: This row of icons shows whether the item is carried, equipped or not carried. If the item is armor or a shield then if the icon is set to 'equipped' that item or shield will be used to

calculate the character's Armor Class. If an item is 'not carried' then it is not added to the character's encumbrance total. This is useful for setting up such things such as pack horses. Add a new entry called 'Pack horse' and set the icon to 'not carried'. Now enter 'Pack Horse' into the location for any items that the character uses his pack horse to carry and make sure the 'Carried/Equipped' icon is unchecked. This can also be used for things as a Bag of Holding, Wagon, Mule etc etc

- Icon: Click on this to get further information on the item

3. New items can be created manually:

- Click 'Edit list' and then 'Add Item' to bring up a new line. (If items already exist you can also right click and select 'Create Item').

- Type in a name and give the item a weight.

- Amend the number carried as necessary and if desired type in a location.

- Check or uncheck the encumbrance check box.

- Click on the icon at the right hand side to bring up the New Item Dialog.

  - In the 'type' field enter the type of item desired. You can type anything you want here but to keep things consistent use the headings found in the PHB and/or the DMG; so Magic Item, Treasure, Adventuring Gear, Weapon, Armor etc.

  - If you enter 'Weapon' or 'Armor' into this field more options become available.

  - The subtype field can contain anything you want but again for consistency it is suggested that you stick with the PHB and/or DMG descriptions; so Simple weapon, Light Armor, Wand, Rod, Potion. Gemstone, Artwork etc.

  - For all items enter a cost, weight and a description as desired.

  - For weapons users can also enter a bonus (this will add whatever you put in here to attack and damage rolls), damage e.g 1d6 piercing, and properties. The properties should be consistent with descriptions in the weapons table of the PHB, so finesse, two-handed, light, ammunition, versatile etc.

  - For armor enter an AC bonus, Dex bonus (Full, max 2, max 3 or none), Strength restriction (the minimum STR needed to wear the armour) and in properties enter stealth disadvantage if appropriate.

  - See screen-shot below for examples of created items.

  - **NOTE:** If it is desired that new items be available in another campaign it is better that the DM create these items via the 'items' menu button. See the 5E Item Sheet article for more information.

4. The treasure section reasonably enough records the treasure carried by the character.

5. Each of the boxes will fill up with coins of different values and accumulate from the party sheet when the DM distributes treasure. The player can edit any of the boxes manually as well, when spending gold for example.
6. Players can also enter treasure items below the coin slots simply by typing into the blank line. Pressing return brings up a new line.
7. Encumbrance is calculated at the bottom of the sheet.

- The left hand side records the maximum carry and Lift, Push, Drag maximum weights are. **Note** if the DM is using the variant encumbrance rules then 'Encumbered' and 'Heavy' boxes will also be present.

- The right hand box is the current carried weight based on the items carried.

- This encumbrance is fully calculated so for example if 10 torches each weighing 1lb are carried the weight will be 10lb. This weight changes dynamically whenever an item is added or deleted, the number of a particular item carried changes or the encumbrance box is checked or unchecked against a particular item.

- **Note:** These numbers are there for the players reference only, Fantasy Grounds does not use these numbers automatically to, for example, make a heavily encumbered character roll attack rolls at disadvantage.

These items have been grouped together by making their location Backpack

Click the icon to bring up a description of the item

A horse has been created and items it carries have the encumbrance check box unchecked

A tick means items are added to encumbrance. No tick items not added

Editable line for non coin treasure. Press return for a new line

Coins totals

Encumbrance divisions based on ability scores
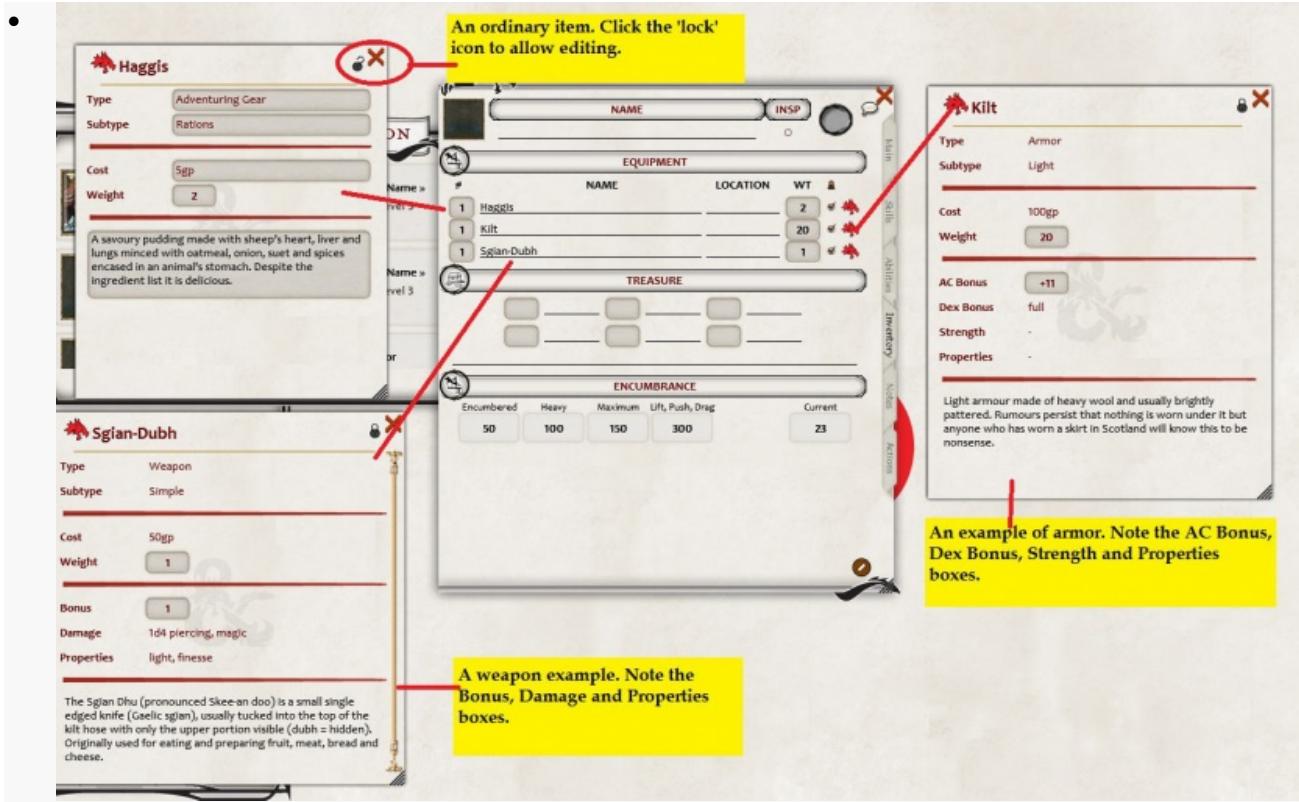
Current weight of all items carried

Action Tab - Inventory Tab

An ordinary item. Click the 'lock' icon to allow editing.

An example of armor. Note the AC Bonus, Dex Bonus, Strength and Properties boxes.

A weapon example. Note the Bonus, Damage and Properties boxes.

Action Tab - Edit Inventory Items

Notes Tab

This is purely informational text for your character. You can drag results from background random tables to the appropriate slots if desired, but the values are purely text. Languages are used by Fantasy Grounds to enable the DM or other players to communicate via the chat box in another language. To ensure that this feature works properly type the languages known each in a separate line and make certain that the spelling is correct and that the language is one which the DM has available. Output in whichever language is chosen via the small language selector at the bottom of the chatbox will in a particular font (chosen by the DM) and will only be translated to those characters that know the language.

Actions Tab

This Actions sheet is where characters will spend the majority of their time during combat. It can be divided up into three distinctive parts, Weapons, Spells and Powers.
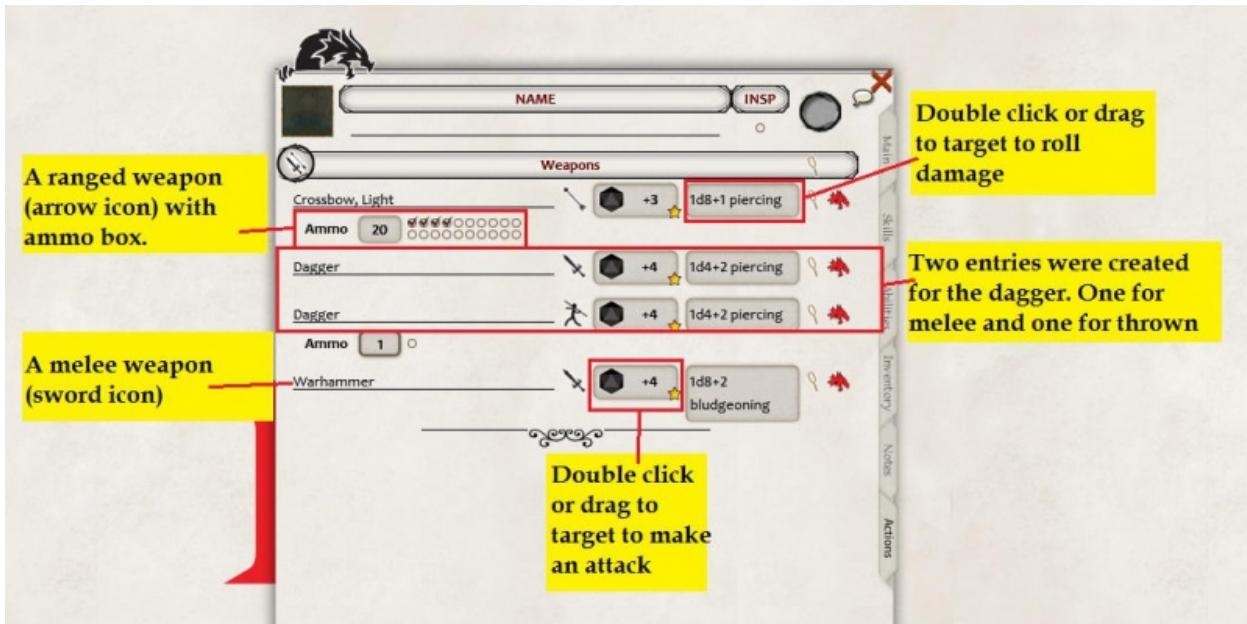
Weapons

1. Weapons appear on this list when:
   - Players drag and drop weapons into the character's inventory.
   - A weapon is dragged and dropped directly into the Actions tab (in which case it is also added into the inventory. If a weapon already exists in the actions tab then no new entry will be created in the actions tab but another instance of the item will be added to the inventory).

- A weapon is manually created by using the list edit function or by right clicking and selecting 'Create Item'. See below for details on how to create a new weapon.

- If a weapon has the 'versatile' property it can be used either one handed or two handed. Fantasy Grounds automatically creates the one handed version only. The two handed version must be created by the player.

- If you click the magnifying glass to the right of the 'WEAPONS' header line you open a dialog where you can edit the crit range of melee and ranged weapons and specify additional dice for melee and ranged weapons on a critical hit. **Note** that this will apply to all weapons of the type selected and not just single weapons which might have such special abilities.

- In 'preparation' mode (see below) an icon to the left of the weapon line shows if the weapon is carried, equipped or unequipped. Only weapons which are noted as equipped will appear here in 'Combat' mode.

2. If a weapon is automatically added by drag/dropping:

- The weapon type will be recognized by Fantasy Grounds and an icon showing melee, ranged or thrown will appear next to the attack roll. If a weapon can be used either in melee or from range (such as a dagger) two entries will appear one for each possibility.

- If the weapon is a ranged weapon (or can be used in that way) an 'Ammo' box will be created below the weapon name. Entering a number into this box will cause that number of check boxes to appear beside it.

- The weapon's attack roll will be computed based on the default ability for the type of attack (STR - melee, DEX - ranged), and will include the character's proficiency bonus.

- The weapon's damage roll will also be computed using the default ability modifier, and will also show the damage type.

- If a weapon has the 'finesse' property Fantasy Grounds will use whichever ability (STR or DEX) has the best bonus to calculate attack and damage rolls.

- If the Dungeon Master's Guide is available and a weapon is dragged from the magic items list into the player's inventory then any magical bonuses to attack and damage rolls will also be correctly computed by Fantasy Grounds.

- Additionally if the weapon has a property such as 'magic' or 'silver' this will be automatically added to the damage line, thus allowing the weapon to overcome immunities or resistances to it's damage type.

- **Note:** Fantasy Grounds defaults all weapons entered in the actions tab by dragging and dropping to proficient. This is indicated by the small yellow star in the bottom right of the attack roll box. Click this to make the character not proficient should this be the case.

3. To make an attack roll:

- For a weapon attack to be effective the character must have been properly placed on the Combat Tracker (the DM will do this) and must have a target selected - See the 5E Combat Tracker article for details of how to do this.

- To make the attack double click on the Attack dice. You can also drag this dice into the dice roller (chat window) or you can drag and drop it directly onto a target either on a map or on the Combat Tracker.

- If you hold down SHIFT whilst making the attack (either by clicking or drag/dropping) you are telling Fantasy Grounds that this is an opportunity attack.

- If the attack uses ammo (such as a bow) then one of the ammo check boxes will be automatically checked off. If the character has no ammo left the attack roll will still be made but a message indicating that the character has run out of ammo will be displayed in the chat box.

- Fantasy Grounds will now calculate your hit roll taking account all relevant bonuses and penalties. It depends on what options the DM has chosen how much information you will see in the chat window about the roll. One way or another you will find out if you hit the target.

4. To make a damage roll:

- As with attack rolls the character must be properly placed on the Combat Tracker and have a target selected.

- Double click the damage box or drag the damage box into the dice roller, or onto a target in the Combat Tracker or a map.

- If you scored a critical hit from your attack roll Fantasy Grounds will automatically roll all the additional dice needed. If, for some reason, you want to roll critical damage manually hold down the SHIFT key as you make the roll or drag/drop the dice.

- Fantasy Grounds will then apply the damage to the target taking account of any resistances or immunities that the target might have.

Creating a weapon

There are any number of reasons why it will be necessary to create a new weapon for a character. Let's look at how we can create a new magical weapon The Sword of Awesome. This magical sword has a +1 bonus to hit and damage, does a critical hit on a 19 or a 20, rerolls 1's or 2's when rolling damage, does 2d6 slashing and 1d8 fire damage.

1. Open the weapon dialog by right clicking in the weapons part of the Actions Tab and selecting 'Create Item'
2. Type in the name of the weapon in the 'Name' box.
3. In the properties box type in **reroll 2, crit range 19**. The properties box would normally contain the information shown in the properties column of the weapons list in the PHB. These two properties **reroll #** and **crit range #** (where # stands for any number) are special properties built into Fantasy Grounds. As you have probably guessed **reroll 2** will reroll one's and two's and **crit range 19** extends the critical range of the weapon.
4. In the 'stat' box click through the options to obtain the ability modifier you want to use for the attack roll. By default a melee weapon such as this uses the strength bonus for attacks. However if, for example, the weapon had the 'finesse' property then you could use dexterity and obviously would do if the character's dexterity bonus was higher than strength. Some character classes can also use abilities other than the default for attack rolls and this is where you would record that. Since this is a melee weapon let's just make it strength. **NOTE**: one other point, one of the options is 'Base' and that just means default. So if the weapon is a melee weapon and your character uses strength for attack rolls then 'Base' will use strength in the calculation.
5. In the bonus box type in '1' since this weapon gets a +1 bonus to hit.
6. The yellow star, which is lit up by default, indicates proficiency with the weapon. Obviously if the character is not proficient with the weapon you should click on the star to ensure the attack roll is correctly computed.
7. Now click the little brown edit button to bring up a little green cross, and click it to add a new line.

8. Click on a d6 and while still holding it right click to add another die so that you have 2. Drag the two dice and drop them onto the small dice box in the line you just created.

9. Again you will see a 'Stat' box and again you can click on this until you get the stat you want for the damage rolls. Again it defaults to base and unless the character uses some ability other than the default one just leave it at base.

10. Type '1' into the bonus box since the weapon gets an extra point of damage for being so awesome.

11. In the damage line we need to type in the damage type. Normally we would just need to type in 'slashing' but this is a magical weapon and we need to tell Fantasy Grounds all about that. So type in 'slashing, magic'. Now when Fantasy Grounds is looking to compute damage it will correctly deal full damage to creatures that have resistance or immunity to damage from non-magical weapons.

12. Now click on the green cross again to add another new damage line.

13. Our weapon does an extra 1d8 fire damage so pick up a d8 and drag it into the dice box of the new line.

14. This time we don't need to alter the 'Stat' box and you will see it's showing nothing. This is correct since we only get to add the ability modifier once, so leave this box as it is.

15. We don't get any bonus to this damage either since again we only get one +1 bonus, so leave the bonus box empty.

16. Now type 'fire' into the damage type.

17. All that remains is to stand back and admire our magnificent new weapon in the actions tab.

18. **NOTE:** If the weapon is to be used as part of a treasure parcel then it should be created as an item by the DM - see the 5E Item Sheet for more information.

This is what the weapon box should look like once it is all filled up.
And here is the entry on our actions tab

Just look at all those dice!

Spells

1. A new line headed 'Spells' is created in the actions tab when a spell-casting class is added to the main tab.
2. If a second spell-casting class is added a new spell casting group will be created for that class.
3. Spells are added to the actions tab by either being created by the user or by dragging and dropping from the source material. The latter method is highly recommended.
4. In the case of multi-classing into more than one spell-casting class it is important that spells are dragged and dropped into the correct group.
5. When dropped into the Actions tab spells will be separated automatically into their correct level, within their group.
6. As far as is necessary, Fantasy Grounds will automatically 'parse' the spell and create one or more effects allowing the attack, damage, healing, saving throws and effects to be applied automatically to

the target. Not every spell has or needs effects - especially those spells which are 'Theatre of the Mind' in nature.

7. A number of possible icons could be present depending on what the spell does. To use any of them make sure that both caster and target is on the Combat Tracker and that a target has been selected. A single click will then cause the action to take place.

8. The possible icons and their function are:
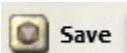
    Cast This 'casts' the spell onto the target. A cast can cause an attack to be made or a saving throw to be forced on the target.
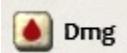
    Atk Ranged +2 This is used to make an attack on the target. The detail after the button tells the user whether the attack is ranged or melee and the bonus or penalty to the attack. **Note:** that this is performed automatically if the 'cast' button is used.
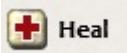
    Save Dex DC 10 (H) This forces a saving throw on the target. The boxed text indicates the type of saving throw to be made and the difficulty of that save. If the target takes only half damage on a successful save then an (H) will appear after the DC. **Note:** this will be performed automatically if the 'cast' button is used.
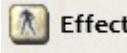
    Dmg This is used to allocate damage to the target. The line following the button shows the number and type of dice which will be thrown, any bonus or penalty that might apply and the damage type.
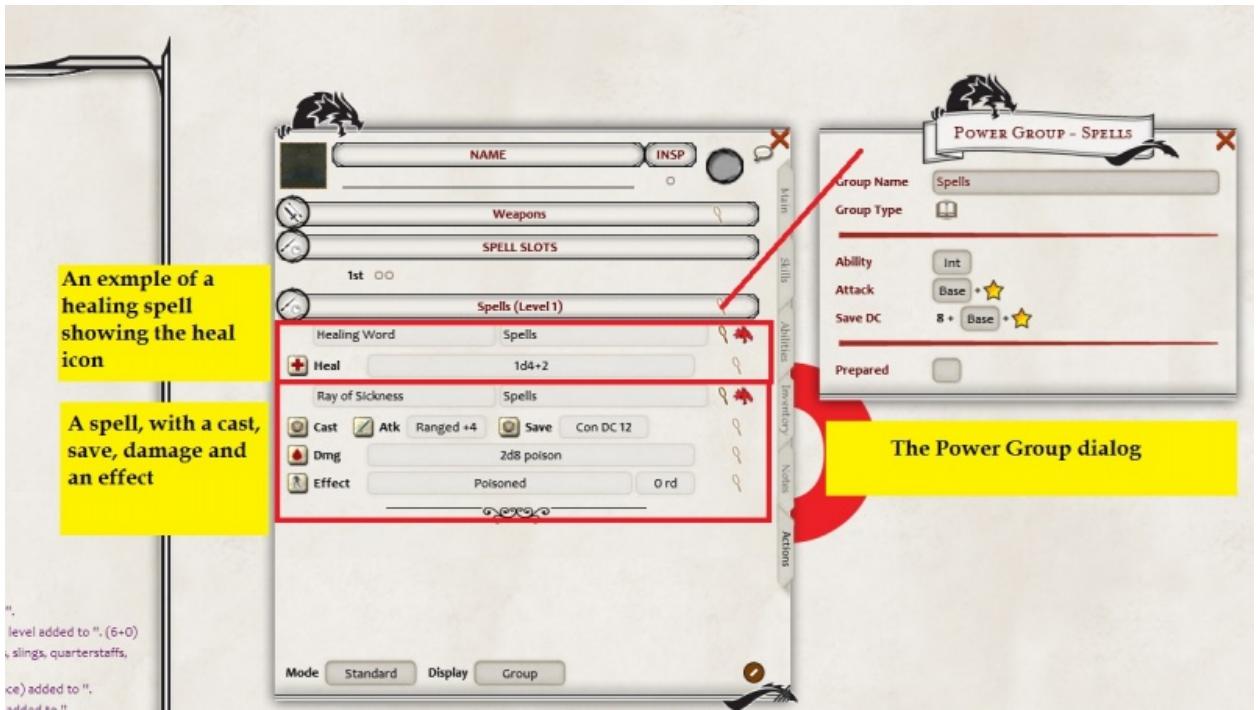
    Heal Using this button will heal the target of wounds. The line following the button details how many and what type of dice are thrown together with any bonus or penalty.

    Effect This applies the effect, shown in the box following the button, to the target.

An exmple of a healing spell showing the heal icon

A spell, with a cast, save, damage and an effect

The Power Group dialog
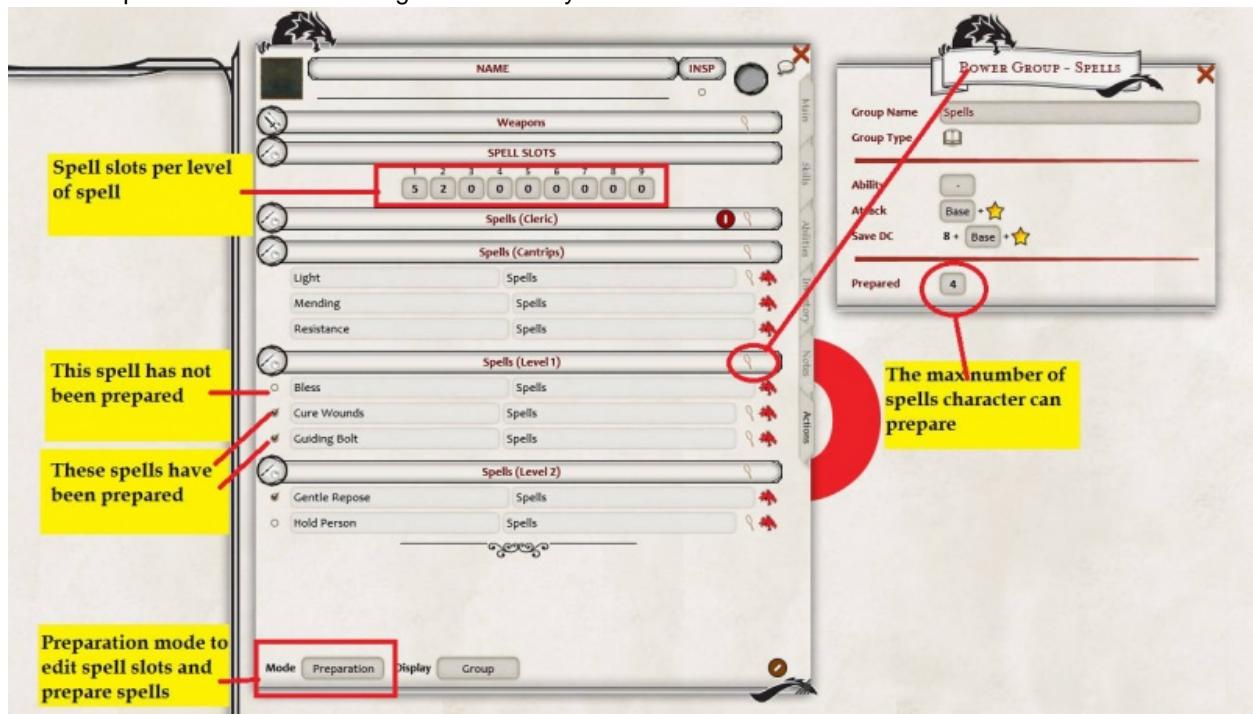
Spell Power Group

1. When the first spell is dragged into the Actions tab it will create a new Spell power group (Spells (Cantrip), Spells (Level 1)) etc.
2. Provided the class has already been dragged into the main tab of the character sheet the correct ability modifier for that class will have been allocated to the group automatically.
3. By clicking on the magnifying glass on any of the header lines the power group dialog can be opened and edited.
4. In the ability box click through the options until the correct ability modifier for the class shows.
5. The 'Attack' box defaults to 'Base' and if the correct ability is shown in the 'Ability' box then this does not need to be altered. However it can be edited to show the exact ability if this is desired.
6. The 'Save DC' box also defaults to 'Base' and can also be left as is, if the Ability option is correct. Again the proficiency star can be unchecked if proficiency is not available and the additional box can be used to record any bonus to the saving throw DC from a magic item.
7. In the final box of the dialog the number of spells that the character can prepare can be noted in the box provided. **NOTE:** Fantasy Grounds does not use this box to limit the number of spells that the character can have either in the character sheet or prepared - see below for more information.

Spell Slots and preparation

1. The number of spell slots that a caster has available are noted as small circles above the spell groups.
2. Fantasy Grounds does not automatically check off spell slots when a spell is cast because the caster has the option of casting some spells in a higher level slot and the program cannot know that. Therefore when the player casts a spell they must check off the appropriate slot manually.
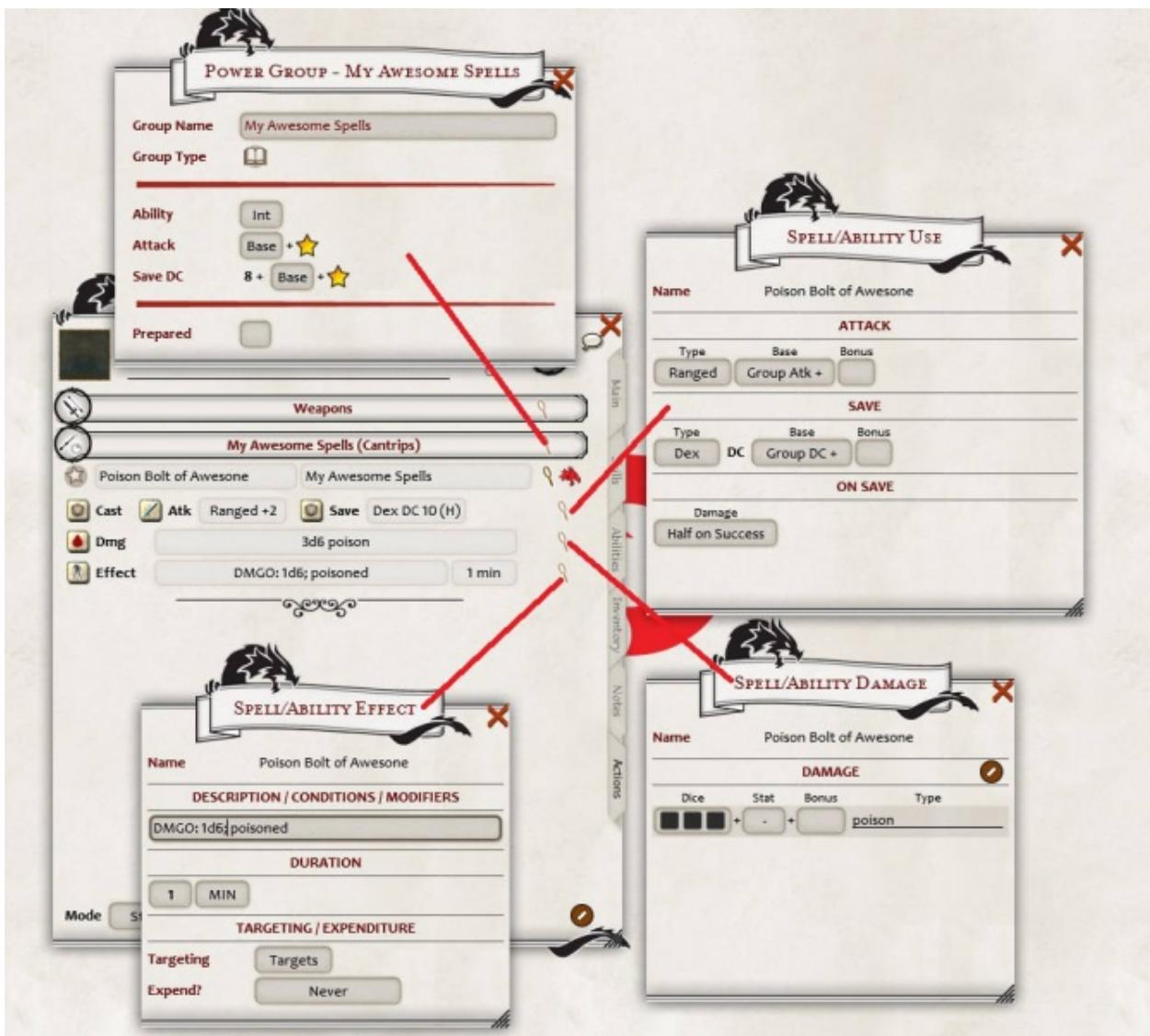
3. When the player takes a long rest all spell slots are recovered. If spell slots are recovered by any other means (such as the Wizard's Arcane Recovery trait) then this must be done manually, again because Fantasy Grounds cannot know what the player's intentions are.
4. If the character is multi-classed then the correct number of spell slots are automatically calculated in accordance with the rules in the Player's Handbook.
5. Players can manually change the number of spell slots by first clicking the 'Mode' box down at the bottom of the page until 'Preparation' appears and then editing the numbers under each spell level.
6. Whilst in preparation mode note that there is a small check-box beside each spell (except Cantrips). By checking these boxes the player can determine which spells she will prepare.
7. When the Mode is now changed to 'Combat' a star symbol will show next to prepared spells.
8. If the player has entered a 'prepared' number in the Spell Power Group then when she uses her last spell slot all spells (except Cantrips) will be removed from the actions tab.
9. **NOTE:** This is the only effect entering a number of prepared spells has; it will not stop a player from preparing more spells that she is allowed to do.
10. If the character is a Warlock (or a multiclass character has some Warlock levels) then instead of (or in addition to) spell slots they will have 'Pact Magic' slots. These operate in the same way as spell slots in terms of usage and recovery.

Create A New Spell

Players have the option to create new spells. To illustrate this let's create a Poison Bolt of Awesome. The spell is a ranged attack spell which causes 3d6 poison damage on a hit. We are going to allow half damage if the target passes a DEX saving throw. Also the target will be poisoned for 1 minute and take ongoing 1d6 damage:

- Click on the edit list button at the bottom of the page. If a spell group of the correct class and level exists click the green button on that group header line to add a new entry or click on the 'Add Power' button.
- Enter a name for the spell in the <<name>> box of the new line just created. If the right hand box is blank type in a descriptive name for the group you want to create.
- If you have created a new power group click on the magnifying glass to edit the Ability to the correct stat (let's make it INT) and change the sword icon to the spell book.
- Right click on the spell and choose 'Add Action' and then 'Add Cast'.
- Click on the magnifying glass to bring up the spell dialog.
- In the attack box click the options until 'Ranged' is shown. Leave the 'Base' box as 'Group Atk +' since we have already told Fantasy Grounds that the Ability for this group is INT. We don't have any bonus so we can leave the bonus box blank.
- In the SAVE section click the 'Type' box until it reads 'DEX' since this is the type of save we want to force. Again we can leave the other two boxes as they are.
- In the 'Damage' box under the 'On Save' section click until it shows 'Half on success'.
- Now close the dialog and right click once again on the spell and choose 'Add Action' and this time select 'Add damage' and then click the magnifying glass on the new line.
- Click the little brown editing button and then the green one to add a new line. Grab and hold a d6 and then right click twice to add two more d6's to the total and drop the lot into the dice box.
- We don't need to do anything with the 'stat' or 'bonus' boxes, but we do need to type in 'poison' into the damage box. Now close the box
- Create a final action for the spell by right clicking, select 'Add Action' but this time select 'Add Effect'.
- Click the magnifying glass and in the modifiers box type in 'DMGO: 1d6; poisoned'.
- In the Duration section change enter '1' in the box and click 'RND' until it reads 'MIN'
- Now close up the dialog and you are done. Take comfort in the fact that not every spell will be as complex as this; the author choose it just for illustration.
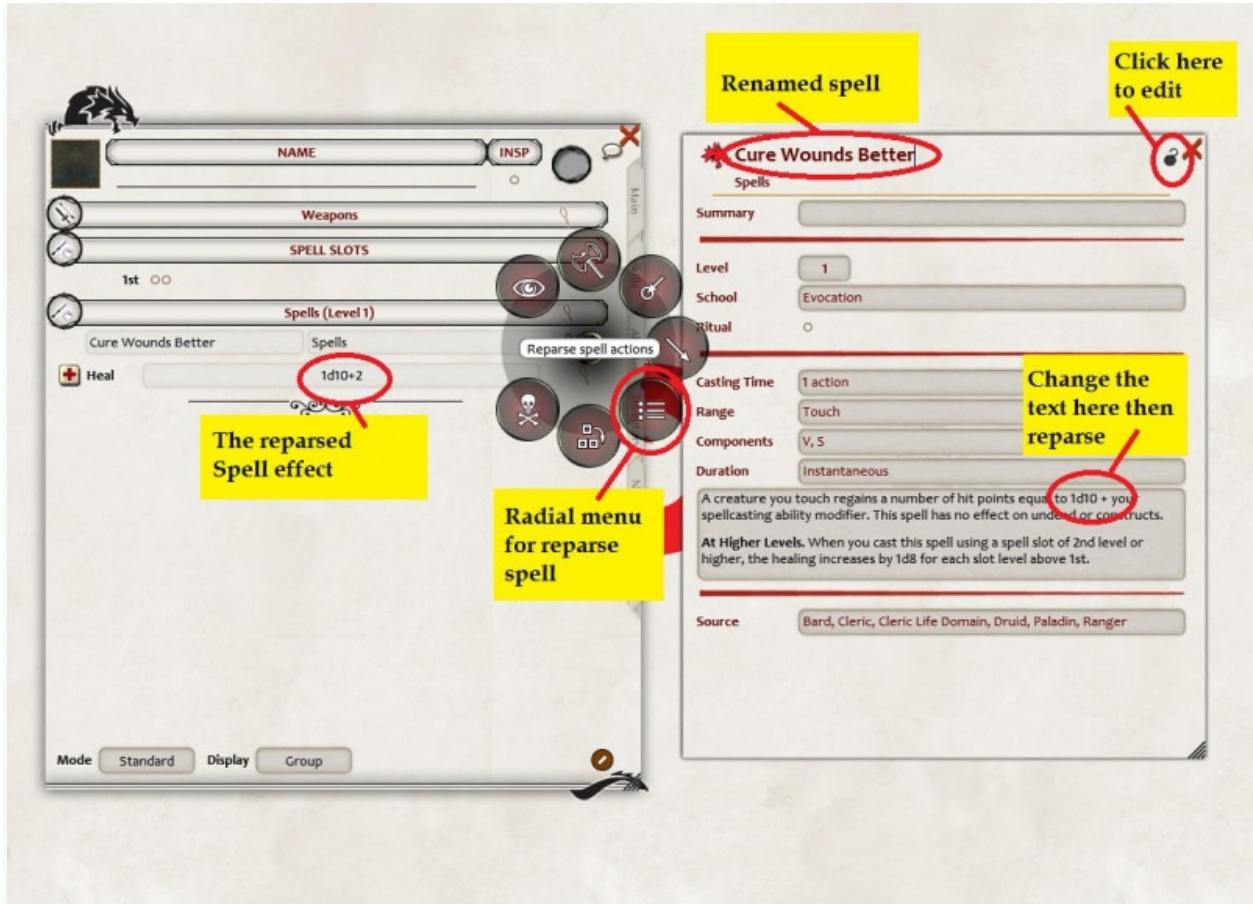
Edit a Spell

Existing spells can be used as a template for new spells. To illustrate this let's edit the *Cure Wounds* spell so that it does 1d10 points of healing rather than 1d8.

- Drag the *Cure Wounds* spell from the source into the actions tab. Note that this creates a Heal effect for 1d8.
- Click on the little icon at the end of the line to bring up the spell description.
- Click the lock icon at the top right hand corner of the sheet to allow the spell to be edited. Edit the name at the top of the sheet to reflect the change
- Edit 1d8 in the spell description so that it now reads 1d10.
- Lock the spell up and close the dialog. Note that the Heal still shows 1d8.
- Right click over the spell and select 'Re-parse Spell Actions' from the radial menu to update the actions; the 1d8 now changes to 1d10.
- Some spells allow for casting it at higher levels for more damage or higher heals. To handle this right click on an existing entry and select 'Add Action' and then 'Add Damage' or 'Add Heal'. Now click the

magnifying glass beside the new line and complete the dialog with the additional dice that you get for casting at a higher level.

- **NOTE:** If you click the icon for a blank spell this spell sheet can be filled in with the information required for the spell and if the wording is correct Fantasy Grounds should be able to automatically parse the spell. As an example see the screen shot below for the description of the Poison Bolt of Awesome we created above and how Fantasy Grounds parsed it when we selected 'Re-parse Spell Action'

Action Tab - Reparsing a spell

An example of how Fantasy Grounds can parse a spell provided the wording used is the same as shown here in respect of attack, saving throws and damage. Fantasy Grounds will also pick out keywords which relate to conditions such as poisoned and create effects for them.

Action Tab - Parsing a spell from text

Powers

The final group which can appear on the Actions tab is powers. These are generally everything which is not a weapon or a spell; it could include Traits from the character's race or class, feats, class features, magic items and a great deal more. Powers can also be set up to keep track of such items as a Monk's Ki points, a Sorcerer's sorcery points or a fighters Superiority dice.

1. To set up a new power group click on the edit list button at the bottom right hand side of the tab and select 'Add Power', or if there are already powers right click and select 'Create Item'.
2. This will create a new line; in the left hand box type in a name for the power. In the right hand box type in a name for the Power Group.
3. Once a Power Group has been added then new traits or powers can be added to that group, either by using the edit list button and then clicking on the green 'Add Item' button on the Power Group line, or by right clicking and selecting Create item.
4. Click on the magnifying glass at the end of the Power Group line to bring up the editing dialog.
5. Here you can set up an ability which the power group uses for any attacks or saving throws which might be required. Users can also set up a number of uses for the Group by a number of uses per day, per rest or once.

Power Group Example

1. As an example of how to set up a Power Group let us create one for a Monk's Ki powers.
2. Begin by creating the group as above. In the left hand box type in 'Flurry of Blows' and in the right hand box type in 'Ki Powers'.
3. Click the magnifying glass on the header line to bring up the power group dialog.
4. Monk's Ki powers use WIS as the ability modifier so click the 'Ability' box until it shows 'Wis'.
5. In the 'Uses' box type in 2 and click the box which says 'Daily' until it reads 'Rest'.
6. This has set up the number of Ki points available to 2 per short rest. You will see two small tick boxes have appeared beside the 'Flurry of Blows' entry.
7. Right click on the line 'Flurry of Blows' and select 'Create Item'. Type in 'Patient Defence' into the left hand box and 'Ki Powers' into the right hand one and press tab.
8. You will see that this line jumps into the group and two check marks also appear beside it.
9. Now add the third power 'Step of the Wind' in the same way.
10. If you now click any of the check boxes you'll see that a tick appears and the other two gray out. Clicking another one causes the entire group to disappear showing you have used up all of your points. To get the group back right click and select rest. Note that the check marks have been removed and the powers are useable again.
11. We can now set up any effects for these powers should that be possible (not everything can be set up with an effect). We can in this case set up an effect for the patient defence power.
12. Right click over patient defence and select 'Add Action' and then 'Add Effect'.
13. Open the dialog by clicking the magnifying glass beside the new line that appears.
14. In the Description/Conditions/Modifiers box type in 'Dodge'.
15. Set the 'Duration' to 1 RND and the 'targeting' to 'Self', and close the dialog.
16. To use the power the player will click on the effect then check off one use of his Ki Powers. For the next round the character will now have advantage on DEX saving throws and attacks against him will be at disadvantage.
17. You can type in or copy paste details of the powers by clicking on the icon at the right hand side of each power to open the editing dialog.
18. Finally if you have the core Class Pack or PHB you can drag the entry in the class for Ki Powers into the Actions Tab to create the group initially instead of creating one using the edit buttons. This will create a link to the source so that all of the information can be easily called up.

Class Powers
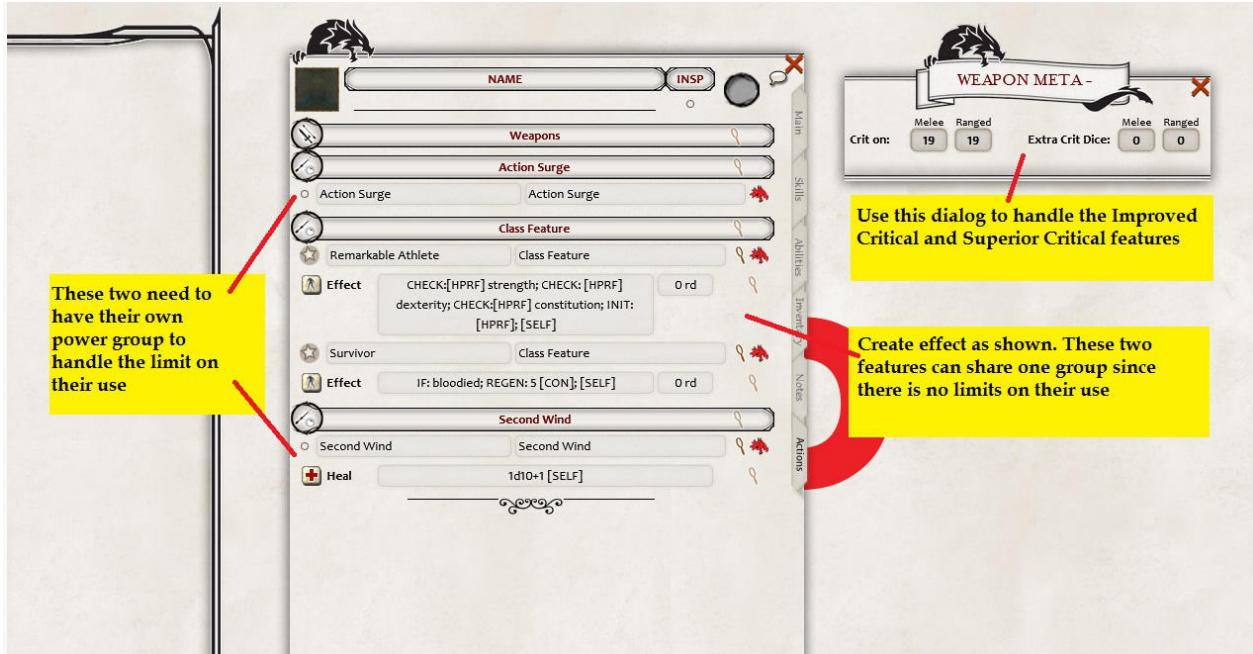
1. The action tab is also the home for many of the character class's features. An entry will not be necessary for every feature but many of them can have effects added to them so that they can be automated, and some have limited uses which we will want to track.
2. Many of these features can be dragged directly into the action tab from the Core Class packs or from the Player's handbook. Fantasy Grounds will 'parse' many of these and create the correct effects automatically. Users are encouraged to use this method if only to see what will happen.
3. Most of these features can be set up as a general Power without requiring a power group. Where, however there is a limit on the uses of the feature (such as the Fighter's Action Surge) then it will be necessary for those features to have their own power group.

4. To illustrate what can be done let's run through the possibilities for a fighter who takes the Champion Archetype.

- Second Wind: This can be dragged and dropped and the healing part will correctly be set up with the correct heal. Place this in a separate Power Group and use 'Preparation' mode to enter the number of uses per rest.
- Action Surge: Drag this into the action tab and set up a power group for it to handle the limits on its use. You can include this in the same power group as Action surge above. Use the 'preparation' mode to enter the number of uses per rest.
- Improved Critical: For this one open up the Weapons dialog and adjust the 'Crit on:' boxes to 19.
- Remarkable athlete: This is a tricky one. The ability allows 1/2 of your proficiency modifier to be added to STR, DEX and CON checks that don't already use the proficiency modifier. An effect can be set up for this as follows: CHECK:[HPRF] strength; CHECK: [HPRF] dexterity; CHECK:[HPRF] constitution; INIT: [HPRF]. However this will give a bonus to all checks even ones where there is already a proficiency bonus. Whether you set this up or not might depend on what skills your fighter has. NOTE: the INIT part of the effect is necessary since CHECK: doesn't cater for initiative rolls.
- As with improved critical this is catered for in the weapons dialog.
- Survivor: Create an effect IF:bloodied; REGEN: 5 [CON]. (**NOTE:** at the time of writing bloodied is not working)
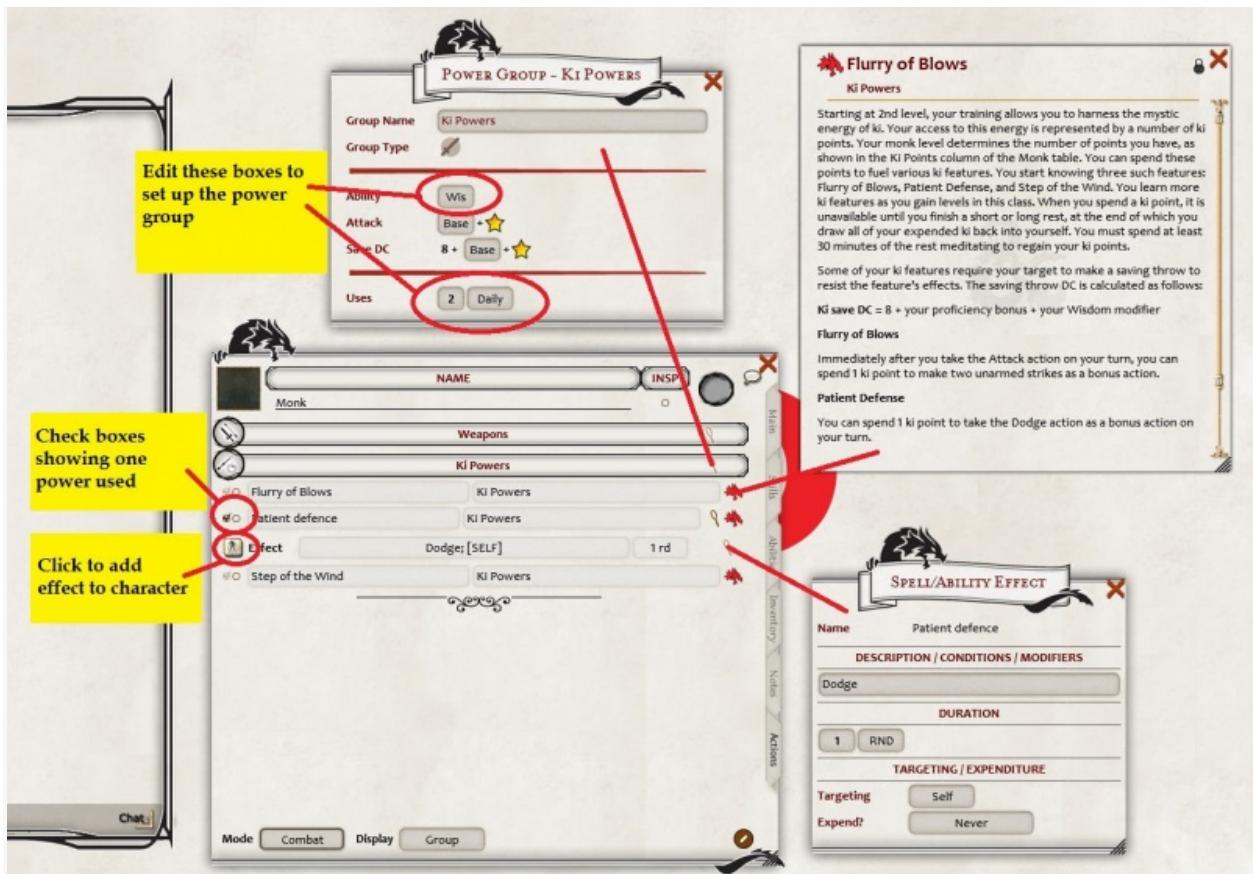
Race Traits

1. Many race traits can also be placed in the actions tab for the purposes of automating the effects or for tracking limited usage.
2. As with class features many can be dragged and dropped into the tab and Fantasy Grounds will attempt to parse them.
3. Most can be grouped into one power group but if tracking is required then that trait needs to be separated into it's own group.

Below are a number of screen-shots which illustrate various powers that can be set up on the Actions tab.

Action Tab - Fighters Power Example

Action Tab - Actions Tab - Race Traits

Feats

1. A small number of feats give the character a benefit which can be turned into effects and so they might also find themselves on the actions tab.
2. It is recommended that feats such as this be dragged onto the actions tab so that links are forged to their description for ease of use.
3. None of the feats so dragged will be fully parsed by Fantasy Grounds so user intervention to set up the effects will be required.
4. Here are a few examples of feats that can have effects created:

   - Heavy Armor Master: RESIST: 3 slashing, piercing, bludgeoning, !magic This will reduce incoming damage from non magical slashing, piercing and bludgeoning weapons by 3 points.

- Inspiring Leader: Set up a heal effect with temporary hit points (click the Type box in the dialog until it shows 'TEMP') and leave the dice box empty. Set the stat box to Cha and enter your level in the bonus box. Currently Fantasy grounds cannot add two modifiers to the healing dialog. You will need to update the bonus amount when you level up.
- Lucky: Set this up in its own power group. In the power group dialog set the number of uses to 3 and the frequency to 'Daily'. Expended luck points will be recovered on a long rest.
- Sharpshooter: Set up a separate weapon entry and in the weapon dialog enter a -5 in the 'bonus' box for the attack and add a 10 into the bonus box for damage.

5. Very few other feats can be set up with effects either because effects aren't necessary or the bonuses are too restrictive for Fantasy Grounds to handle.
6. The screen-shot below shows the above examples.

Mode and Display

1. At the very bottom of the Actions tab there are two buttons 'Mode' and 'Display'. Together these make the actions tab show different information depending on what they are set at. In each case you can cycle through the options by clicking on the box.
2. Mode: Cycles through Standard,Preparation and Combat
   - Standard is the mode most commonly used for editing any powers on the actions tab.
   - Preparation is the mode used to check off prepared spells, edit the number of uses a powers has and to edit spell slots. In preparation mode symbols showing whether a weapon is

carried, not carried or equipped. Users can click the icon to change the options and only those weapons designated as equipped will then appear on the sheet in 'Combat' mode.
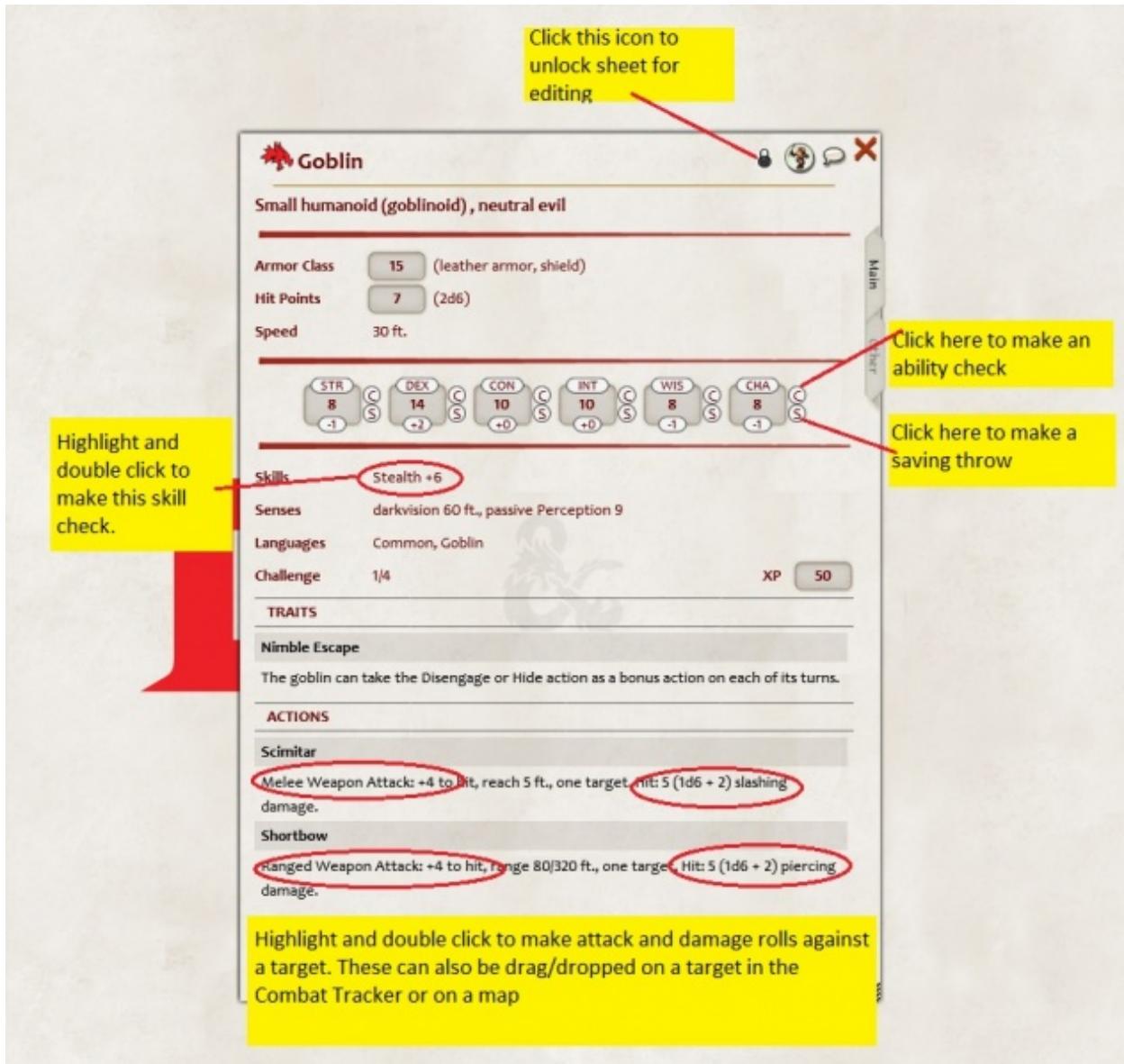
- Combat, as its name suggests is the mode which will be used when the character is in combat and is therefore the one used most often.

3. Display: Cycles through Group, Summary and Actions

- Group shows all of the actions in their groups.

- Summary shows only he left hand column for each action.

- Actions displays all of the effect buttons for each action where one has been set up.

4. The mode and display are not interdependent and can be set in any combination. It is suggested that 'Combat' and 'Actions' are the best combination for ease of use during normal play.

NPCs - Non-player characters

Non-player characters (NPCs) are available only to the Dungeon Master. Open the list of NPCs in a module or campaign by clicking on the NPCs icon in the right hand menu. From here DMs can create new NPCs, edit existing ones and create encounters.

NPC Sheet Overview

- The NPC sheet duplicates the standard layout of any NPC from the Monster Manual.
- The Main page shows all of the necessary information and statistics to enable the DM to use the NPC in combat via the Combat Tracker.
- The 'other' tab may contain general information and a linked image of the NPC.
- The DM can make saving throws by clicking on the small 's' adjacent to the appropriate ability score.
- Similarly the DM can make an ability check by clicking on the small 'c' adjacent to the appropriate ability score.
- Skill checks can be made by mousing over any skills noted on the NPC sheet and double clicking.
- The DM can use the sheet to make various attack, damage and other rolls directly from the actions area of the sheet by mousing over the relevant sections and either double clicking or drag and dropping onto a target.
- All of the information on the sheet can be edited by clicking the 'lock' icon at the top right hand corner to unlock the sheet.
- DM's can also change the token which represents the NPC by dragging a new token and dropping over the existing token in the top right corner (Sheet must be unlocked first).

Click this icon to unlock sheet for editing

Goblin

Small humanoid (goblinoid) , neutral evil

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

STR	DEX	CON	INT	WIS	CHA
8	14	10	10	8	8
-1	+2	+0	+0	-1	-1

Click here to make an ability check

Click here to make a saving throw

Highlight and double click to make this skill check.

Skills	Stealth +6
Senses	darkvision 60 ft., passive Perception 9
Languages	Common, Goblin
Challenge	1/4	XP	50

TRAITS

Nimble Escape

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

ACTIONS

Scimitar

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow

Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Highlight and double click to make attack and damage rolls against a target. These can also be drag/dropped on a target in the Combat Tracker or on a map

Use Existing

- In order to use an existing NPC the source module containing that NPC must be open in the library.
- Drag the NPC from the library to the NPC window.
- The NPC can now be used in the campaign either as it is or it can be edited by the DM.
- NPCs can be dragged directly from the NPC window onto the Combat Tracker or they can be populated via an encounter.
- Users can edit existing NPCs by clicking on the 'lock' icon in the top right of the sheet to open the sheet up for editing.
- Editing an existing NPC is the easiest and most convenient way to create new NPCs

Create encounters

- Open the NPC sheet by clicking on the NPC button on the right hand menu.

- Click the 'encounters' button in the top left of the window to open the encounters dialog.
- Create a new encounter by right clicking and selecting 'Add Item' or click on the edit list button and then add new.
- In the new encounter dialog type in a name for the encounter.
- Drag in NPCs from the NPCs dialog. **NOTE:** this is the only way to do this, NPC's cannot be dragged directly from any module.
- Alter the number of NPCs appearing if appropriate.
- Once all NPCs are present and the numbers are correct click on the curly symbol next to the CR box to automatically calculate the CR and XP of the encounter.
- If desired the DM can change the token for any of the NPCs in the encounter by dragging a new token into the token next to the NPC name in the encounter.
- Once completed the NPCs can then be dragged to a map to place the encounter if this is desired.
- An encounter can be linked to a story entry by creating a link in the story entry and dragging the encounter to that link.
- DMs can also create links on a map by dragging and dropping the encounter directly onto the map. This will create a map pin which can then be clicked on to open the encounter sheet.
- When opened in the campaign the NPCs can then automatically be placed on a map and populate the Combat Tracker by using the 'Add encounter to Combat Tracker' button.
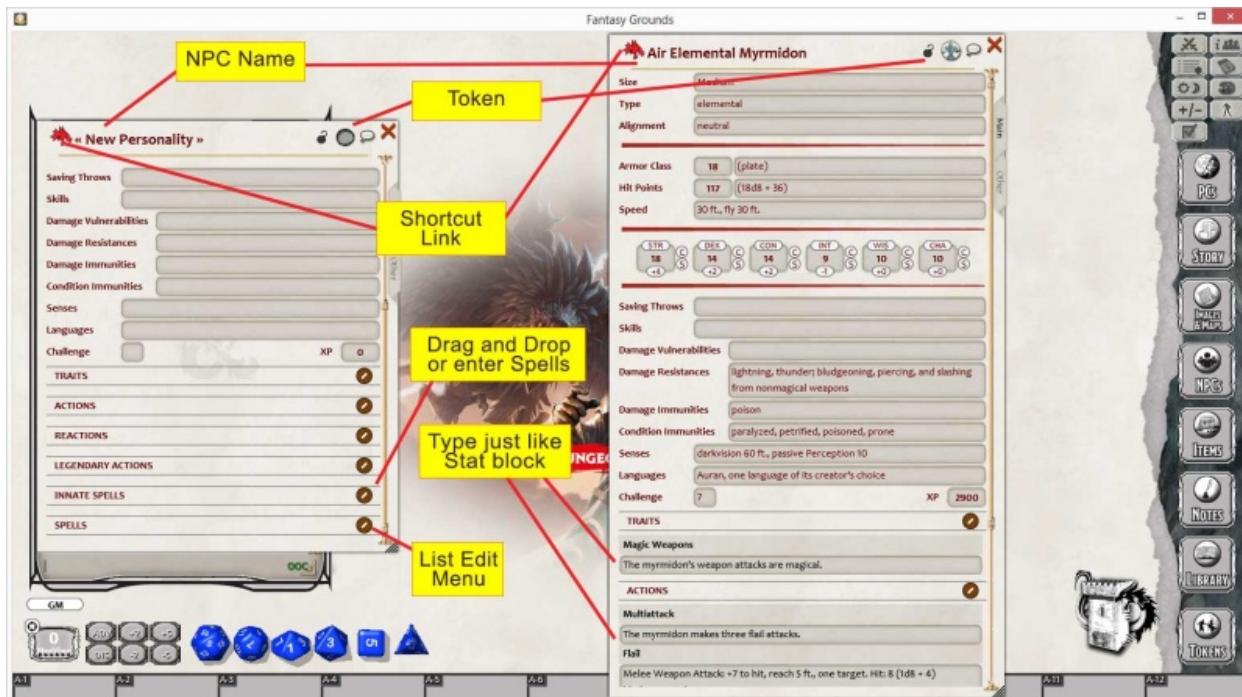
Create a new NPC

- Right click on the NPC window and select 'Create Item', or click the edit list button and select 'Add Item'
- Click on <<New Personality>> and type in a name.
- Type in a size, type and alignment. Since Fantasy Grounds uses these values for various purposes it is important that these entries are in line with existing NPCs as detailed in the Monster Manual.

- Set Armor Class, Hit points, Speed, Abilities, Saving Throws, Skills, Vulnerabilities etc.
- These should all conform to the standards as seen in the Monster Manual otherwise the values will not be recognised by Fantasy Grounds when the NPC is moved to the Combat Tracker and users will have problems with the automation of things such as damage vulnerabilities or resistances etc.
- To add traits click the brown dot and then click the green cross. Give the trait a name and in the line below type a description.
- Do the same for Actions, reactions and Legendary actions if appropriate.
- In order for attack and damage rolls to be automated the exact wording used in the standard stat block of an NPC should be used. It may be easier to copy paste this wording from another standard NPC and edit it rather than typing everything in from scratch. See the 5E Combat Tracker article for more information on the phrasing to be used in order to allow Fantasy Grounds to correctly determine attack and other rolls.
- Drag spells from the PHB or other source into innate spells or spells as appropriate. As of version 3.1.3 these should all automatically 'parse' giving all attack, damage, saves and effects where these are appropriate.
- Open the tokens library and drag a token into the top right hand space to assign the token to the NPC.

New NPC Record (Unlocked)

5e Item Sheet

The item sheet is used by the Dungeon Master to create new items (equipment, weapons, armor, treasures etc) for use in the campaign. Treasure parcels can also be created from this dialog. To open up the dialog click the 'Items' button in the right hand menu.

NOTE: this article was written using version 3.1.3; earlier versions may not contain all of the possibilities described below.

Create A New Item

- To create a new item other than a weapon or armor proceed as follows.
- Open the Items sheet and right click and select 'Create Item' or click the 'Edit List' button and then 'Add Item'.
- Click on <<new item>> to open up the new item dialog and type in a name for the item.

Type

In the 'Type' box you can type in whatever you want but it is recommended that you stick to the item descriptions from the Player's Handbook (PHB) or Dungeon Master's Guide (DMG). Thus Adventuring Gear, Tools, Tack, Vehicles, Gemstones, Art Objects, Magic Items etc.

Template

The template button allows the item record to have a programmatic way to identify incomplete items for the later DMG additions.

Subtype

Again anything can be typed in this box but it is recommended that the descriptions found the the PHB or DMG be followed. Thus, holy symbol, arcane focus, ammunition, wand, rod, wondrous item etc.

Rarity

Mainly for use with magic items but anything can have a rarity. Per the DMG the categories are Common, Uncommon, Rare, Very Rare and Legendary.

Cost

The cost of the item in gold pieces (gp).

Weight

The weight of the item in pounds (lb). Note decimal fractions of a pound are acceptable (0.1, 0.2 etc).

Description

The final box is used to type in a description of the item and any effects that it might have in game terms.

Create a Weapon

Type

Proceed as above but enter 'Weapon' in the type. This will open up some new boxes for completion in the dialog.

Subtype

This will be either simple melee, martial melee, simple ranged or martial ranged

Rarity

As above this will be Common, Uncommon, Rare, Very Rare or Legendary.

Cost

In gold pieces (gp)

Weight

In pounds (lbs). **Note** decimal fractions are acceptable.

Bonus

You can enter a bonus here if this is a magical weapon. Such a bonus will apply to attack and damage rolls.

Damage

Enter the damage that this weapon will do. This should be in the form of a dice expression followed by a damage type (e.g. 1d6 piercing).
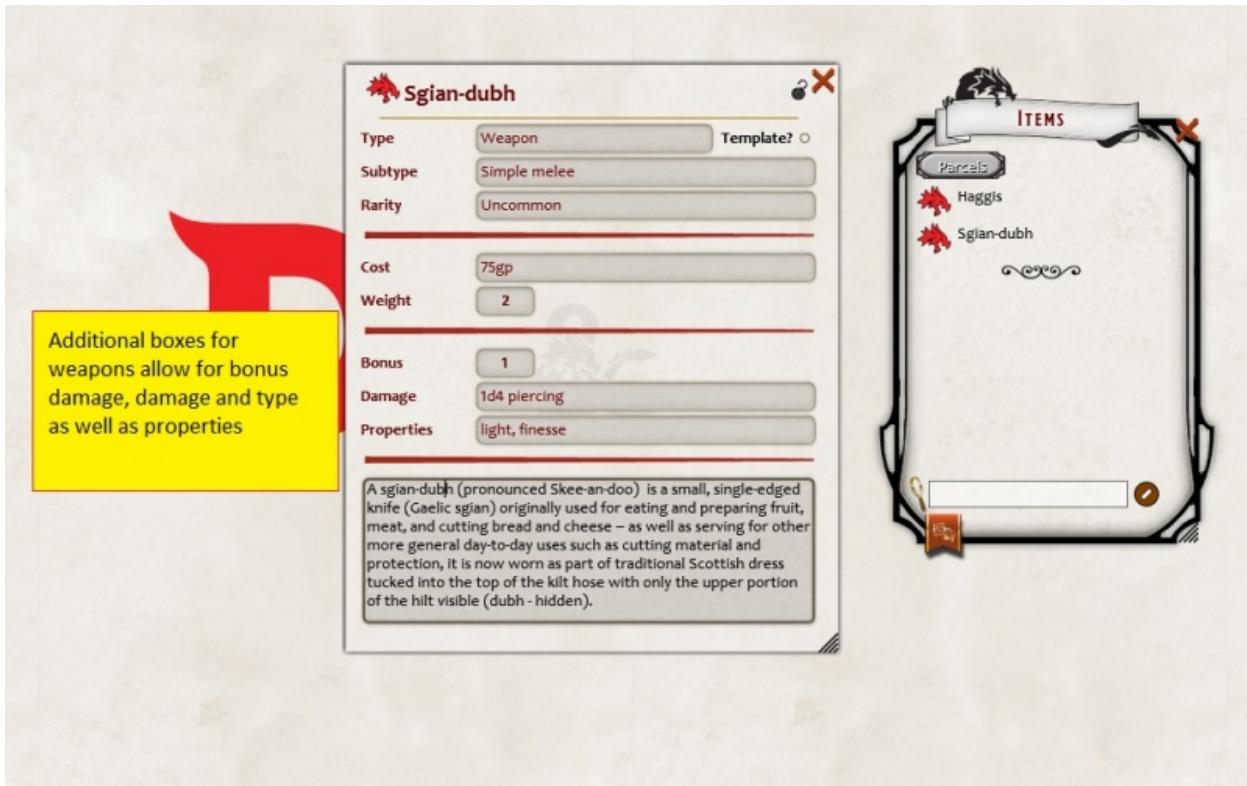
NOTE: Although multiple damage types can be entered here only the first damage dice will automatically be placed in the character's action tab when the weapon is equipped. For weapons with multiple damage types any additional damage done will need to be edited in to the character's action tab

Properties

The weapon's properties should follow those noted in the PHB so that Fantasy Grounds since for some of those Fantasy Grounds recognises what they mean, Thus the acceptable properties would be, light, finesse, thrown, heavy, two-handed, reach etc. Also record here whether the weapon is magical or is made from rare materials. Acceptable words are magic, silver, adamantine. Properties should be listed separated by commas e.g light, finesse, silver, magic.

Description

A description of the weapon and any special properties or uses it might have in game terms.

Additional boxes for weapons allow for bonus damage, damage and type as well as properties

Create Armor

Type

Proceed as above but enter 'Armor' in the type. This will open up some additional boxes in the new item dialog.

Subtype

This will be Light, Medium, Heavy or Shield to keep it in line with the descriptions in the PHB.

Rarity

As above, Common, Uncommon, Rare, Very rare, Legendary.

Cost

In gold pieces (gp).

Weight

In pounds (lbs). **NOTE** decimal fractions of a pound are acceptable (0.1, 0.2 etc).

Bonus

This will be the bonus that the armor provides to the user's Armor Class.

AC Base

Enter the base armour class that this armor provides.

Dex Bonus

This is the maximum dexterity bonus allowed whilst wearing this armor. As per the PHB this will be either full DEX+2, DEX+3 or none.

Strength
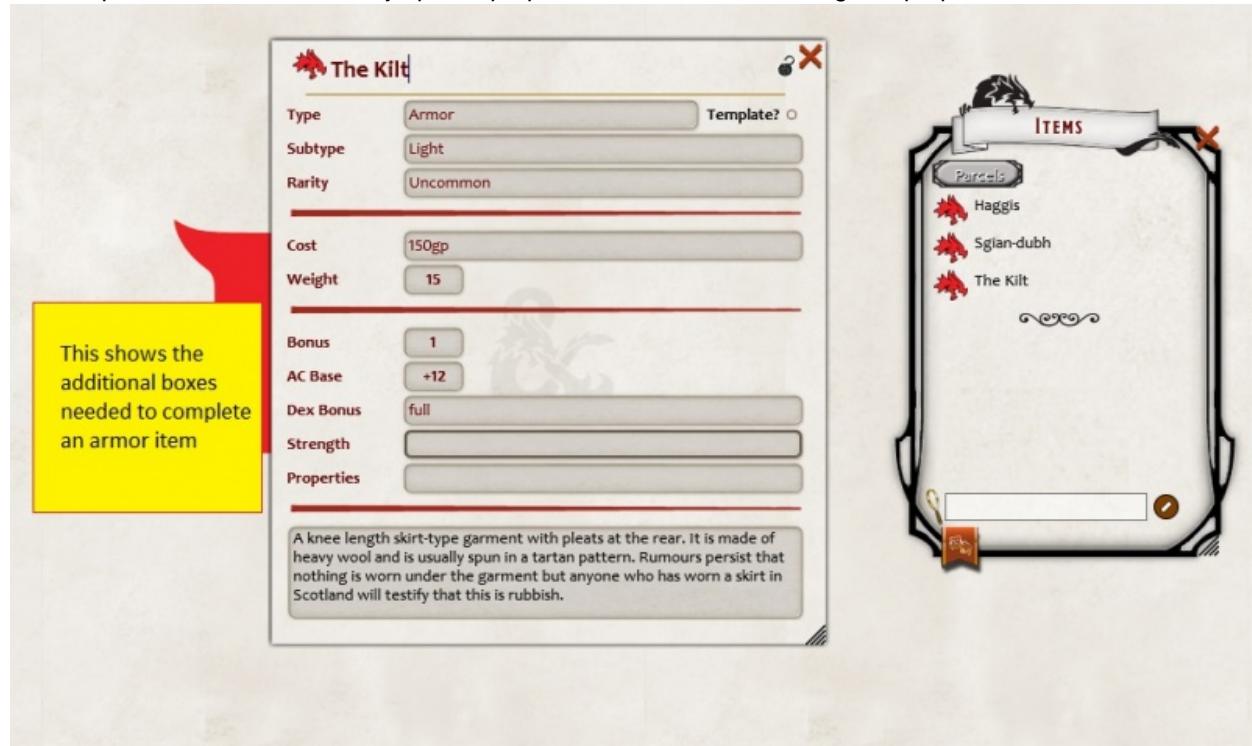
Enter the minimum strength required by the character in order to wear this armor if appropriate.

Properties

The only property required here is 'Stealth Disadvantage' should this be applicable to the armor.

Description

A description of the armor and any special properties or consideration for game purposes.

Using The Forge

- The Forge is a Magic Item Creation Tool which can be used by the DM to create magic items. Although it is possible to make some use of the Forge without it, the Dungeon Masters Guide is almost essential and the following assumes ownership of the Fantasy Grounds DMG module. The idea is to allow for the creation of 'non standard' magic items,thus the DM can for example create +4 weapons or +5 armor which aren't available from the list in the DMG.
- To access the Forge click on the Items menu button and then on the icon in the top right of the window which opens.
- The basic idea behind the forge is that mundane or ordinary items are dragged into the left hand panel and magic item templates are dragged into the right hand side. Once everything is in place clicking 'Forge Magic Item' will create the item using whatever has been placed within the Forge.
- Magic Item templates are only available from the DMG. It is a list of (almost) every possible magic item that can be obtained from the standard DMG treasure tables.
- There are some restrictions and caveats which the user needs to be aware of.
  - Items in the left and right hand windows must be compatible. In other words you cannot combine properties from a magical armor template to a weapon. Attempting to forge incompatible items will give an error and nothing will be created.

- You can forge 'illegal' items. For example you could combine an 'Arrow of Slaying' template with a greatsword. The Forge, when checking compatibility, only checks the type and not the subtype. Since both an arrow and a greatsword are weapons the items will happily combine.
- Extremely overpowered items can be created and the Dungeon Master is cautioned against doing so.
- To create an item open up the equipment list either in the Player's Handbook or the extended one from the Dungeon Masters Guide. Find a mundane item, weapon, armor, ring, rod, wand, staff or potion and drag that into the left hand side of the forge under 'equipment'.
- Now open up the 'Magic Item Templates' in the Dungeon Masters Guide and find a compatible item in the list. Drag that into the right hand side of the Forge.
- You can continue to drag more compatible items into the right hand side if you want to give the item you are crafting several properties.
- Once you have done click the 'Forge Magic Item' button and your item will be created.
- At any time you can click the 'Clear Forge' button to remove all the items in it. You can also right click on any individual item and select 'Delete Item'.
- You can also drag items which have been created in the Forge into the left hand side. Thus it is possible to have items which might 'grow' with the player. For example if you created a +1 sword for a particular character and later when they reached a certain level you can 'upgrade' it to have a +2 or have some additional property that only becomes available at higher levels.
- Magic weapons which give bonuses to hit and/or damage will automatically create the proper entry in the actions tab when equipped by the character.
- In the case of Wondrous items almost any mundane item from the equipment list can be imbued with magical properties using the Wondrous magic item templates. You could for example create a Bag of Health, A Belt of Holding or Boots of Fire Giant Strength. The possibilities here are almost limitless.
- Once you have created your item you can then edit it in the usual way.

LIBRARY

ITEMS

Parcels | Forge

Boots of Protection

Core Rules

DD Dungeon Masters Guide

DD MM Monster Manual

DD D...

Encounters
Images & Maps
Tables
Classes
Equipment
Magic Item Templates
Magic Items
NPCs

Click here to
open the Forge

Boots of Protection

Type	Adventuring Gear	Template? ○
Subtype	Standard	
Rarity	Uncommon (Requires Attunement)	

Cost   406 gp
Weight   0.5

Description

Image: Cloak of Protection

You gain a +1 bonus to AC and saving throws while you
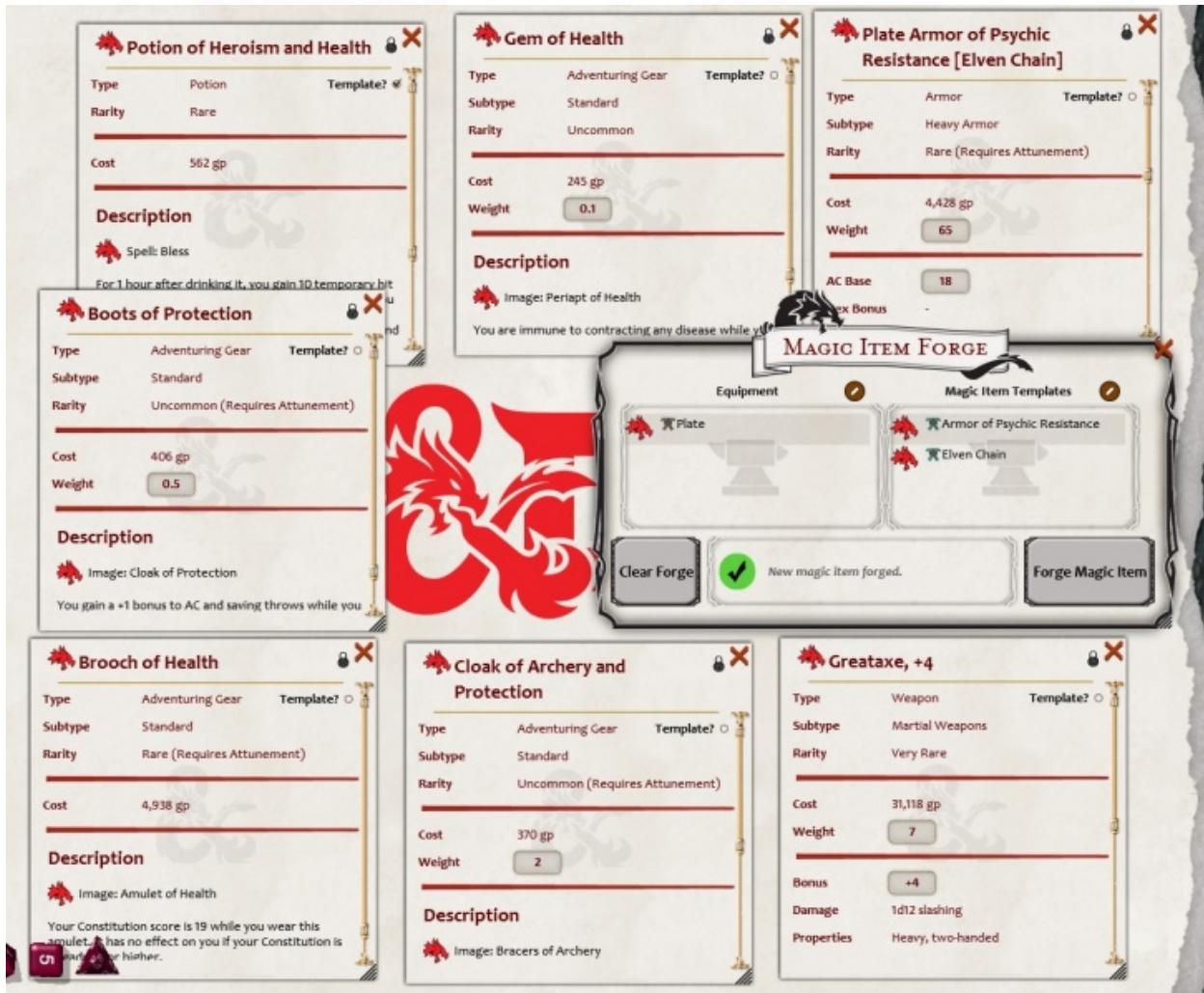
Click the Forge
button to open
the Forge

MAGIC ITEM TEMPLATES

Modules | S...

ADVENTURING GEAR TABLE

Name	Cost	Weight
Wyvern Poison	1,200 gp	0 lb.
Standard		
Artifact	-	0 lb.
Backpack (Empty)	2 gp	5 lb.
Bag	5 gp	0.25 lb.
Bag (D)	5 gp	15 lb.
Bag (H)	5 gp	15 lb.
Bag (T)	5 gp	0.5 lb.
Barrel, Iron	20 gp	500 lb.
Bead	1 cp	0.1 lb.
Belt	5 cp	0.1 lb.
Book	25 gp	5 lb.
Boots	1 gp	0.5 lb.
Bottle, Brass	2 gp	1 lb.
Bottle, Iron	2 gp	1.5 lb.
Bowl	5 cp	3 lb.
Box Of Pigments	20 gp	1 lb.
Bracers	10 gp	1 lb.
Brazier	20 gp	5 lb.

Cap of Water Breathing
Carpet of Flying
Censer of Controlling Air Elementals
Chime of Opening
Circlet of Blasting
Cloak of Arachnida
Cloak of Displacement
Cloak of Elvenkind
Cloak of Invisibility
Cloak of Protection
Cloak of the Bat
Cloak of the Manta Ray
Crystal Ball
Crystal Ball (Legendary Version)
Crystal Ball of Mind Reading
Crystal Ball of Telepathy
Crystal Ball of True Seeing
Cube of Force
Cubic Gate
Daern's Instant Fortress

Equipment   Magic Item Templates

Boots   Cloak of Protection

Drag mundane or items
created in the Forge to this
side

Drag compatible magic
Item Templates into this
side

Clear Forge   ✓ New magic item forged.   Forge Magic Item

Clear all items. Right
click on single items and
select delete to remove

Use this button to create
the items once you have
done dragging items

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0
Modifier
ADV +2 +5
DIS 2   5

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Create A Treasure Parcel

A treasure parcel is, as it's name suggests, a parcel of treasure which the PCs might find during the course of an adventure. It need not of course contain anything of great monetary value but might be a clue or some other seemingly mundane item. Treasure parcels are built from items in the Items list (apart from coins) so before proceeding make sure that all of the items you want to include in the parcel are available on the list. See the Tables section for details on how to set up a treasure parcel using tables.

- Click the 'Parcel' button at the top left of the 'Items' window.
- Create a new parcel by right clicking on the 'Parcels' window and selecting 'Create Item' or use the edit list button in the bottom right.
- Click on the New Parcel line to open the dialog and type in a name for the parcel.
- Type in any amounts of coin which are present in the parcel in the boxes down the left hand side.
- The names of coins can be edited (or deleted) and new coin types can be added by right clicking and selecting 'Create Item'.
- Drag any items from the Items list into the right hand side of the parcel window.

- New parcel items can be created in the right hand parcel window by right clicking and selecting 'Create Item'. **NOTE:** such items will not appear on the items list and so it is not recommended that items be created this way.
- Items can be deleted from the list by right clicking and selecting delete item.
- Once the parcel has been created it can be linked to story entries and dragged from there (or from the parcels list) onto a PC portrait or into the Inventory section of the Party sheet. It can also be shared with the party (by right clicking and selecting share sheet) and players can drag items out of the parcel into their character's inventory. **NOTE:** it is recommended that treasure be distributed via the Party Sheet by the DM rather than sharing the treasure parcel with the players.
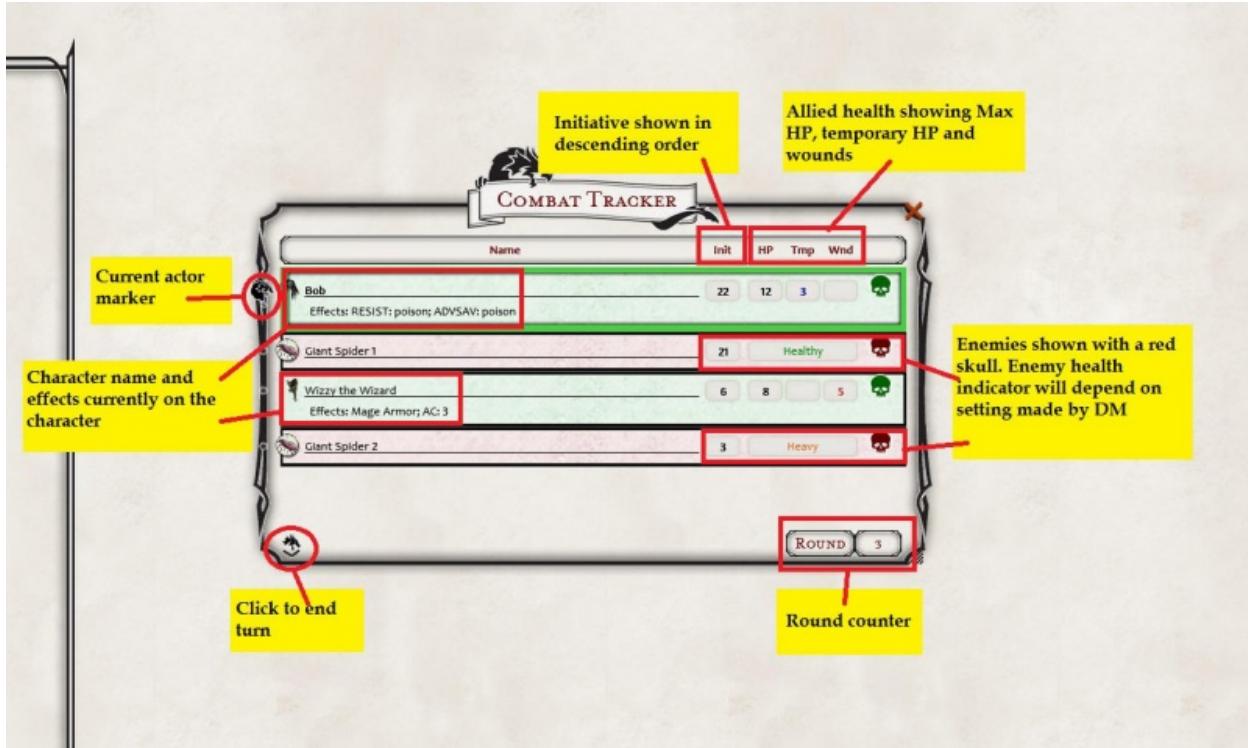
Using the 5E Combat Tracker

Introduction

At its simplest the Combat Tracker does what it's name suggests which is to track certain aspects of combat such as number of turns and which character or NPC's turn it is. However it performs a number of other functions, not all of which are all related to combat, making it one of the most complex parts of the Fantasy Grounds software. There are two 'versions' of the Combat Tracker, the one that the player sees and the one that the Gamesmaster uses. Since the former is the simplest it seems logical to start there.

Player's View

- The Combat Tracker is set up in columns from left to right being; creature token, creature name, Initiative, Hit Points, Temporary Hit Points, Wounds, Status.
- NPC's may have a number after their name if there are more than one of the same type and depending on the option selected by the DM.
- Creatures appear on the Combat Tracker in initiative order starting with the highest at the top.
- The actor whose turn it is will have a coloured border around their whole entry and an icon will be shown on the left hand edge of the window.
- Hit points are the total Hit Points that the creature has. This will only be shown for Player Characters.
- Temporary Hit Points and Wounds are shown only for player characters.
- For NPC's an entry will be shown next to their initiative value giving an indication of their state of health. How detailed this entry is and what colour text is used will depend on which settings the DM has chosen.
- The icons listed down the right hand column are Red = enemy, Green = ally and Yellow = neutral.
- The Combat Tracker will also show effects which are currently on any Player Characters and which have been placed on NPC's *during* the combat. Any innate abilities or effects such as immunities, resistances etc which are present on NPC's will not be shown on the player's combat tracker.
- The round tracking box is shown on the lower right hand corner of the Combat Tracker and will increment once all creatures have completed a turn.
- The player clicks on the 'next actor' button in the lower left hand corner to end her turn.
- Nothing in the Combat Tracker is editable by the players.

Players View - Combat

- A player can select a target in the combat tracker by holding down the CTRL key and clicking on the target.
- Multiple targets can be selected by holding down the CTRL key and clicking on each target in turn.
- Targets can be deselected by holding down CTRL and clicking on an already selected target.
- Players can make attack rolls by selecting a target as above and then double clicking their attack dice on the actions tab in their character sheets or by dragging the dice into the chat box.
- Attack rolls can also be made by dragging the attack dice and dropping them on the target in the Combat Tracker. This works whether the creature has been targeted as above or not.
- Damage rolls can be made in the same way, either by targeting and double clicking or dragging to the chat box from the character sheet or by dragging and dropping onto the target in the Combat Tracker.
- If an attack roll indicated critical damage this will automatically be applied to the damage roll.
- Spells can be cast by selecting the target and then clicking on the effect icon in the character's action tab. This applies to all castings, either attack rolls, damage rolls, healing or application of effects. All such rolls can also be made by dragging the effect onto the target in the Combat Tracker.
- If the player selects multiple targets any subsequent cast or attack will apply to all of the targets.
- If a cast requires that the target make a saving throw each creature targeted will make the save using the Difficulty Class specified in the caster's character sheet.
- Any creatures who pass the saving throw will be automatically untargeted before any damage is applied.
- Half damage on a successful save, resistances and immunities to any damage will all be applied automatically by Fantasy Grounds.
- For example if a wizard character selects targets and casts fireball; each of the creatures targeted will make a saving throw. Those that fail will be marked for full damage and those that succeed will be marked to take only half damage. Any damage to creatures who are resistant to fire damage will automatically reduce the damage appropriately.
- It is recommended for a number of reasons that players get into the habit of selecting targets by CTRL clicking before attacking or casting spells.
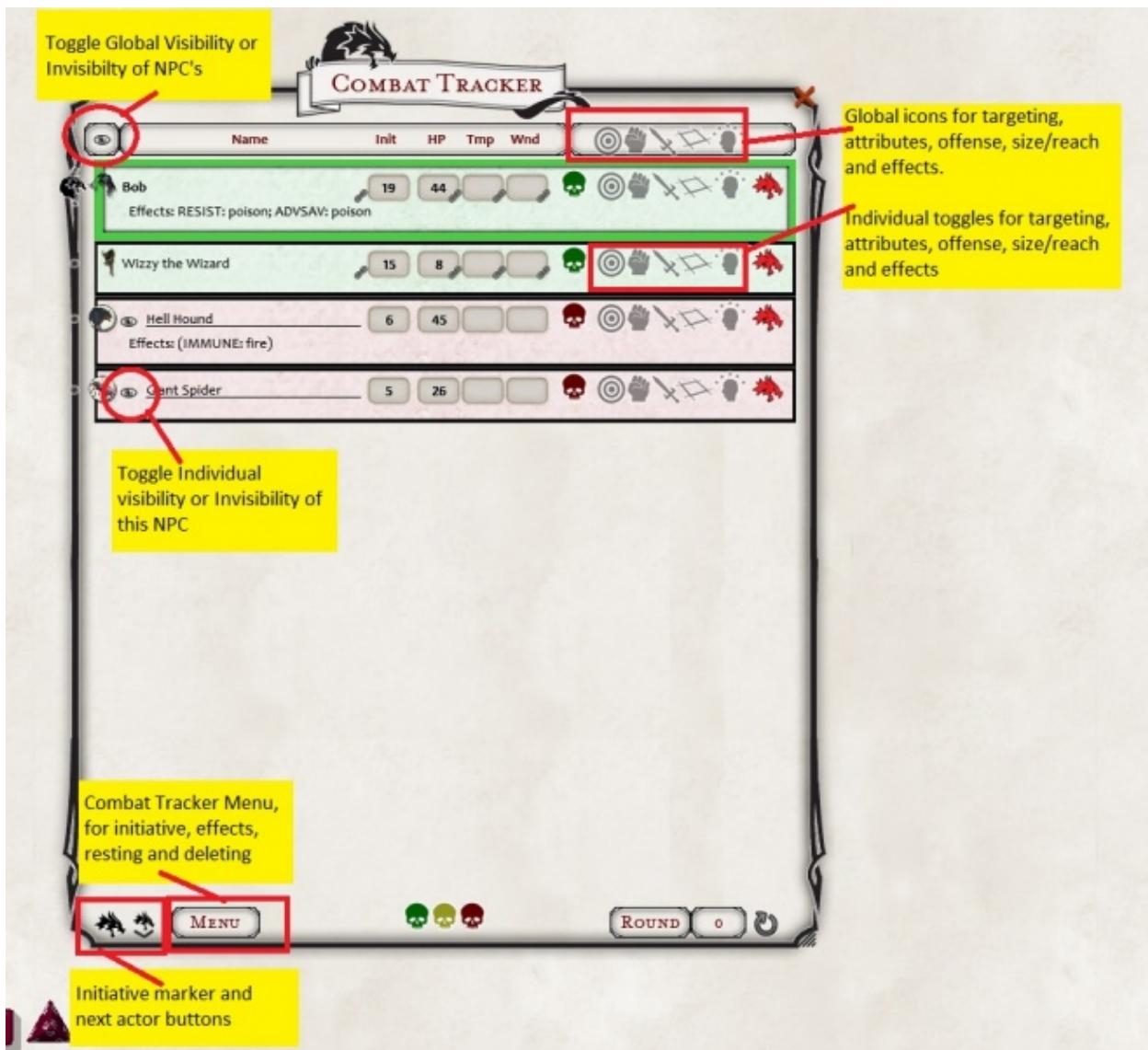
DM View

The Dungeon Master's view of the Combat Tracker contains a great deal more information that the Player's View, so we'll break it down into smaller chunks.

DM View - Basics

- The DM can edit any and all information which appears on the Combat Tracker, including names, hit points, wounds, effects, attack and damage rolls and everything else.
- In order for Fantasy Grounds to properly automate combats and other interactions the player characters and NPCs must be placed on the combat tracker properly.
- PCs can be dragged from the character portraits at the top left hand corner, or from the Character selection window (PCs tab) onto the Combat Tracker.
- Individual PCs and NPCs can be deleted from the Combat Tracker by right clicking on the CT entry and selecting delete item.

- NPCs can be dragged onto the Combat Tracker from the NPCs tab, or they can be populated via the 'Add encounter to Combat Tracker' button from an encounter.
- Additional NPC's can be dragged into the Combat Tracker during a combat, either directly from the NPC tab or from another encounter.
- A new, blank NPC can be created by right clicking on the CT and selecting 'Create Item'. (It is not recommended that new NPCs be created this way).
- The icons down the right hand side of the Combat Tracker allow the DM to open the NPC or PC sheet of the creature.
- The DM can also drag this icon for an NPC and drop it onto a blank part of the Combat Tracker to create an exact duplicate of the NPC. This can be used to great effect for example when certain NPCs such as Ochre Jellies split in two when hit by certain damage types.
- Unlike the Player view the DM sees the correct hit points, wounds etc for all NPCs.
- When an NPC's turn comes around on the Combat Tracker the 'Offense' window for that NPC will open as if the icon had been selected. This facilitates combat for the DM. See below for more details on this.
- The DM can target a creature by holding down CTRL and clicking on the creature's token on the left hand side of the Combat Tracker.
- Multiple targets can be selected by holding down CTRL and clicking on each icon in turn.
- Deselect targets by holding CTRL and clicking on an already selected target.
- The arrangement of the Combat Tracker is essentially the same as the Player's view. However the DM has the following additional buttons and menus:
  - A global toggle to make all NPCs visible or Invisible to the players at the top left hand corner of the Combat Tracker.
  - An individual Visible/Invisible toggle for each NPC on the Combat Tracker.
  - An Initiative marker token which can be dragged to the left hand side beside any PC or NPC name to give that creature initiative. This should be dragged to the first person on the Tracker after initiative is rolled and before combat starts.
  - A menu which is discussed in more detail below.
  - A set of Global and individual icons which open up further information on the player characters and NPCs. These, too are discussed in more detail below.

Toggle Global Visibility or Invisibilty of NPC's

Global icons for targeting, attributes, offense, size/reach and effects.

Individual toggles for targeting, attributes, offense, size/reach and effects

Toggle Individual visibility or Invisibility of this NPC

Combat Tracker Menu, for initiative, effects, resting and deleting

Initiative marker and next actor buttons

DM View - Menu

Clicking on the menu brings up several options which allow the DM to control the following aspects of the Combat Tracker and Game mechanics.

Close Window

- Closes the Combat Tracker

Effects

- Clear All effects: Clears all of the effects on all of the creatures currently on the Combat Tracker. This will clear all long term and short term effects from every creature on the Tracker. **NOTE:** It will also clear effects from PCs and NPCs which should not actually be cleared - for example damage immunities or Dwarven poison resistance.

- Clear Expiring Effects: This will clear all short term effects from every NPC and PC on the Combat Tracker. Short term means effects which normally have a duration measured in rounds or minutes. For example a Wizard's Mage Armor spell which lasts 8 hours will not be removed but an effect which lasts for 10 rounds or minutes will. **NOTE:** If you enter an effect which should last a number of hours or days, but you enter the time in terms of rounds then this will be taken as an expiring effect and be removed. So if you entered the mage armor duration as 2880 rounds rather than 8 hours then it will be removed.

Initiative

- Roll all Initiatives: Allows the DM to roll initiative for every creature on the Combat Tracker. This will be rarely used since PCs would normally roll their own initiative. However the option exists should the DM want to do this.
- Roll NPC Initiatives: Allows the DM to roll initiative for all NPCs on the Combat Tracker.
- Roll PC Initiatives: Allows the DM to roll initiative for all PCs on the Combat Tracker.
- Clear all Initiatives: As it's name suggests clears all initiatives.
- **NOTE:** The DM has an option to auto-roll NPC initiative when the NPC is entered on to the Combat Tracker.

Rest

- Long Rest: All PCs who are currently on the Combat Tracker will take a long rest. All players will gain the benefits of a long rest (e.g. all wounds will be removed, spend Hit Dice will be regained etc) as detailed in the Player's Handbook. In addition any other Class specific abilities which have been expended (spell slots, Ki ponts etc) will also be returned.
- Short Rest: All PCs will take a short rest. As with a Long Rest any specific ability uses which have been expended will be recovered automatically, if they can be recovered after such a rest.

Delete from Tracker

- The two options here are to delete all non allies (which would include neutral creatures) or delete only enemies. In both cases the selected categories will be deleted from the Combat Tracker.

DM View - Toggles

As mentioned above there are 5 global and individual toggles each of which open up a new section in the Combat Tracker to enable DMs to run combats and edit aspects of characters and NPCs 'on the fly'. Each of these is discussed in more detail below. It is not considered necessary or even desirable to have the Global toggle on for any of the 5 additional boxes since this takes up a good deal of additional space on the Combat Tracker.

Targets

- This section shows the currently selected target(s) of the NPC or PC. The target(s) are shown as tokens and mousing over a token will reveal the target's name.
- The small icon to the extreme right of this section can be used to clear all of the targets from the individual PC or NPC.
- Individual targets can be removed by clicking on the target's token.

- The second small icon on the right can be used to select targets by dragging and dropping the icon onto the targets.

Attributes

- As it's name suggests this brings up the creatures attributes.
- The DM can double click on these to make any ability check.
- The DM can also edit any of the attributes by selecting any of the boxes and typing in a new value.

Size/Reach

- The Size/Reach box can be used to edit the size and reach of any creature. This can be useful if the creature is subjected to a spell or effect which alters these factors.
- The edits are done by simply typing a new value into the appropriate box.
- If the Size is increased or decreased the red (NPC) or green (PC) square that is usually seen around a creature on a map, will expand or contract to take account of the change.
- The creature's token will not automatically change to take up more or less space on the map, but the token's size can be altered by holding down CTRL and moving the middle mouse button up or down.
- If the size is altered the gray square indicating a creature's reach which surrounds a creature when moused over will change to reflect the new value.
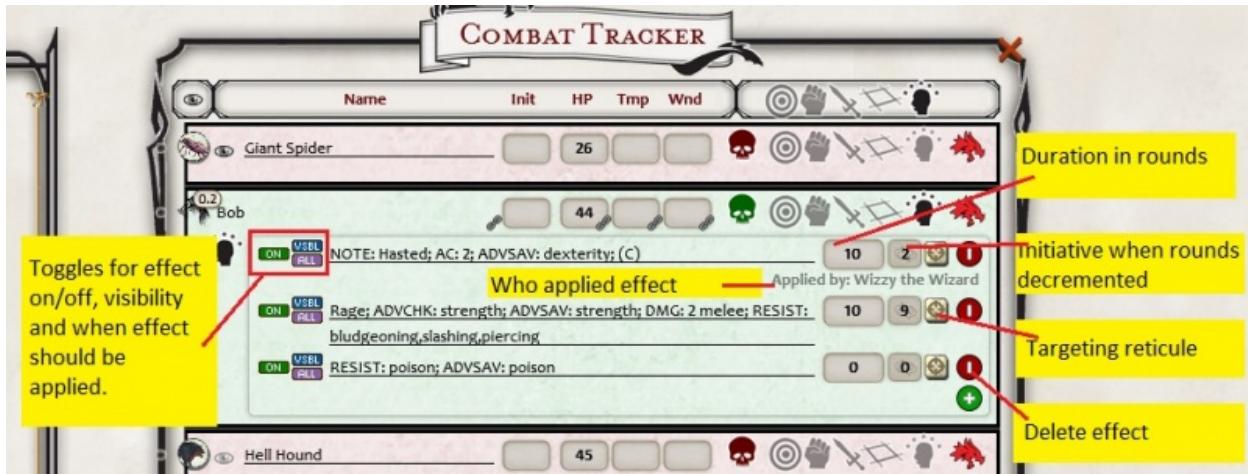
Offense

- If the DM selects the offence icon for a PC then a limited box opens up.
- On the left is a check box to record whether a reaction has been used during this turn. Click to check or uncheck.
- The next box is for initiative and is rollable but otherwise is for information only as is the AC and Spd information in the same box.
- If this box is opened either by the DM clicking on the toggle or more frequently because it's the NPCs turn on the Combat Tracker then a great deal more information is available, effectively allowing the DM to use the creature in combat without requiring the NPC's sheet to be open.
- If the creature has any traits they will be listed here along with an icon which can be clicked to get more information on the trait.
- Actions and, if present, Legendary Actions will also be listed here - see combat below for more details.

Effects
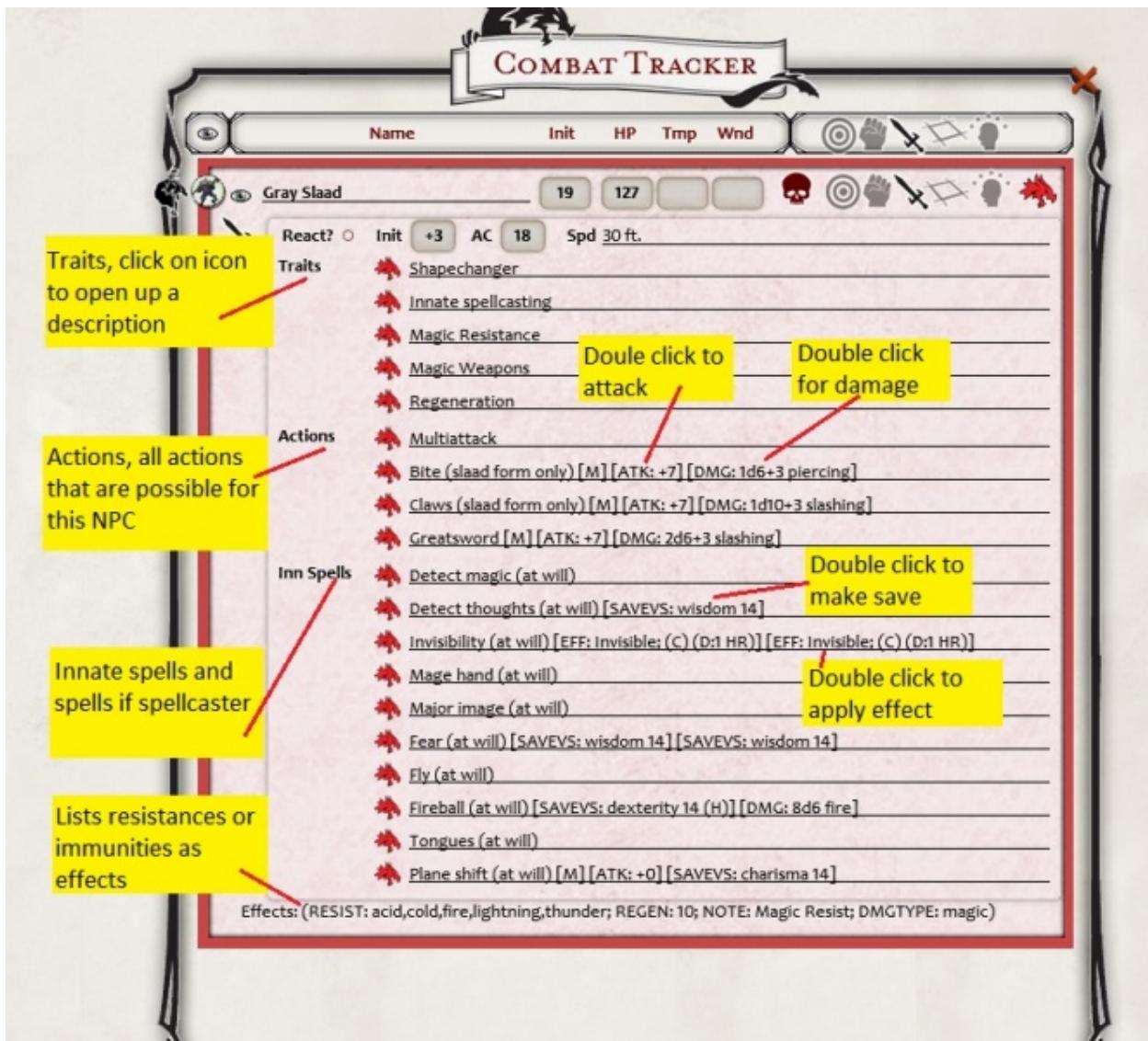
- Open this toggle to obtain a list of all effects currently present on the creature.
- A new effect can be created by right clicking and selecting 'Add Effect'.
- The 3 small buttons on the right of the effect allow the DM to control certain aspects of the effect

- ACTIVE: Toggle whether the effect is active or inactive or whether to skip use of the effect this turn.
- VSBL: Toggle whether the effect is visible to only the GM or to players as well. **NOTE:** When placed on a player a message will appear in the chat box that the effect has been placed. There is therefore no way at present for the player to be completely kept in the dark about an effect being placed on them.
- ALL: Applies the effect to all future rolls, only the next roll, only the next action or once for each part of the effect.
- The 'Duration' box shows the number of rounds that the effect has left to run. If this box shows zero the effect will remain until the DM clears the effect from the creature. (This would be the normal state for permanent effects such as a creatures immunities or resistances, or for effects that last for periods measured in hours or days rather than rounds or minutes). This value can be adjusted by the DM.
- The 'Initiative to adjust on' box shows when the duration will be decremented. This box will show zero if the effect was placed on he creature when there was no initiative rolled. Again this would be the normal entry here for effects which are permanent or last for a long time. This value can be manually adjusted by the DM.
- These two boxes can be used to precisely control when an effect ends on a creature.
  - **EXAMPLE**
  - A wizard character casts a spell on an ally and the effects of the spell last until the end of the wizards next turn. If the Wizard has an initiative of 10 then the spell will end at the start of the wizard's turn, since this is when Fantasy Grounds adjusts the duration by default. However by adjusting the 'initiative to adjust on' to 9.9 the spell will remain until the end of the Wizard's turn.
- The 'target' icon can be used to drag the effect onto one or more new targets. This is used to apply 'effect targeting' to a creature. For example if a PC were to cast a spell that gave her an advantage on her next attack against a specific creature only she could apply the effect to herself then use the target to drag the effect onto that specific creature.
- The DM can end an effect on any creature by clicking twice on the red button to the right of the effect.
- Where an effects was applied by a third party a note will appear under the effect line saying who applied the effect.
- Similarly if the effect is a targeted effect a note will appear stating the target(s).

COMBAT TRACKER

Duration in rounds

Initiative when rounds decremented

Targeting reticule

Delete effect

Who applied effect — Applied by: Wizzy the Wizard

Toggles for effect on/off, visibility and when effect should be applied.

NOTE: Hasted; AC: 2; ADVSAV: dexterity; (C)

Rage; ADVCHK: strength; ADVSAV: strength; DMG: 2 melee; RESIST: bludgeoning,slashing,piercing

RESIST: poison; ADVSAV: poison

DM View - Combat

- When an NPC populates the Combat Tracker Fantasy Grounds will automatically list the creatures traits, attacks and special abilities in the Offense Box of the Combat Tracker.
- When an NPC's turn comes around on the Combat Tracker the 'Offense' part of the Combat Tracker for that NPC automatically opens.
- Once target(s) have been selected the DM can make attack rolls by double clicking on any ATK: entry in the offense section.
- Damage rolls are made by double clicking on any DMG: section of the offense box.
- All attack and damage rolls can also be made by dragging the appropriate ATK: or DMG: dice into the chat box provided a target has been selected.
- Attack and Damage rolls can also be made by dragging the ATK: or DMG: dice and dropping onto a creature either in the Combat Tracker or onto it's token on a map.
- Saving throws can be forced on a creature by double clicking the SAVEVS: section or drag/dropping the dice into the chat box if a target has been selected.
- Saving throws can also be forced on a non-targeted creature by drag/dropping directly onto the creature in the Combat Tracker or onto the token on a map.
- Effects can be placed on a targeted creature by double clicking on any EFF: part of the offense box or by drag/dropping onto the creature in the Combat Tracker or onto it's token on a map.
- Innate spells and if the NPC is a caster, spells will also be listed here, together with syntax enabling them to be automatically cast if appropriate.
- Each spell or innate ability will have an icon that can be clicked for access to a description of the spell.
- All, attacks, damages, saving throws and effects can be rolled or applied in the same way as attack, damage and other rolls in the actions section.

Combat Tracker

Traits, click on icon to open up a description — Traits

Actions, all actions that are possible for this NPC — Actions

Innate spells and spells if spellcaster — Inn Spells

Lists resistances or immunities as effects

Gray Slaad — 19 — 127

React? ○ Init +3 AC 18 Spd 30 ft.

Traits
- Shapechanger
- Innate spellcasting
- Magic Resistance
- Magic Weapons
- Regeneration

Actions
- Multiattack
- Bite (slaad form only) [M] [ATK: +7] [DMG: 1d6+3 piercing]
- Claws (slaad form only) [M] [ATK: +7] [DMG: 1d10+3 slashing]
- Greatsword [M] [ATK: +7] [DMG: 2d6+3 slashing]

Inn Spells
- Detect magic (at will)
- Detect thoughts (at will) [SAVEVS: wisdom 14]
- Invisibility (at will) [EFF: Invisible; (C) (D:1 HR)] [EFF: Invisible; (C) (D:1 HR)]
- Mage hand (at will)
- Major image (at will)
- Fear (at will) [SAVEVS: wisdom 14] [SAVEVS: wisdom 14]
- Fly (at will)
- Fireball (at will) [SAVEVS: dexterity 14 (H)] [DMG: 8d6 fire]
- Tongues (at will)
- Plane shift (at will) [M] [ATK: +0] [SAVEVS: charisma 14]

Effects: (RESIST: acid,cold,fire,lightning,thunder; REGEN: 10; NOTE: Magic Resist; DMGTYPE: magic)

Doule click to attack

Double click for damage

Double click to make save

Double click to apply effect

DM View Action Entry Example

The action entries are auto created by Fantasy Grounds from the standard wording taken directly from the creature record in the base 5E RPG material. For example, the two actions seen in the graphic below are created from the base descriptions of:
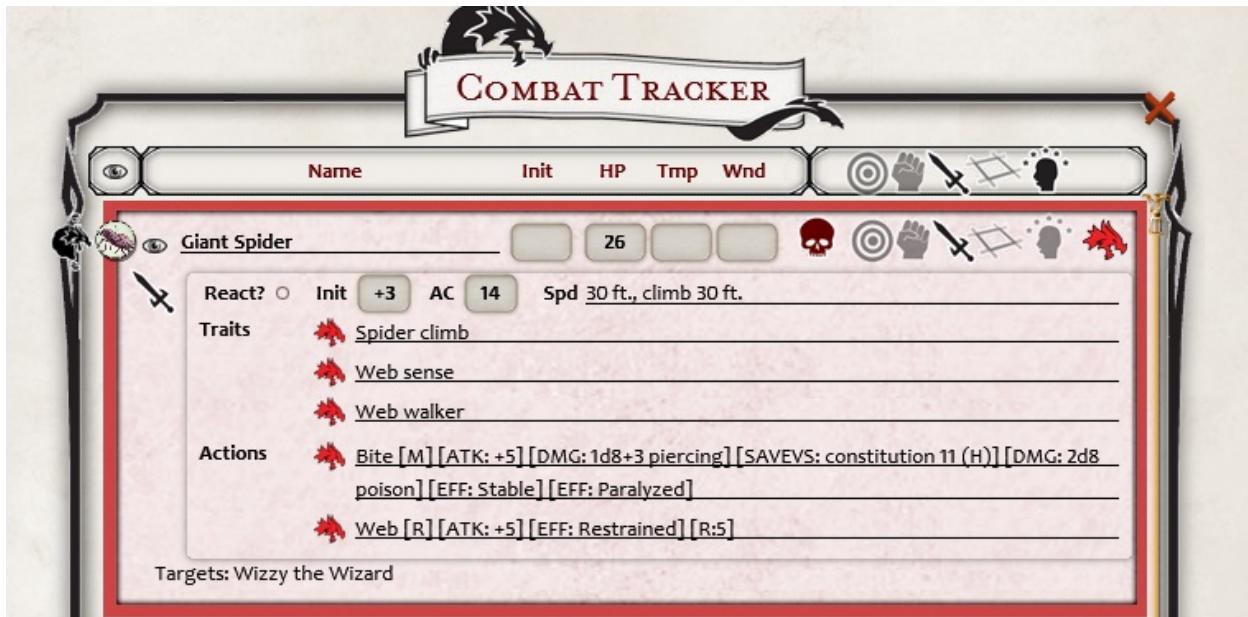
Bite

Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6).

Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The

webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Syntax

As mentioned above, the entry is created by FG parsing the normal description text of the action when the NPC is added to the combat tracker. The syntax used is similar to, yet different from, effects. The following lists the current ruleset (5E v3.1.3) supported parameters:

- **[M]** or **[R]** sets the range type of the action: Melee or Ranged
- **[ATK: XX]** sets the attack roll bonus (and indicates an attack roll)
- **[DMG: XX]** for a damage roll/application - can be a die string (e.g. 1d6) or a fixed number.
- **[SAVEVS: <ability> <target> (H)]** for a save - (H) indicates half on save
- **[HEAL: XX]** for doing healing
- **[R: X]** for a recharge number against a d6 roll (**[USED]** is added once a damage roll has been made and indicates this action has been used and will be removed when the recharge number is automatically rolled on the beginning of the creature's turn).
- **[EFF]** Indicates there is an effect that can be applied.

Using the 5E Party Sheet

Introduction
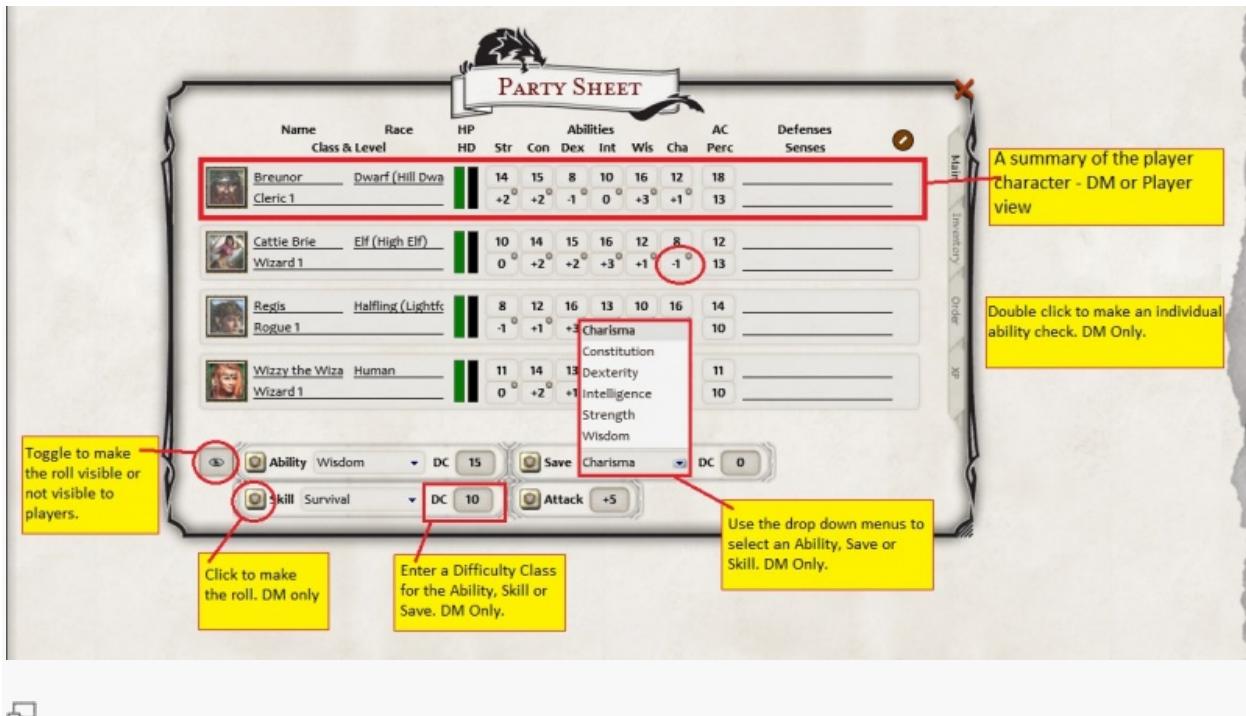
This guide covers the operation of the Party sheet under the 5e ruleset; for completeness it also includes all of the information from the Party Sheet guide.

Note: Some of the information relates to version 3.1.3 of Fantasy Grounds. Some content is not available in earlier versions.

To open the party sheet click the 'Party Sheet' button in the top right menu of the main Fantasy Grounds screen. As with many aspects of Fantasy Grounds what information is available will depend on whether you are a player or a DM. The DM also has some options as to what the players can see in the party sheet.

The Party sheets is divided into four sheets navigable by clicking on the tabs which run down the right hand side of the window.

Main Tab
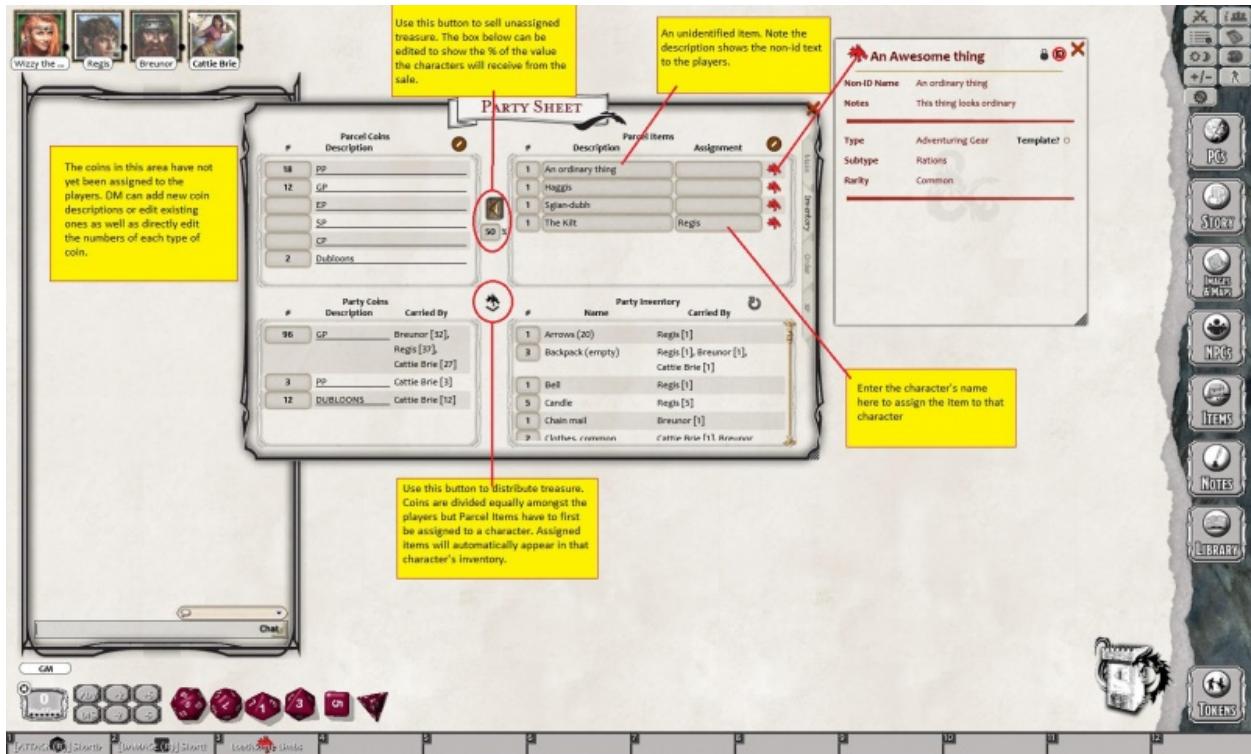
- The DM should populate the party sheet by dragging the players into the main tab from the portraits on the top left of the screen or from the PCs tab down the right hand side.
- This tab is only available to players if the DM selects the 'Party: Show characters to clients' option from the options menu.
- If available, players will see a list of the player characters along with a summary of each character; name and class, hit points, hit dice, ability scores, armor class and passive perception, defenses and senses. None of this information is editable.
- In addition to the above information DMs also have access to a number of selection boxes enabling them to make Ability, Saving, Skill and Attack rolls for the entire party.
- To make such an Ability, Saving or Skill roll select the Ability, Save or Skill from the drop down menus. Enter a difficulty class in the editable box and then click the dice roller.
- To make an Attack roll enter a positive or negative number in the editable box and then click the dice.
- Any specified modifier will be applied to all of the rolls made. E.g. if there is a -2 shown in the modifier box in the bottom left hand of the UI then all of the rolls made will suffer that penalty.
- To hide the results of the roll from the players click the small 'eye' icon to the left of 'Ability'. **NOTE:** This will only make the result visible or invisible to the players if the DM has set the option 'Show DM rolls' to 'On'. If set to 'Off' the setting the 'eye' to on or off will have no effect.

- The DM can also make an ability check for an individual character by double clicking on the dice roller box underneath each ability score.
- The DM can remove a character from the sheet by using the 'edit list' button in the top right hand corner or by right clicking on the character and selecting 'Delete Item'

Inventory Tab
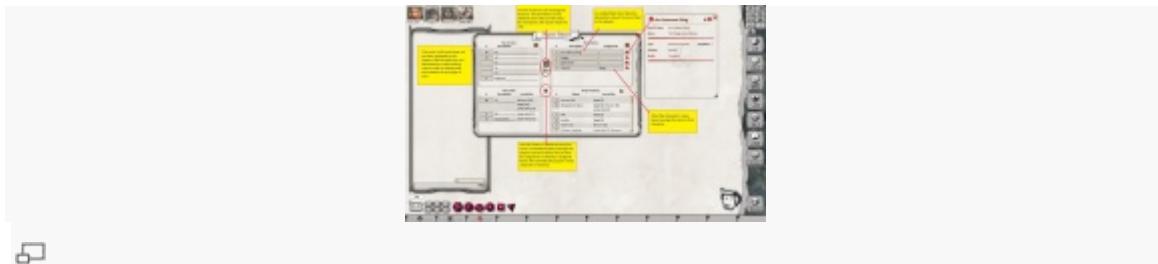
The Inventory tab is divided into 4 sections, parcel coins, parcel Items, Party Coins and Party Inventory. **NOTE:** The Party Coins and Party Inventory will only be visible to players if the DM has set the option 'Party: Show inventory to clients' to 'On'.

Parcel Coins

- This area of the Inventory displays coins which belong to the party; in other words they have not yet been distributed to the individual characters.
- Coins arrive here either from treasure parcels dropped into the party inventory by the DM, from sales of unwanted treasure (see below) or by direct editing by the DM.
- Coins can accumulate from several parcels, new parcels are added to existing coins.
- Only the DM can edit any of the boxes in this are of the party sheet.
- The DM can edit the list by using the edit list button or by right clicking and selecting from the radial menu. New Items can be added and existing ones can be deleted.
- The DM can also edit the default names of the coins.
- If a parcel is dropped into the Inventory and contains coins with a non default name that name will be added to the list.
- Coins will remain in this section until the DM distributes treasure to the party (see below).

Parcel Items

- This area displays items which have been gathered by the party and have not yet been distributed amongst the characters.
- Any items appearing here can be dragged by any player directly into their character's inventory.
- Player's can also drag items from their character's inventory directly into this section.
- The DM can drag and drop treasure parcels directly into this area.
- The DM can also drag and drop items from the Items window into this area.
- The DM can delete items by right clicking and selecting 'Delete Item' from the radial menu.
- The DM can edit existing items by clicking on the icon to the right of the item and typing in new information into the window that opens. **NOTE:** Editing items here will not affect any similar items contained in other treasure parcels or which are sitting in the items menu.
- The DM can also create new items by right clicking and selecting 'Create Item' from the radial menu. **NOTE:** Creating items here will not add the item in the items list.
- Player's can view a description of the item by clicking on the icon at the right hand side of each item. **NOTE:** If the DM has set the option 'Item: Identification:' to 'On' then the item will show as 'unidentified item' or by it's non-id name if it has one. It's description will also be truncated for the players and a red 'unidentified' icon will be visible in the top right hand corner of the item's sheet.
- The DM can toggle items 'identified' and 'unidentified' by clicking on the icon at the top right hand corner of the items sheet. This icon will only appear if the Item: identification option is set to 'On'.

Distribute Treasure

- The DM can use the 'Distributes Assignments and Coins' button in the middle of the Party Sheet to distribute treasure to the party.
- For coins each party member will get an equal share of the treasure. **NOTE:** Odd amounts will be left in the Coins parcel e.g. 7 gp between 6 players - each will get 1gp and 1gp will be left in the Coins parcel section.
- Parcel Items need to be assigned before they will be distributed. To assign an item type the character's name into the 'Assignment' field next to the item.
- Once items are assigned they will be distributed to those characters when the DM clicks the assignment button and will be moved to that character's inventory.
- If the name to which the item is assigned is not a party member then the item will not be distributed. Players could use this feature to assign items to say 'Horse' or 'Wagon' to represent party treasure being carried by a pack animal or cart.
- Once assigned a list of the items distributed and to which character they went to is shown in chat.

Sell Items

- Unwanted treasure can be sold by the DM by clicking on the 'Sell Items' button found between the two top section of the sheet.
- Only unassigned treasures will be sold.
- The gross value of the item will be the value shown on the items sheet; if no value is shown then an error will appear in the chat window and the item will not be sold.
- Any coin description is acceptable as long as there is a number preceding it. For example an item with a value of 10 pieces of eight will be sold and 'pieces of eight' will appear as a new coin in the coin list if it doesn't already exist.
- The DM can set the value that the players obtain for the sale by editing the % box directly below the sale button.
- If the selling price after the % set by the DM is less than one currency unit then the item will not be sold and an error will appears in chat.
- The coins received for the sale will be transferred to the Parcel Coins list. Additionally a list of the items sold, the price each was sold for and the total value will be output to chat.

Party Coins

- This section is only available to the players if the DM selects the option Party: show inventory to clients.
- This part of the Inventory shows the total number of each coin type held by the party and how those coins are distributed amongst the party members.
- This section cannot be edited by anyone; it is purely for informational purposes.

Party Inventory

- This section is only available to the players if the DM selects the option Party: show inventory to clients.
- This section shows the total of each item held by the whole party and how many of that item each party member has.
- It is for informational purposes only.
- There is a button just to the right of 'Party Inventory' which allows the DM to refresh the party inventory.
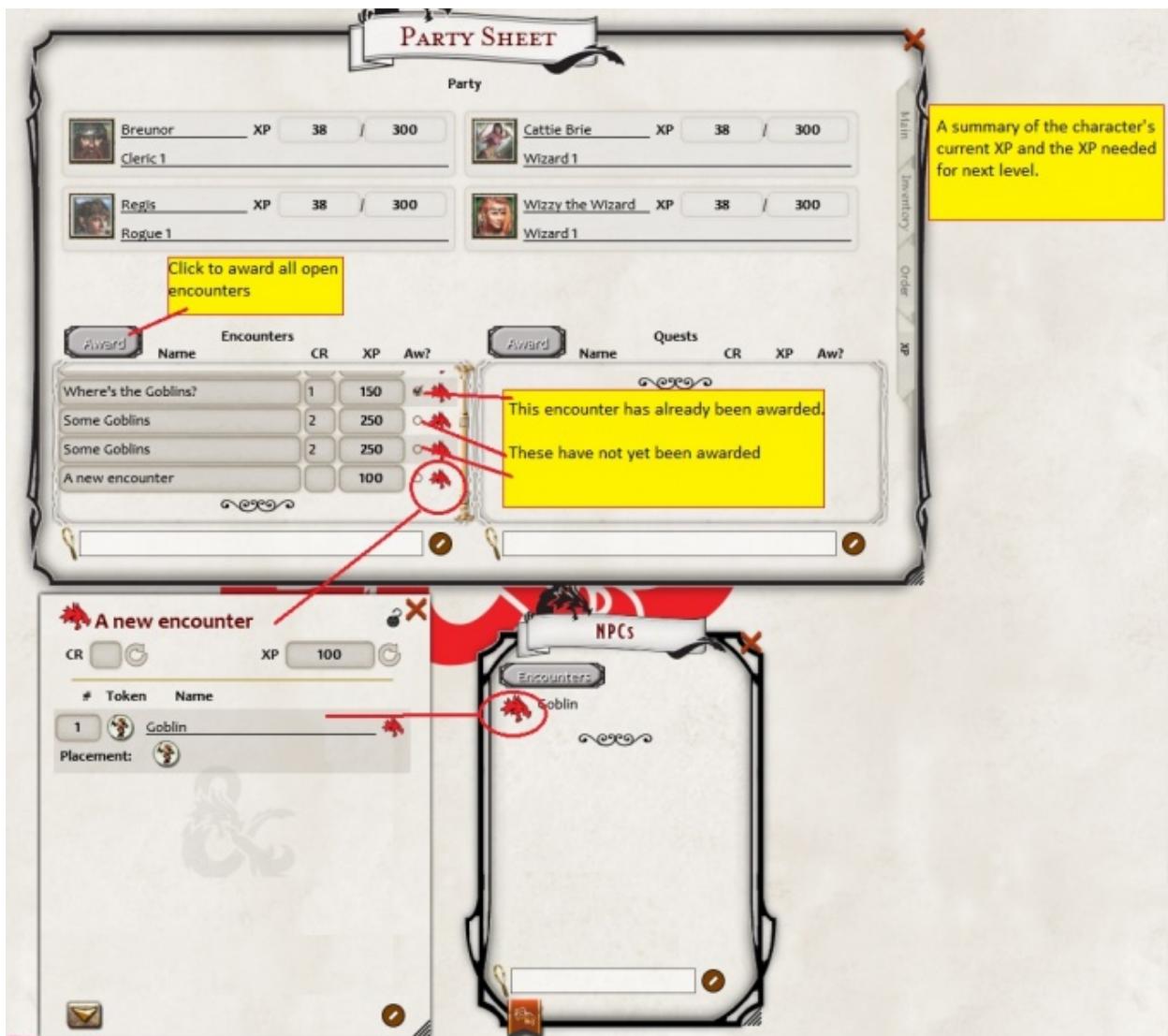
Order Tab

- This sheet is always available to both DM's and players.
- The left hand column can be used to set a watch order. The DM can edit the numbers box to show this order.
- The right hand square paper can be used to set a marching order by dragging player character portraits into the grid. This can be done from the top left hand corner or from the PCs tab.
- The grid can also be used for combat if desired.
- In order for successful targeting the PCs must be placed on the grid by dragging from the Combat Tracker.
- NPCs must also be dragged from the Combat Tracker or placed on the grid from a pre set up encounter.
- See the Combat Tracker article for more information on how to run combats.

- Players and DMs can do some basic drawing on this grid using the draw tools in the top left hand corner of the grid.
- To use these click on either the pen to draw or the eraser to rub stuff out.
- Pointers can also be drawn on the grid. **NOTE:** Pointers appear in the same dice colour as the player or DM doing the drawing.
    - To draw an arrow hold down both mouse buttons and drag.
    - To draw a circle hold down CTRL and both mouse buttons and drag.
    - To Draw a square hold down SHIFT and both mouse buttons and drag.
    - And to draw a cone hold down ALT and both mouse buttons and drag.
- The DM can also set pins on the grid by dragging story entries or encounters onto the grid.
- Pins can be shared with the players by right clicking and selecting 'Make Link Shareable' or 'Make all Links Shareable'.
- DMs have a number of options from the radial menu obtained from right clicking on the grid.
    - The drawing layer can be locked so that only the DM can draw on the grid.
    - The drawing can be expended left, right, up or down to create a larger grid.
    - The layer's menu allows for removing the grid, snapping to the grid, disabling links or to change from square to hex grids.
    - Sharing allows for images to be preloaded, the image to be synchronised with the client (players) and for the view to be locked or unlocked.
    - The menu also allows for selection methods, selecting or removing pointers and closing the window.

XP Tab
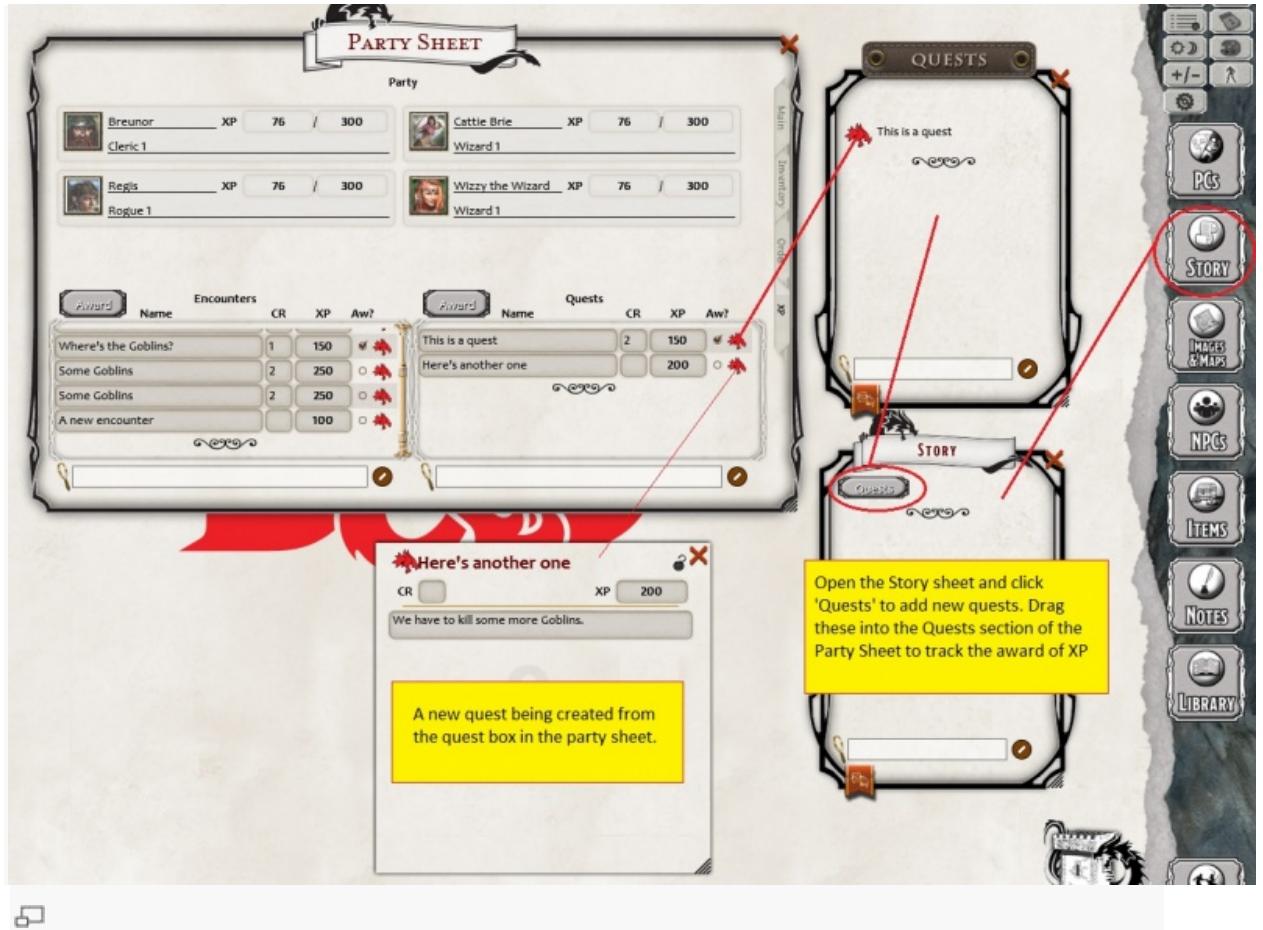
- The XP tab is only ever available to the DM.
- The top half of the sheet is a summary of the Current XP and XP to next level for each of the characters. None of this information is editable in this window.

Encounters

- The DM can drag encounters into this area, either from the encounter sheet or from the encounter itself.
- New Encounters can be created by right clicking and selecting 'Create Item'. Type in a name and then open the encounter dialog by clicking on the icon to the right of the new line. Create the encounter then as normal by dragging NPCs into the encounter dialog.
- Encounters can be deleted by right clicking and selecting 'Delete Item'.
- To award the XP for an encounter right click on the encounter and select 'Award XP'. A small tick will appear under the 'Aw?' line to indicate the award has been made.
- All XP for encounters not yet awarded can be given by clicking the 'Award' button at the top of the left hand of the encounters box.
- A notification of the XP awarded to each PC will be output to the chat window.

Quests

- Quests are created by clicking the tab in the top left hand corner of the 'Story' sheet. Enter a challenge rating and XP if desired and then type whatever text is desired.
- Quests can also be created by right clicking in the quests section of the Party Sheet and selecting Create Item
- Quests can then be linked to story entries, dragged into maps (which creates a map pin) and shared with players as normal.
- When dragged into the Quests section of the Party sheet quests act much like encounters in the previous section.
- The DM can award the XP for a single quest by right clicking and selecting 'Award' or by clicking the 'Award' button at the top left of the Quests box.
- The XP will be shared amongst the players equally and output showing the award will be sent to the chat window.

Advanced 5E Effects

What is an Effect?

One of the most powerful features of the built in 5e ruleset is effects. It is also, judging by the number of forum posts, the area where most users find the learning curve steepest. In Fantasy Grounds an effect is anything which gives the character either a bonus or penalty of some kind to a dice roll they are about to make. In order

for the effect to be properly executed the character must be on the Combat Tracker (CT) and either they or another actor must make a dice roll which involves the character. In other words effects are checked when a character attacks, does damage, makes a saving throw (including death saves) or makes an ability or skill check. Effects are also checked when that same character is attacked, or damaged or has a saving throw, ability check or skill check forced on them (such as from a spell).

Automatic Effects

Many effects are created automatically for you in the 5e ruleset by dragging and dropping from the source material such as the Player's Handbook. For example dragging spells into the actions tab will in almost every case create an effect. Where an effect is not created via this method the probability is very high that either the spell doesn't require an effect or Fantasy Grounds doesn't have a built in way to handle whatever the spell is trying to do. For example the spell 'Animal Messenger' doesn't require an effect since this spell and others like it are simply 'Theatre of the Mind' spells. As another example the spell 'Counterspell' won't create an effect either because Fantasy Grounds can't know what the difficulty class of the incoming spell might be and also the program doesn't recognise a spell per se. It recognises attacks and forced saving throws which originate from spells but it doesn't 'see' the fact that this is a spell, rather it is treated as an attack or a forced save. For more information see the 5E Character Sheet

In the case of NPCs effects appear on the Combat Tracker when the NPC is placed there either from the NPC list or from an encounter. This action causes Fantasy Grounds to attempt to parse the information contained in the NPC sheet and create the effects. Most of the standard NPCs from the Monster Manual will, when dragged to the Combat Tracker, create any necessary effects so that the DM can use them. Again, not everything will create an effect either because one isn't required or Fantasy Grounds doesn't have a way to create one. For more details see the 5E NPC Sheet.

Creating Effects - Player Characters
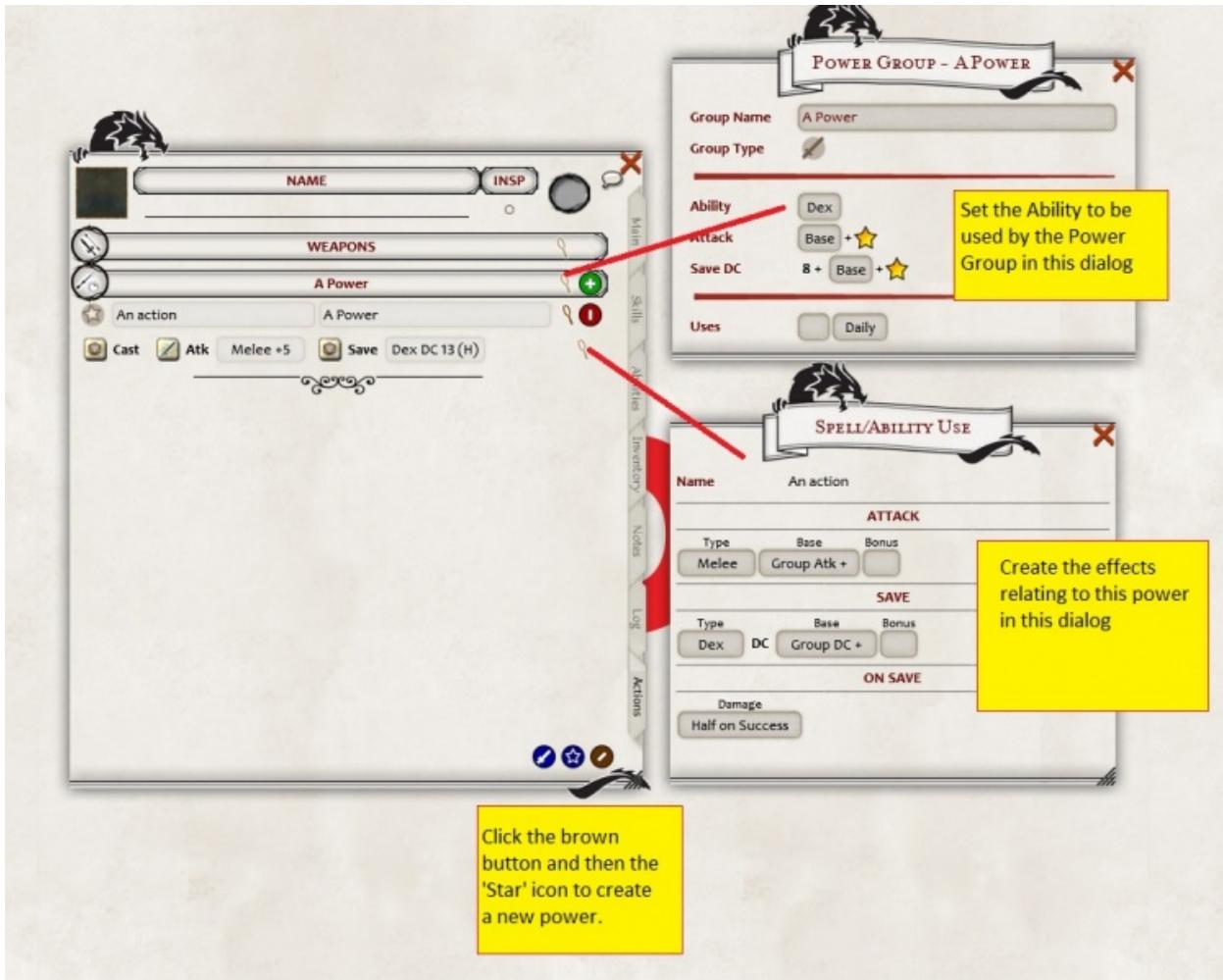
In the player Character sheet effects are created in the actions tab. An effect can be added to an existing power or if no power exists a new one can be created.

- Click on the 'Edit List' button at the bottom right hand side of the Actions Tab and then click on the 'star' icon to create a new power group. You can also right click on an existing power and select 'Create Item'.
- Type a name into the new line where it says <<name>>. This will be the name of the action that you are going to create. You can also type into the right hand box to give the power group a name.
- Note that the Power Group now has a magnifying glass at the right hand side. You can click on this to bring up the power group dialog and here you set the ability which this power group will use for any attacks, saving throws and bonuses for all of the actions that you set within this power group.
- Now right click on the new line created above to bring up the radial menu and select 'Add Action'. This will bring up a submenu which allows you to create the following:

  - **Add Cast:** this allows for an attack roll to be made against the target or forces the target to make a saving throw - or both.

  - **Add Damage:** As it's name suggests this allows for the creation of a damaging effect to apply to the target.

  - **Add Heal:** Create a healing effect.

- **Add Effect:** This adds an effect to the target. This can be almost anything from applying a simple condition such as poisoned to a whole series of statements which might apply to the target.
- Whichever you choose a new line will be created with a small magnifying glass beside it. Click the magnifying glass to open up the dialogs associated with each effect type.

Cast Dialog

- The first section is concerned with attacks. Click the words under 'type' to cycle through the (self explanatory) options, ranged, melee or none.
- Under 'Base' click to cycle through the options:
  - **Group Attack+:** This refers to the Power Group and the base attack will feed off whatever the base attack has been set within the power group (see above). So if the Power Group ability has been set to STR then this attack will use the character's STR to determine any bonus or penalty to the attack roll.
  - **Ability:** This allows for setting an ability for this effect independent of whatever has been set for the Power Group. Click the 'Stat' field to cycle through the options. This includes all of the ability modifiers, classes, the character level (lvl) and the character's proficiency. This allows for extreme flexibility in setting up actions. Setting this to 'Base' will feed off the ability which has been set for the Power Group.
  - **Fixed:** Allows for entering a straightforward number. This is useful if the attack is not based off any particular ability, class or level. In this case enter the number desired in the 'bonus' box.
  - **Bonus:** Enter a number if any bonus is to be applied to this attack roll.
- The second section of this dialog is concerned with saving throws.
  - **Type:** Click to cycle through the options. For example if you want the target to make a DEX saving throw set this to 'Dex'. Once again 'Base' represents the ability set in the Power Group.
  - **Base:** This is the same as the 'Base' option described above in the attack section.
  - **Bonus:** Again this is the same as the bonus section in the attack section.
  - **On Save:** Click here to select 'Half on Success' if the creature takes only half damage on a successful saving throw.
- Once completed the effect will appear in the Actions tab ready for use. Clicking the small dice icon beside the effect will cause Fantasy Grounds to make the attack and/or saving throw against the target of the attack. Players can also perform the attack and save separately by clicking first on the little sword icon and then on the dice icon beside the save.
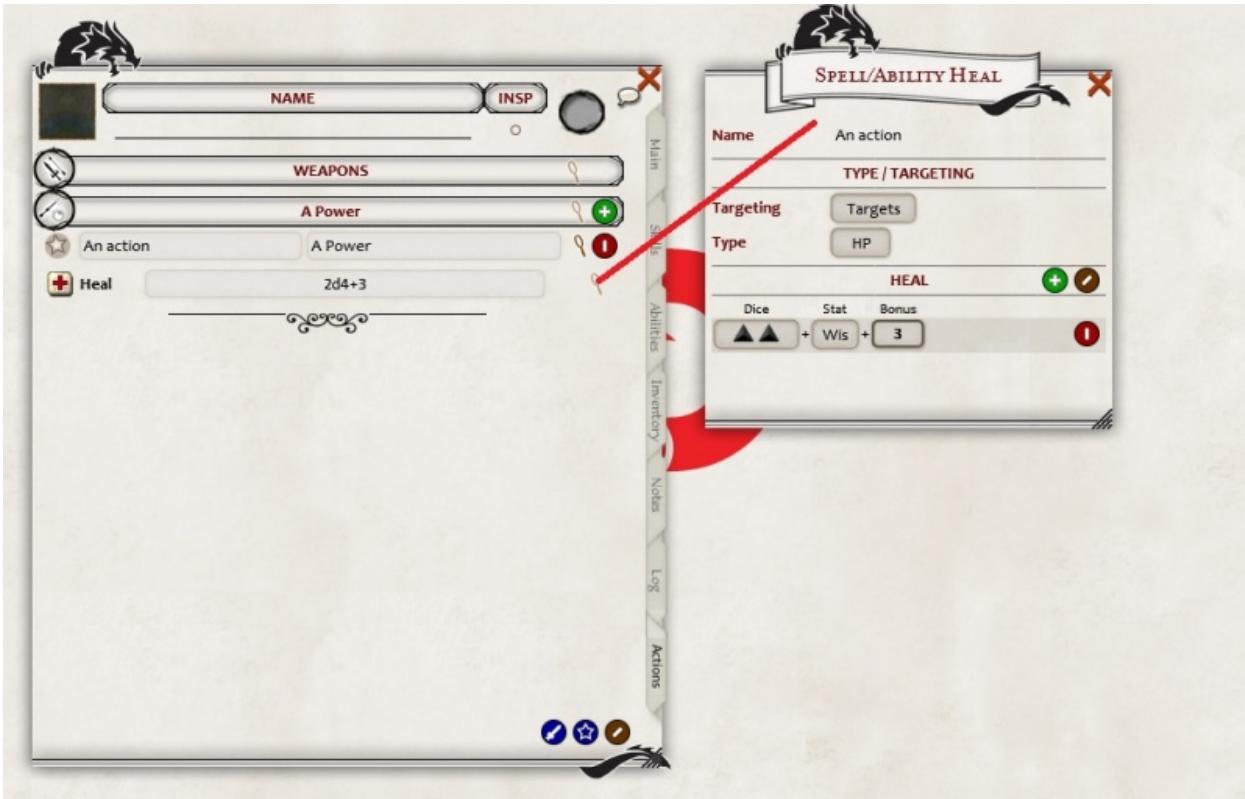
Damage Dialog

- Click the 'Edit List' button and then the green 'Add Item' button to create a new line.
- Drag dice and drop them into the 'Dice' box for the damage amount. For example if the damage is 2d6; click and hold a d6, then right click to add a second dice and then drop into the box below 'Dice'.
- Click on the box below 'Stat' to cycle through the options. Once again 'Base' will feed off whatever ability was set in the Power Group.
- Add any bonus to the damage if this is relevant. **Note** that this is not the bonus from the ability being used but any bonus that might be available from a magic weapon for example.
- Enter the type of damage that the effect will do. **Note** that as of v3.1.5 multiple damage types can be entered here separated by a comma.
- You can continue to add new lines for more damage if this is relevant.

Heal Dialog
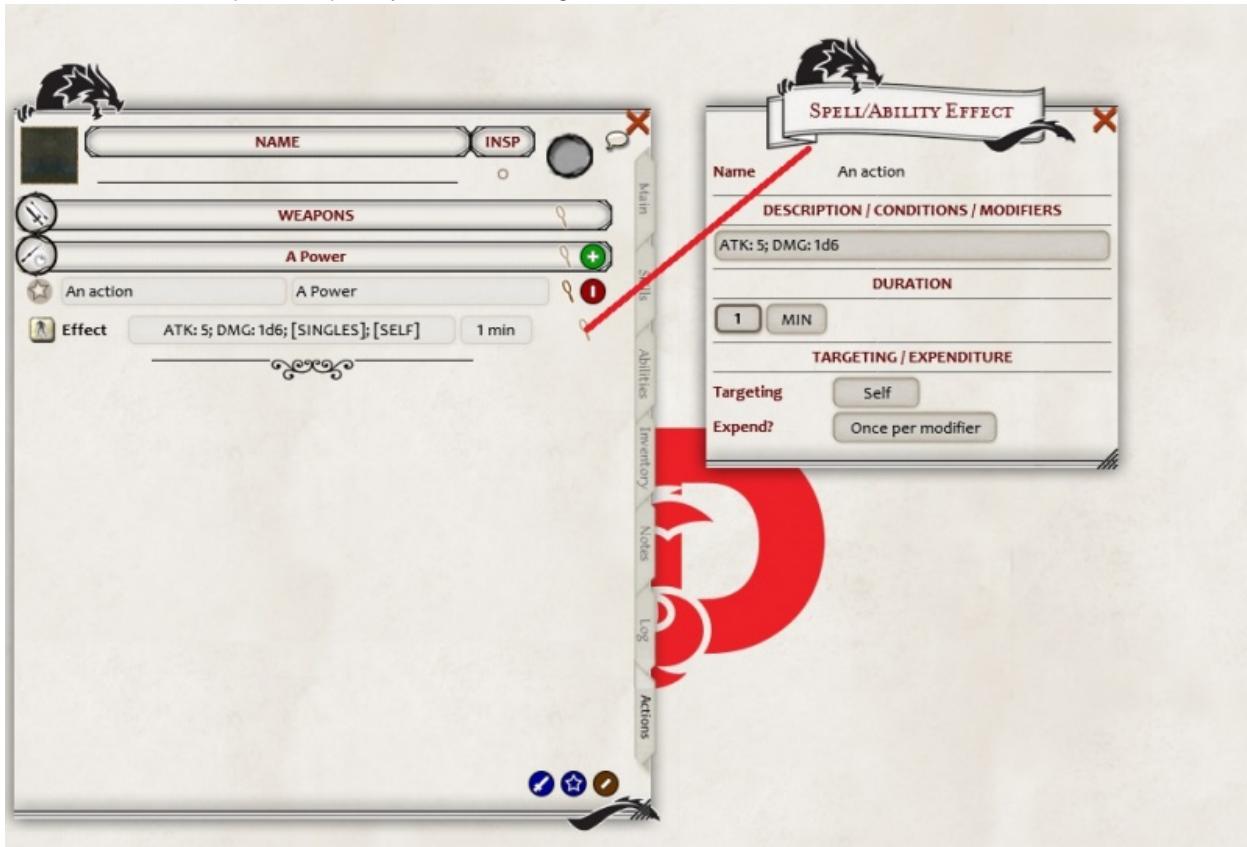
- Select the target of the heal by clicking through the options in 'Targeting'. 'Self' will only heal the caster. Targets will heal any target selected including the caster if he is selected.
- Cycle through the options under 'Type'. 'TEMP' will give the target temporary hit points, 'HP' will remove wounds from any targets selected by the character using the cast.
- Click the 'Edit list' button and then the green 'Add Item' button to add a new line.
- Drag dice into the dice box in the same way as described above.
- Select a stat if appropriate in the stat box by clicking through the options. Again 'base' will use the ability from the power group.
- Enter a figure for any bonus to the heal.
- More lines can be added if appropriate.

Effect Dialog

- The descriptions/Conditions/Modifiers line is where you enter your effect. Almost anything can appear here including 'dummy' text. More information on how to create effects in this box is given below.
- Click on the 'RND' word to cycle through the options. These are RND = Round, MIN = Minute, HR = hour and DAY = day. This is the duration of the effect that you want to create.
- Now enter a figure into the box to the left of the time division. If this is left blank then the effect will never expire.
- Click on 'Targeting' to select whether the effect should apply to the caster (self) or to targets.
- Click through the 'Expend?' options. These are as follows:

  - **Never:** The effect will never expire even following a short or long rest.

  - **On Next Action:** The effect will expire on the next relevant action. So if the effect is a damage effect then it will expire when the player next rolls for damage.

  - **On Next Roll:** The effect will expire immediately on the next relevant roll made by the character. For example if the effect modifies both attack and damage the effect will expire on the next attack **or** damage roll. If there are several targets then each of the targets will be affected by the roll not just the first.

  - **Once per modifier:** The effect will continue until a roll has been made involving all of the modifiers in the effect. For example if there is an effect which applies to both attack and damage. The attack part

will only be used on the first attack even if the character makes several subsequent attacks. The effect will then expire completely once a damage roll has been made.

Creating Effects - NPCs

In most instances effects for NPCs will be created automatically when the NPC is dragged onto the Combat Tracker, if the NPC comes from any officially produced module or the Monster Manual. DMs are referred to the article on the 5E Combat Tracker for more details.

For custom built NPCs the DM needs to be aware of the wording that needs to be employed in order to get effects to properly parse. There is more information on this in the 5E NPC Sheet and also in the 5E Character Sheet in the create a spell section. The best reference for this purpose is the Monster Manual. Following the wording in that volume will generally mean that any effects are set up automatically.

The DM can also create effects by typing these directly into the Combat Tracker under the 'traits' section of an NPC or by expanding the 'Effects' section of a PC. All of the same rules for creating effects and their syntax as detailed below apply.

Case Study - ATK

So let's take a look at just one of the possible modifiers that you can use to create effects the ATK modifier. As its name suggests this modifies a character's attack roll. Normally an attack is made by rolling a d20 but a variety of situations and spells can add or subtract from the number rolled.

Let's start with a simple example, where the character has a spell cast on him which gives him a +1 to hit. This effect is written 'ATK: 1' (without the quotes). In longhand this is telling Fantasy Grounds to add 1 to the d20 dice roll when a player rolls to attack. The value after the modifier ATK can be a number or a dice value and either can be positive or negative. So we could have all of the following ATK: -1d6, ATK: 4, ATK: -2, ATK: 1d4. The format as you can see is always the modifier (ATK) followed by a colon ':' followed by the value '1d4'.

We can also specify a player's attribute bonus as the value for the modifier. The format for this is 'ATK: [XXX]', where XXX represents STR, DEX, CON, INT, WIS or CHA. 'ATK: [WIS]' will add the players Wisdom modifier (whether positive or negative) to the attack roll. We can also use the negative form 'ATK: [-WIS]' to reduce the roll by a specific ability modifier. We can even modify the attribute by halving or doubling it; 'ATK: [HWIS]' will add half the wisdom modifier to the roll and 'ATK: [2WIS]' will add double the wisdom modifier. Note that square brackets '[]' are used around the ability modifier. In addition to ability modifiers the players level [LVL] or proficiency [PRF] can be used as a modifier.

In the case of ATK: 1d4 this will add a 1d4 to any attack roll that the player makes. However we can restrict this to just certain attacks by including a descriptor to the effect. Let's say that we can only get a bonus on melee attacks; in that case our effect is written 'ATK: 1d4, melee'. The descriptor is added after the value and separated by a comma ','. Now when used on a character only melee attacks will benefit from the additional dice. If we substitute 'ranged' for 'melee' then only ranged attacks will get the benefit.

We can go even further and limit the benefit to only opportunity attacks. The format for this is 'ATK: 1d4, opportunity'. Now FG needs to know when you are making an opportunity attack so when you make the attack hold down shift as you do so. If the player has the effect on him then he will get the bonus to the throw but otherwise nothing happens.

The following are all examples of effects which can be created using the ATK modifier

- ATK: 1d4 - Will apply a 1d4 bonus to the attack roll.
- ATK: [-STR] - Will apply a negative equal to strength modifier to the attack.
- ATK: [HLVL], melee, opportunity - will apply half the character's level only to melee opportunity attacks.
- ATK: 1d6, ranged - will apply a 1d6 bonus to only ranged attacks.
- ATK: [2CON], melee - will apply twice the CON modifier to any melee attack.

Combat Tracker

When an effect is applied to an actor in the combat tracker, some additional fields are available to the DM. See the 5E Combat Tracker for more details.

- **Active State:** By default, an effect is set to always be active (i.e. On). The active state can be toggled to Skip or Off. If set to Skip, the next application of the effect will be skipped, and then the effect will be set to On again. If set to Off, the effect will no longer be applied to rolls, but will remain in the CT.
- **Duration:** When the main duration field is set to Start/End Turn values, an additional field will be shown to track the initiative number when the duration should start/end.
- **Applied By:** The active actor will be used as the source actor of an effect, and shown in the lower right of the effect entry. If no actor is active, then this field is hidden. To set the source actor of an effect, drag the name field of a CT actor onto the label field of a CT effect entry. The source is usually just informational,

but may occasionally be used to support advanced effects (such as Marked). Click on the Applied By field to clear the source actor.

- **Targets:** By default, effects are applied to relevant rolls for all targets. However, some effect components can be targeted (such as attack and damage modifiers). A targeting button is shown next to each effect entry, and can be dragged onto a CT entry or CT-linked token to specify that the effect is targeted to a specific actor or set of actors. Additional options to target all allies or enemies are available by right-clicking on the targeting button. The Targets field is hidden unless targets are defined. Click on the Targets field to clear the targets.

Effect Targeting

As described above in the dialog for Spell/Ability Effect there is a box for 'Targeting' which can be set either to 'Targets' or 'Self'. It is important to understand that this isn't asking you to tell Fantasy Grounds who the target of the effect is but rather where the effect should reside.

If we take a simple case of a character that has set up an effect to deal some extra damage, DMG: 1d6. It is the character who is the beneficiary of this additional damage (not the creature who is going to take it) and so when creating the effect the character needs to set the 'Targeting' box in the dialog to read 'Self'. When the player clicks the action button to apply the effect it will correctly be set on the character even if he has a number of enemies targeted on the Combat Tracker (or none at all).

On the other hand suppose we have some spell or ability which means that an enemy gets disadvantage on attack rolls DISATK:. Clearly there's no use this effect sitting on the character; it must be placed on an enemy and so when setting the targeting we make sure that it reads 'Targets'.

So when setting the 'Targeting' to 'Targets' or 'Self' we need to think about what the effect is setting out to achieve, who should benefit or who should take the penalty. Once you have sorted that out you should be able to work out on which creature that effect should be sitting.

There is another layer of depth however to the effect system built into Fantasy Grounds – effect targeting. This concept is probably best illustrated with another example and we'll use the wizard cantrip *True Strike*. This spell tells us that on your next turn you gain advantage on your first attack against the target of the spell. Let's say our spellcaster is up against 6 Goblins and he is going to cast the spell on Goblin 3.

Based on the above we need to figure out who is going to benefit from this spell and clearly it is the caster and so the 'Targeting' of the effect needs to be set to 'Self'. So we set up an effect ADVATK: and set the targeting to 'Self'. We click on the action button and it places the effect on the Wizard. However there's a problem because we have just given our Wizard advantage on every attack roll he makes against any Goblin, not just Goblin 3.

What we need to do then is target this effect only at Goblin 3 and we do this by holding down SHIFT and dragging the effect onto Goblin 3. You will see that when you do so the effect appears on the Wizard (because we set the targeting to Self) not on Goblin 3. Now our Wizard will only get advantage on an attack against Goblin 3.

A similar kind of situation arises with the Hex spell which allows the caster to get an additional 1d6 necrotic damage against whomever the spell is cast upon. We create the effect DMG: 1d6 necrotic; and set the targeting to 'Self'. When cast shift-drag the effect onto the target. Now, only against that target will the caster get the additional damage.

It needs to be noted that not every modifier can be used in this way. Modifiers which can be make use of effect targeting have a 'T' in the 'Notes' column in the tables below. For convenience these are ATK, AC, DMG, Invisible, RESIST, VULN, IMMUNE, COVER, SCOVER, ADVATK, DISATK, GRANTADVATK, GRANTDISATK.

I would also recommend that readers take a close look at TASAgent's excellent extension [1] which helps to simplify effect targeting by adding an 'effect target' box into the dialog. This makes setting up such effects a bit easier.

A Word on Syntax

As has been seen from the notes above there is a syntax which must be followed so that effects will work successfully.

- Modifiers need to be followed by a colon ':' if you intend to have anything after them such as a number, dice etc. If the colon is missed then Fantasy Grounds assumes that there is nothing to follow. Thus if the effect requires nothing after the modifier the colon can be missed out.
- Some modifiers can accept descriptors. These must follow the dice or number separated by a comma. For example ATK: 1d6, melee
- If the modifier is to be modified by a player stat then that should be enclosed in square brackets '[]'. For example SAVE: [CHA]
- Effects can be chained together but each must be separated by a semi colon ';'. For example AC: 1; ATK: 1; DMG: 1d6
- You can add a description to an effect ending in a semi colon. For example Bless; SAVE: 1d4; ATK: 1d4. this is useful for reminding players what the effect is.
- A special tag '!' can be used as a kind of logical NOT. For example the effect "RESIST: bludgeoning, piercing, !magic" creates an effect which allows whoever has the effect to resist damage from bludgeoning or piercing weapons provided they are not magical. If they are magical then all of the damage will get through. Other useful delimiters are !silver and !adamantine.

Reference

The following sections details the conditions, modifiers and other components which can be used to create effects within the 5e ruleset. A number of examples are also provide to help users get started.

Conditions

- The following are the conditions from Appendix A of the Player's Handbook which Fantasy Grounds can handle. These are built into the code and can be applied to a character or NPC either via an effect from the character sheet or Combat Tracker or by applying it from the effects button in the UI.
- Not case-sensitive.
- Effects do not stack. So, for example, if a character suffers from Blinded and Frightened they will not suffer a double disadvantage to attack rolls.

Condition	Modifiers Applied	Notes

Status		
Blinded	GRANTADVATK, DISATK	
Charmed		
Deafened		
Encumbered	DISATK, DISCHK: strength, DISCHK: dexterity, DISCHK: constitution, DISSAV: strength, DISSAV: dexterity, DISSAV: constitution	
Frightened	DISATK, DISCHK	
Incorporeal	RESIST: all	
Intoxicated	DISATK, DISCHK	
Invisible	ADVATK, GRANTDISATK	(T)

Paralyzed	Prone, GRANTADVATK	Automatically fails STR and DEX saves
Poisoned	DISATK, DISCHK	
Prone	DISATK, GRANTADVATK: melee, GRANTDISATK: ranged	
Restrained	GRANTADVATK, DISATK, DISSAV: dexterity	
Stable		When dying, actor makes death rolls unless it has Stable effect. (option)
Stunned	GRANTADVATK	Automatically fails STR and DEX saves
Unconscious	Prone, GRANTADVATK	Automatically fails STR and DEX saves

(T) = Effects can be targeted to only apply to conditions against certain opponents

Modifiers

- **Format:** [tag]: [dice/number] [descriptors]
- Case-sensitive
- If colon missing, assume no dice, numerical modifier or descriptors.
- Modifiers stack as long as their bonus type is blank or unique. If two modifiers have the same bonus type, only the larger value will be used.
- When applying effects from PC sheet powers, bracketed ability tags ([STR],[DEX],...) can be added to the modifier dice and numerical portion to adjust by current PC attribute modifiers. The ability tags can be set to negative ([-INT]), half ([HWIS]) or double ([2CHA]). Two additional tags for level ([LVL]) and proficiency bonus ([PRF]) are also supported.

Modifier	Value	Descriptors	Notes
Combat			
INIT	(D)		Initiative rolls
ATK	(D)	[range], opportunity	(T); Attack rolls
AC	(N)	[range], opportunity	(T); Armor class
DMG	(D)	[range], [damage type]*, critical	(T); Damage roll; If critical keyword, only applies to critical damage rolls.
HEAL	(D)	-	Healing rolls
SAVE	(D)	[stat]	Saving throws
Abilities			

CHECK	(D)	[stat]	Ability checks
STR	(N)	[bonus]	Strength modifier
DEX	(N)	[bonus]	Dexterity modifier
CON	(N)	[bonus]	Constitution modifier
INT	(N)	[bonus]	Intelligence modifier
WIS	(N)	[bonus]	Wisdom modifier
CHA	(N)	[bonus]	Charisma modifier
Damage			
DMGTYPE	(-)	[damage type]	Adds damage type to all damage rolls.
DMGO	(D)	[damage type]*	Damage (Ongoing)
REGEN	(D)	[special]	Regeneration. Use and/or clause to specify damage types which can overcome regeneration.
IMMUNE	(-)	[damage type], all	(T); Immune to damage type; Assumes all if no [damage type] descriptor.

RESIST	(N)	[damage type], all	(T); Resistance to damage type; Assumes all if no [damage type] descriptor.
VULN	(N)	[damage type], all	(T); Vulnerability to damage type; Assumes all if no [damage type] descriptor.
Situational			
COVER	(-)	[range]*	(T); Cover; (ATK: -2)
SCOVER	(-)	[range]*	(T); Cover (Superior); (ATK: -5)
Advantage and Disadvantage			
ADVINIT	(-)		Advantage on initiative rolls
DISINIT	(-)		Disadvantage on initiative rolls
ADVATK: [range], opportunity	(-)		(T), Advantage on attack rolls
DISATK: [range], opportunity	(-)		(T), Disadvantage on attack rolls

GRANTADVATK: [range], opportunity	(-)		(T), Grant advantage on attack rolls made against actor
GRANTDISATK: [range], opportunity	(-)		(T), Grant disadvantage on attack rolls made against actor
ADVSAV: [stat]	(-)		Advantage on all saving throws (or a specific saving throw, if specified) (must be lower case)
DISSAV: [stat]	(-)		Disadvantage on all saving throws (or a specific saving throw, if specified) (must be lower case)
ADVCHK: [stat]	(-)		Advantage on all ability checks (or a specific ability, if specified) (must be lower case)
DISCHK: [stat]	(-)		Disadvantage on all ability checks (or a specific ability, if specified) (must be lower case)
ADVSKILL: [skill]	(-)		Advantage on all skill checks (or a specific skill, if specified) (must be lower case)

DISSKILL: [skill]	(-)		Disadvantage on all skill checks (or a specific skill, if specified) (must be lower case)
ADVDEATH	(-)		Advantage on death rolls
DISDEATH	(-)		Disadvantage on death rolls
Misc			
EXHAUSTION	(N)		On value of 1-2, applies DISCHK. On value of 3+, applies DISCHK, DISATK and DISSAV.

(D) = Dice and numbers supported for value attribute

(N) = Only numbers supported for value attribute

(-) = Neither number nor dice supported for value attribute

(T) = Effects can be targeted to only apply to modifiers against certain opponents

[range] = melee, ranged

[damage type] = acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, adamantine, bludgeoning, cold-forged iron, magic, piercing, silver, slashing

[stat] = strength, constitution, dexterity, intelligence, wisdom, charisma

* = Multiple entries of this descriptor type allowed.

Special Components

- Unique format for each tag
- Case-sensitive

A Note on IF and IFT

What both these functions do is test a condition and if it is found to be true then the next part of the statement will be carried out, otherwise it will be ignored.

Let's take the example IF: invisible; DISSAV strength. What this is saying is that if the character on which this effect is placed is invisible then they will have disadvantage on strength saving throws otherwise nothing happens.

The difference between the two components is that IF looks at the source (i.e. the creature on which the effect is sitting) whilst IFT looks at the target of the creature on which the effect is sitting.

Not only can IF and IFT test conditions (such as poisoned, grappled, invisible etc) but they can also test for conditional operators. There are five of these ALIGN, SIZE, TYPE, Wounded and Bloodied. As their name suggests, the first three operators test for the alignment, size and type of a creature. Wounded tests to see if the character has any wounds and Bloodied will return true if the target has wounds greater or equal to half of their maximum hit points.

Taken together the testing components and the conditions which they can test for mean that extremely powerful effects can be set up and these are particularly apposite to magic item creation and use. So let's take a look at some examples.

IF: poisoned; DISSAV: wisdom This will test to see if the character has the 'poisoned' effect on him and if so he'll roll WIS checks at disadvantage. Any of the conditions recognised by Fantasy Grounds can be tested in this way.

IFT: intoxicated; ADVATK If the target of the attack is intoxicated then give the attacker advantage on the roll.

IF: ALIGN (good); DMG: 1d8 radiant If the character is good then deal an extra 1d8 radiant damage on any damage roll. Note this will return true for any good alignment (Chaotic Good, Neutral Good and Lawful Good). You can test for any morality (Good, Evil and Neutral) or any order (Chaotic, Lawful or Neutral) or any combination you want (Chaotic Good, Lawful Evil etc). The parameter can also be abbreviated to CG, LE, NG etc. Note however that True Neutral is not supported.

IFT: TYPE (giant); DMG: 1d8 If the target of the damage roll is Giant then do an additional 1d8 damage. There is a complete list of what creature types the TYPE conditional operator will accept and you can find a list of acceptable types below. If you want to test for multiple types then you can separate the types by a comma e.g. IFT: TYPE (dragon, aberration, celestial) will return true if any of these types are the target.

IFT: SIZE(>= medium); ADVATK If the target's size is greater or equal to medium then get advantage on the attack roll. You can test for greater or equal (>=), less than or equal (<=), greater than (>), less than (<) or equal (=). The size can be abbreviated e.g. S = small, M = medium etc).

DMG: 1d6 radiant: IFT: TYPE (dragon); DMG: 2d6, radiant Deal an extra 1d6 radiant damage to any target, and only if the target is a dragon do an additional 2d6 radiant damage (i.e for a total of 3d6 additional damage). As with other modifiers the IFT statement can be chained. Make sure however that it is the last statement in line since if the testing condition is false it will ignore everything after it.

Special Tag	Notes
IF: [condition OR conditional operator]	Ignores the remainder of the effect components within the effect label, unless the source actor has the specified condition.

IFT: [condition OR conditional operator]	Ignores the remainder of the effect components within the effect label, unless the opposing actor has the specified condition.
Avoidance	If spell targeting creature with this effect allows half damage on a save, then this creature will be marked for no damage on successful save and half damage on failed save.
Evasion	If spell targeting creature with this effect allows half damage on a save and the save type is Dexterity, then this creature will be marked for no damage on successful save and half damage on failed save.
Dodge	If not (paralyzed/stunned/incapacitated/unconscious/grappled/restrained), then apply "ADVSAV: dexterity; GRANTDISATK"

Conditional Operators

- Not case-sensitive

Operator	Notes
ALIGN ([alignment])	If the creature indicated by the conditional effect has the given alignment, then this operator returns true. Neutral is assumed for creatures where not specified. True neutral checking is not supported due to necessary assumptions to make this feature work for majority of cases automatically.
SIZE ([size]) SIZE ([>= OR <= OR > OR < OR =][size])	If the conditional effect target is of the correct size or larger/smaller based on the size greater/less than operation, then this operator returns true. Medium size is assumed for creatures where not specified.

TYPE ([creature type]*)	If the creature indicated by the conditional effect has the given creature type, then this operator returns true. The humanoid creature type is assumed for creatures where not specified, and for PCs.
Wounded	If the conditional effect target has any wounds, then this operator returns true.
Bloodied	If the conditional effect target has wounds greater than or equal to half its hit points, then this operator returns true.

[alignment] = LG, LN, LE, NG, NE, CG, CN, CE, lawful, lawful good, lawful neutral, lawful evil, neutral good, neutral evil, chaotic, chaotic good, chaotic neutral, chaotic evil, good, evil

[size] = T, S, M, L, H, G, tiny, small, medium, large, huge, gargantuan

[creature type] = aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, undead, aarakocra, bullywug, demon, devil, dragonborn, dwarf, elf, gith, gnoll, gnome, goblinoid, grimlock, halfling, human, kenku, kuo-toa, kobold, lizardfolk, living construct, merfolk, orc, quaggoth, sahuagin, shapechanger, thri-kreen, titan, troglodyte, yuan-ti, yugoloth

* = Multiple entries of this descriptor type allowed.

PC Specific Notes

When applying effects from the Actions tab of the PC sheet, special tags can be inserted to provide numerical bonuses based on the PC's current attributes.

PC tag	Notes
STR	PC Strength bonus
DEX	PC Dexterity bonus
CON	PC Constitution bonus
INT	PC Intelligence bonus

WIS	PC Wisdom bonus
CHA	PC Charisma bonus
H[other tag]	Half of the other tag bonus
2[other tag]	Double the other tag bonus
-[other tag]	Negative the other tag bonus (including half and double)

Examples

General Examples

- ATK: 2
- SAVE: 1
- DMGO: 2d6
- DMG: 1d6 cold
- RESIST: fire; RESIST: cold
- RESIST: 3 slashing, bludgeoning, piercing, !magic

PC Tag Examples

- ATK: [-DEX]
- DMG: 2d6+1 [CON]

Specific PC Ability/Trait Examples

Power [Source]	Effect Code	Notes
Totem Spirit (Bear) [Class - Barbarian]	Totem Spirit Bear;ADVSAV: strength;ADVCHK: strength;DMG: 2 melee;RESIST: all, !psychic	
Rage (Barbarian)	Rage;ADVCHK:strength;ADVSAV:strength;DMG:2, melee;RESIST:bludgeoning,slashing,piercing;[SELF]	Change "DMG:2" section to 3,4 etc as your rage damage goes up

Feral Instinct [Class - Barbarian]	Feral Instinct;ADVINIT	
Avatar of Battle [Class - Cleric (War Domain)]	Avatar of Battle;RESIST:bludgeoning,piercing,slashing,!magic	
Nature's Ward [Class - Druid (Circle of the Land)]	Nature's Ward;IMMUNE:poison	
Survivor [Class - Fighter (Champion)]	Survivor;IF:Bloodied;REGEN:5 [CON]	Has to be set up as a power from the actions tab on a character sheet to work with [CON]. If con bonus changes the effect needs to be reapplied to update.
Improved Divine Smite [Class - Paladin]	Improved Divine Smite;DMG:1D8 radiant,melee	
Fiendish Resilience [Class - Warlock (The Fiend Patron)]	Fiendish Resilience;RESIST:<type>, !silver,!magic	Replace <type> with damage type of choice (slashing, piercing, bludgeoning)

Thought Shield [Class - Warlock (Great Old One Patron)]	Thought Shield;RESIST:psychic	
Lifedrinker [Class - Warlock (Invocation)]	Lifedrinker;DMG:[CHA], melee	Has to be set up as a power from the actions tab on a character sheet to work with [CHA]. If cha bonus changes the effect needs to be reapplied to update.
Inured to Undeath [Class - Wizard (Necromancy)]	Inured to Undeath;RESIST:necrotic	
Dwarven Resilience [Race - Dwarf]	Dwarven Resilience;RESIST:poison	
Hellish Resistance [Race - Tiefling]	Hellish Resistance;RESIST:fire	
Stout Resilience [Race - Halfling (Stout)]	Stout Resilience;RESIST:poison	

Power [Source]	Effect Code	Notes
Bane [Spell]	Bane; ATK: -1d4; SAVE: -1d4	
Bless [Spell]	Bless;ATK:1d4;SAVE:1d4	
Guidance [Spell]	Guidance; CHECK: 1d4	Targeting = Targets and Expend = On Next Roll. Expiry 1 Min
Heavy Armor Master	RESIST: 3 slashing,bludgeoning,piercing,!magic	
Blade Ward [Spell]	Blade Ward; RESIST: bludgeoning, piercing, slashing	

Specific DMG Magic Item Examples

Power [Source]	Effect Code	Notes
Adamantine Armor	IMMUNE: critical	
Armor of Invulnerability	RESIST: bludgeoning,piercing,slashing,!magic Armor of Invulnerability (Power);IMMUNE: bludgeoning,piercing,slashing,!magic	
Armor of Resistance (Varies)	RESIST: fire	
Armor of Vulnerability (Varies)	RESIST: bludgeoning; VULN: piercing,slashing	

Belt of Dwarvenkind	RESIST: poison	
Boots of the Winterlands	RESIST: cold	
Bracers of Archery	DMG: 2 ranged	
Brooch of Shielding	RESIST: force	
Cloak of Arachnida	RESIST: poison	
Cloak of Displacement	GRANTDISATK	
Cloak of Elvenkind	ADVSKILL: stealth	
Cloak of Invisibility	Invisible	
Defender (Varies)	AC: 2; ATK: -2; DMG: -2	
Dragon Scale Mail (Varies)	RESIST: fire	
Dragon Slayer	IFT: TYPE(dragon); DMG: 3d6	
Dwarven Thrower	DMG: 1d8 ranged; IFT: TYPE(giant); DMG: 1d8 ranged	
Efreeti Chain	IMMUNE: fire	

Eyes of Minute Seeing	ADKSKILL: investigation	
Eyes of the Eagle	ADKSKILL: perception	
Flame Tongue	DMG: 2d6 fire	
Frost Brand	DMG: 1d6 cold; RESIST: fire	
Giant Slayer	IFT: TYPE(giant); DMG: 2d6	
Gloves of Swimming and Climbing	SKILL: 5 athletics	
Gloves of Thievery	SKILL: 5 sleight of hand	
Holy Avenger	IFT: type(fiend, undead); DMG: 2d10 radiant;	
Mace of Disruption	IFT: type(fiend, undead); DMG: 2d10 radiant;	
Mace of Smiting	DMG: 2d6 bludgeoning,critical; IFT: type(construct); DMG: 2d6 bludgeoning,critical	Technically only apply if you rolled a 20
Oathbow	IFT: custom(Sworn Enemy); DMG: 3d6 piercing DISATK	First effect while wielding Oathbow, Second effect while not wielding Oathbow and sworn enemy chosen

Oil of Sharpness	DMGTYPE: magic; ATK: 3; DMG: 3	
Periapt of Proof Against Poison	IMMUNE: poisoned; IMMUNE: poison	
Ring of Elemental Command (Varies)	IMMUNE: fire	
Ring of Invisibility	Invisible	
Ring of Resistance (Varies)	RESIST: fire	
Ring of Warmth	RESIST: cold	
Sentinel Shield	ADVSKILL: perception; ADVINIT	
Sun Blade	IFT: TYPE(undead); DMG: 1d8 radiant	
Sword of Sharpness	DMG: 4d6 slashing, critical	Technically only apply if you rolled a 20
Sword of Wounding	DMGO: 1d4 necrotic	
Vicious Weapon	DMG: 2d6 critical	Technically only apply if you rolled a 20

Defining Your 5E Campaign Options

Introduction

Note: Some Options are common to all rulesets, however for completeness this article details all of the options available to 5e users not just those specific to the 5e ruleset.

NOTE: This article was written for version 3.1.3. Not all options are available in earlier versions.

You can bring up the Campaign options by clicking on the options button in the top right hand corner of the right hand menu. Although all options are visible to the players only the 'Client' options are accessible to players. All other options are set by the GM. To change an option either click on the option value or click the small left and right arrows on each option.

Client

Option	Values	Notes
Dice: Manual Entry	Off (Default) or On	Use to enable the manual dice entry feature. When on all dice rolls will be intercepted and a pop up will allow the DM to just allow the roll or edit it.
Mouse: Wheel editing	Ctrl (default) or Always	When using the mouse wheel while hovering on a number field, this option controls what happens. If set to Always, then the number field will adjust with the mouse wheel. Otherwise, the CTRL key must be depressed when using the mouse wheel to edit a number field.
Target: Remove on miss	Multi (default), Off or On	Determines whether targets are automatically removed when missing with an attack. When turned on, targets are always removed on a miss. When set to Multi, targets are only removed on a miss if more than one target is specified for the attack roll.
Turn: Auto-center map	On (Default) or Off	When turned on the map will auto-center on the next actor when the 'Next Actor' button is pressed in the Combat Tracker

Game (GM)

Option	Values	Notes
Chat: Set GM voice to active CT	Off (default) or On	When turned on, the name of any NPC which becomes active in the combat tracker will be added to the GM speaking identity list below the chat window.
Chat: Show all whispers to GM	Off (default) or On	When turned on, any whispers sent between players can be viewed by the GM.
Chat: Show GM rolls	Off (default) or On	When turned off, any rolls made by the GM are marked secret, and not shared with the players. When turned on, any rolls made by the GM are shared with all players.
Chat: Show portraits	On (default) or Off	When turned on, any chat messages or rolls by a player will be accompanied with the portrait of their active character. Any chat messages or rolls by the GM will display the GM icon.
Chat: Show results to client	On (default), Off or Friendly	Determines whether the results of attack, damage and heal rolls are shown to players. If set to On, all results are shown to players. If set to Friendly, only results for rolls which have a PC source and either no target or a PC target will be shown. If set to Off no results are shown to players.
Chat: Show roll totals	On (default) or Off	When turned on, any rolls shown in the chat window will automatically show the resulting total of all dice and modifiers.

Desktop: Decal Image	Various - sets background decal	The available options here will depend on what Wizards of the Coast material that you possess and what options you selected at the loading screen of the module or campaign.
Item: Identification	Off (default) or On	When turned on, each item record will have an identification button in the upper right corner, and additional fields to display to players when unidentified. When turned off, players can always see the full description of items that are shared with them.
Party: Show characters to clients	Off (default) or On	Determines whether the Main and Skills tabs are available to players in the party sheet.
Party: Show inventory to clients	On (default) or Off	Determines whether the Party Coins and Party Items lists are visible to players on the Party Sheet inventory tab.
Table: Dice Tower	Off (default) or On	When turned on, a dice tower will appear on each player's desktop, and on the GM desktop (if GM rolls option set to On). Players can drag dice rolls into the tower and only the DM will see the result. See Dice Tower for more info.

Combat (GM)

Option	Values	Notes

Add: Auto NPC initiative	Group (default), On or Off	Determines how NPC initiative is determined when NPCs are added to the combat tracker. If set to On, initiative is rolled whenever an NPC is added to the Combat Tracker. If set to Off, initiative will not be rolled when an NPC is added to the Combat Tracker. Initiative is determined by the GM when he initiates initiative rolls via the menu option on the Combat Tracker. If set to Group, the initiative of the first NPC of each type added to the CT will be rolled randomly and subsequent NPCs of the same type will use the same initiative as the first.
Add: NPC Numbering	Append (Default), Random or Off	When adding an NPC to the CT, this option determines whether a unique number is appended to the NPC name. When set to Append, the next available number starting from 1 will be used. When set to Random, a random number will be used.
NPC: Rolls (Variable or Fixed)	Variable (default) or Fixed	Determines damage dealt by NPCs on damage rolls. If set to Fixed then damage dealt is the average damage dealt by that creature according to it's character sheet. If set to variable then a dice is rolled to compute damage. e.g a Goblin would deal 5 points of fixed damage or 1d6+2 points of variable damage.
Player: Ring Bell on Turn	Off (Default) or On	When turned on and a PC is activated in the CT that is controlled by a user in the session, a bell sound will be played on the user's machine.
Player: Show turn order	On (default), Friendly or Off	Determines how much information players are given about turn order. When set to On players will see all PCs and NPCs on the combat tracker with initiative and in the correct turn order. If set to off players will have no information on what initiative rolls were made by any creature on the Combat Tracker and creatures will not show in initiative turn order. If set to Friendly players will know the initiative of the player characters only.
Turn: Show effects	Off (Default) or On	When turned on, any effects on a creature will be displayed in the chat window as part of the turn notification message.

Option	Values	Notes
Turn: Skip Hidden NPC	On (Default) or Off	Determines whether a hidden NPC's turn is skipped or not. If an NPC is currently not visible to the players then if this option is set to On the NPC will be skipped over on the Combat Tracker so that the players continue to be unaware of the NPC. If set to Off then the Combat Tracker will stop at the NPC's turn as normal.
Turn: Stop at round start	Off (Default) or On	When turned on and the turn marker in the CT is advanced past the end of the actor list using the Next Actor button, then the first actor in the CT will not be activated until the Next Actor button is pressed again.
View: Bar colors	Standard (default) or Tiered	Provides different colour modes to health bars. In Standard mode the health bars move from green through yellow (50%) to red. In Tiered mode the colour change is more gradual from green, light green (<75%),yellow(<50%), orange (<25%) and red (>25%).
View: Health - Ally	Detailed (default), Status and Off	Determines how much information about ally health is shown on the player's Combat Tracker. Detailed shows all Hit points, temporary hit points and wounds for all player characters. Status replaces the numbers with a health category which changes at 25% intervals approximately showing light, moderate, heavy and critical wounds. Off shows no information about player and ally wounds at all on the Combat Tracker.
View: Health - non ally	Status (default), Detailed or Off	Determines visibility of NPC health information on player's Combat Tracker. Status shows wound categories at approximately 25% intervals with light, moderate, heavy and critical wounds. Detailed shows full hit points, temporary hit points and wounds of NPCs to players and Off shows no information about NPC health to players at all.
View: Wound Categories	Simple (default) or Detailed	When general health status is displayed in the player CT, this option determines whether the information is simple (Healthy, Wounded, Heavy, Dying) or more detailed (Healthy, Light, Moderate, Heavy, Critical, Dying).

Token (GM)

Option	Values	Notes

Token: Auto-scale to Grid	80% of grid (Default), 100% of grid, or Off	When turned on, any tokens added to a map will be automatically scaled to fit within 1 grid square (or multiple grid squares if dragged from CT and Size field greater than 1).
Token: Facing	Off (default) or On	When turned on, tokens displayed on the map will show a facing indicator. When tokens are rotated, the facing indicator will be rotated, instead of the token image. See Token Facing for more info.
Token: Show Ally effects	Icons (default), Icons Hover, Mark, Mark Hover, Off or Tooltip	Determines how effects are shown on the player's token on a map. Off shows nothing. Tooltip shows nothing until the player mouses over the token; mark hover and icon hover shows the icon or mark when the mouse is held over the token. Mark (shows same mark no matter what effect) and Icon(which shows different icons for different types of effect)both show the mark or icon at all times on the token and when the icon or mark is moused over details of the effect can be seen.
Token: Show Ally health	Dot (default), Dot Hover, Off, Tooltip, Bar or Bar Hover	Determines how ally health is shown on player's tokens on a map. Dots or Bars display a colour gradation depending on other settings. Dot shows a dot, whilst bar shows health as a bar down the right hand side of the token. Dot hover and Bar hover shows a dot or bar when the token is moused over and Off shows no health information on the token.
Token: Show Enemy effects	Icons (default), Icons hover, Mark, Mark hover, Off, Tooltip	Determine how or if effects are shown on enemy tokens on a map. Icons vary according to the type of effect, mark shows the same icon for all effects. Mark hover and Icon hover only show mark or icon when the mouse is hovered over the token. Tooltip shows effects only when the token is moused over and Off shows no effect information on enemies at all.

Token: Show Enemy health	Dot (default), Dot Hover, Off, Tooltip, Bar	Determines how enemy health is displayed on tokens on a map. Dot and bar show either a dot or a bar all of the time whilst the hover variant shows the dot or bar only when the token is moused over. Tooltip shows health only when the token is moused over and Off turns all displayed enemy health information off.
Token: Show name	Tooltip (Default), Title, Title Hover or Off	When a CT-linked token is added to a map, this option controls whether and how the name of the CT actor is displayed on the token. When set to Tooltip, the name will appear in a standard tooltip when hovering over token. When set to Title, a name title bar will be added to each token. When set to Title Hover, a name title bar will appear when hovering over token.

House Rules (GM)

Option	Values	Notes
Attack: Fumble/crit tables	Off (default), Fumble and Critical, Fumble and Crit	In order to use this option the default fumble and critical hit tables module must be activated. If set to Fumble or Crit Fantasy Grounds will automatically roll on the table when a natural 1 or a critical hit is rolled. With Fumble active only when a 1 is rolled will there be a roll on the table and when crit is the option rolls will be made only on a critical hit. No rolls will be made if the option is set to off.
CT: Auto Death Rolls	On (default) or Off	When set to on this will automatically roll a death saving throw for any Player Character on the Combat Tracker who has zero or less hit points and who is not stable and who has not yet failed three such saves. When set to Off such saving throws need to be made by the player.

CT: NPC hit points	Standard (default), Max or Random	Determines the number of hit points an NPC has when placed on to the Combat Tracker. When set to standard the creature receives the average hit points according to the Monster Manual. When set to Max the maximum possible hit points will be allocated and when set to random the hit points will be determined by dice roll. For example a Goblin has 7 (2d6) hit points. Standard will give 7hp, Max will give 12hp and random will give something in the range 2hp - 12hp.
Map: Diagonal distance	Standard or Variant	The Standard rule is that all movement on a grid is 5' even if the player is moving diagonally. If this variant is used then distance is measured in a continuing pattern of 5' for the first square and then 10' for the next square. See page 252 of the DMG for more information.
PC: Encumbrance	Standard or Variant	Standard encumbrance allows the players to carry up to 15 times their strength score without penalty. The variant introduces penalties for encumbered and heavily encumbered characters. If set to Variant this will show the encumbered, heavy and maximum carry weights in the player character's inventory tab of the character sheet. Note this will not automatically apply any penalties to characters who exceed those limits; that has to be done manually.
PC: Healing Variants	Standard, Healing surges or slow natural healing	This allows for healing variants as described on p266-267 of the DMG. If set to Standard, hit points are recovered at the end of a long rest as well as half of any Hit Dice expended. If Healing Surges are used healing is accelerated with all hit dice being recovered after a long rest and 1/4 hit dice recovery after a short rest, no hit points are automatically recovered. With Slow Natural healing selected recovery is slowed. No hit points are recovered at the end of a long rest.

PC: Inspiration Slots	Standard, 2 or 3	This allows the DM to give one, two or three inspiration slots to players.

Languages

- The languages window can be opened by clicking on the 'Languages' button at the bottom of the options window.
- This lists the standard languages understood by characters in the 5e world.
- To add a new language right click and select 'Create Item', and type a name for the language in the new line that appears.
- A drop down box appears to the right of all languages allowing the user to select a font for the language.

Helpful Links:

Fantasy Grounds: http://www.fantasygrounds.com
Fantasy Grounds Forums: http://www.fantasygrounds.com/community/
Facebook Page: https://www.facebook.com/fantasygrounds
Google Plus: https://plus.google.com/+Fantasygrounds/posts
Twitter: www.twitter.com/fantasygrounds2