



DD5E Lib User Guide

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Introduction

PAR5E is a software Parser tool for creating modules and bulk loading data for FantasyGrounds v3.0 or higher rulesets.

The tool (whilst not sharing any source code) has been heavily inspired by the original 4EParser tool by Tenian. It works on a similar basis. You copy and paste text from roleplaying game system rulebooks and modules into text files, mark up the text where necessary and then point PAR5E at them to parse and produce a shiny new module. However, whilst the 4EParser remains forever a valued tool for the D&D 4E FG community, it offers no value to any other FG ruleset user, in addition, it has been some while since it has been actively developed and supported.

In fairness 2013 introduced several other similar 'parser' tools for other rulesets however each addresses the approach differently and again only support specific FG rulesets.

Enter PAR5E.

As data content and FG rulesets are so very tightly coupled, PAR5E has been written modularly in an attempt to enable multiple FG rulesets to be supported.

The PAR5E engine itself does not implement any ruleset specific parsing awareness or logic; instead its ruleset extensibility is implemented through the use of independent ruleset libraries (Java Package and Classes) which are dynamically linked to (at run time) providing the specific ruleset and content parsing functions.

The PAR5E tool itself implements a GUI front-end (Java Swing) to allow the configuration and control of the module output as well as provide the main program control logic for the abstracted parsing process. It provides a library of support functions which can be used by the ruleset libraries for common tasks as well as a main program loop. The main program loop takes care of the sequencing and high level functions such as opening, reading, tokenizing, writing and optimising data files and makes use of registered callback handlers (defined in the ruleset libraries) to perform the actual parsing of ruleset specific content and formatting of output data.

As such, the ruleset libraries define and implement the raw input content parsing methods specific to a role playing game system as well as the output format of the XML specific to a Fantasy Grounds v3 ruleset. When coupled with a suitable ruleset library, PAR5E provides an end to end tool for processing bulk data payloads and producing modules to a high quality standard.

PAR5E is bundled with an example ruleset library for the D&D Next/5E role playing game system which produces modules for the D&D Next/5E Fantasy Grounds ruleset. In addition, PAR5E is bundled with a base ruleset Library for CoreRPG. This base library can be extended to support any CoreRPG derived FG v3 ruleset. The libraries are freely available to the community for re-use and as templates for the development of other ruleset libraries. Further information on developing a ruleset library for PAR5E can be found in the Developing Ruleset Libraries section towards the end of this document.

PAR5E is written in Java and should run on any platform that supports Java and the Swing library. Currently both Microsoft Windows 7 and Apple OS X Mountain Lion have been tested and confirmed as working. Linux and other UNIX based platforms should work albeit have not been specifically tested.

Users who are willing and able to test PAR5E on other platforms including Linux or ruleset developers that wish to exploit PAR5E to enable support for alternative rulesets should contact me for access to the latest development build.

You can contact me via:

- [FantasyGrounds Forum PM](#)
- admin@drzeuss.co.uk

Zeus

Notes

General Comments

This version of the Library is based upon an early alpha release of the 5E 3.0.2 FG ruleset and is configured to handle the last D&D Next Playtest packet material. As D&D Next has completed its public beta, the content format and style is expected to change through before general release in mid 2014, as such care should be taken when parsing content to ensure expected syntax is followed.

Any deviations should be reported on the FG forums in the 5E PAR5E thread.

Users are advised to maintain a copy of the module input files, this should ease effort requirements in re-parsing as and when content formats change.

The Library is released for public testing, whilst the author is confident that the Library performs stably, users are advised to backup any important data prior to parsing with this initial release.

Notation used in this guide

- ◆ Anything in curly braces { } is considered to be variable data.
- ◆ Anything in square braces [] is considered to be a repeatable sequential block.
- ◆ Anything in arrow braces << >> is considered to be an optional repeatable sequential block.
- ◆ \n designates a carriage return or newline
- ◆ # designates a variable number
- ◆ values separated by a | character represent a choice
- ◆ Lines that begin with -- are ignored. These lines are deemed to be comments.
- ◆ Markup tags are presented as #{n}; and are in **Bold** for easy reference e.g. **#h**;
- ◆ Formatted text fields can contain links to other objects - see **#zl**;

Backgrounds

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Yes (start of new background) |

Backgrounds can be written to the Reference Library only. Background content is parsed using a single source file:

◆ backgrounds.txt

Background Data

Input:

- ◆ Empty lines are ignored
- ◆ New backgrounds start with tag **##**;

```
##;{Name of background}\n
[{{descriptive text line }}\n]
[Trait - {Trait Name} \n
[{{Trait descriptive text line }}\n]
Proficiencies \n
Skills: ...
Tools: ...
Languages
...
Equipment
...
```

e.g.

```
##;Bounty Hunter
You track down and capture fugitives for the bounty placed on their heads. You might
have worked on the frontier ...
Trait - Bounty Board
When you are in an area of ...
When you attempt to ...
Proficiencies
Skills: Perception, ...
Tools: Mounts (land)
Languages
Two of your choice
Equipment
Collection of "Wanted" broadsheets, ...
```

```
##;Charlatan
You can talk your way out of a ...
Trait - False Identity
You have created a second identity ...
Proficiencies
Skills: Deception, ...
Tools: Disguise kit, ...
Languages
...
Equipment
Two sets of clothes ...
```

Class

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Class content can be written to the Reference Library only. Class content is parsed using a single source file:

◆ class.txt

Class Data

Input:

- ◆ Empty lines are ignored
- ◆ Class content is listed sequentially
- ◆ Class content is auto processed into formatted text as well as being processed into separate fields. This means Class content support formattedtext tags (see FormattedText section).
- ◆ New classes start with tag **##;**
- ◆ Each Class Feature starts with tag **#fe;**
- ◆ Class Abilities Header starts with tag **#abh;**
- ◆ Each Class Ability starts with tag **#ab;**

```
##;{Name of Class}\n
[{{Descriptive FormattedText Line}}\n]
Class Features
[{{class features text}}\n]
Proficiencies\n
[{{class proficiencies text}}\n]
[#fe;{Name of Feature};[{{level}},]\n]
[{{Feature Text Line}}\n]
#abh;{Name of Class Abilities}\n]
[#ab;{Name of Ability}\n]
[{{Ability Text Line}}\n]
[#abf;{Name of Ability Feature};[{{level}},]\n]
[{{Ability FeatureText Line}}\n]
```

e.g.

```
##;Blood Mage
A blood mage relies on an arcane ...
#h;Creating a Blood Mage
You can make a blood mage quickly ...
Background: Scholar
Equipment: Scrollcase, Spellbook
#h;The Blood Mage
#ts;
#th;Level;Proficiency Bonus; Class Features;Spells;Blood Damage;
#tr;1;+1;Blood Rage;2;+2;
#tr;2;+1;Blood Instinct, Reckless Attack;2;+2;
#tr;3;+2;Blood Mage Path;3;+2;
..
#te;
#h;Class Features
As a Blood Mage, you gain ...
Hit Points
Hit Dice: 1d10 per Blood Mage Level
Hit Points at 1st Level: ...
Hit Points at Higher Levels: ...
Proficiencies
Armor: ...
Weapons: ...
Tools: ...
Saving Throws: ...
```

Skills: ...
#fe;Ability Score Improvement;4,9,12,16,19
At certain levels you ...
#fe;Magic Expertise;3
Your arcane knowledge and skill ...
Benefit: You gain ...
#fe;Magic Absorption;3
Your exposure ...
Benefit: You gain ...
#abh;Psych Abilities
#ab;Psych Warrior Path
When you are hit ...
#abf;Psych Blast;4
...
#abf;Force of Will
...
#ab;Healers Path
As an action ...
...
#abf;Soul Touch
...

Encounters

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | No |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |
| Dependencies | NPC |

Encounters content can be written to both the Campaign/Adventure classes of 5E (under Personalities) and the Reference Library. Encounters content is parsed using a single source file:

◆ encounters.txt

Encounters Data

Input:

- ◆ Empty lines are ignored
- ◆ Encounter content is listed sequentially
- ◆ New categories start with tag **#@;**
- ◆ New encounters start with tag **##;**
- ◆ 1st Line of Encounter is the Name of the Encounter
- ◆ 2nd Line of Encounter is the Level and XP value of Encounter
- ◆ 3rd + Lines list the NPCs for the encounter
- ◆ Personalities can be NPC or Trap/Hazard names.
- ◆ Every Personality line must start with a number.
- ◆ Personalities that do not match will include the invalid npc/trap name but the reference link will be invalid/missing.

```
#@;{Output Category}\n
##;{Encounter Name}\n
Level {#} XP {#}\n
[{#} {NPC_0 Name} Level {#}\n] \n]
```

e.g.

```
#@;B99 The Chaotic Caves
```

```
##;1.Kobold Guard Area
Level 1 XP 60
1 Pit Trap Level 1
6 Kobold Level 1
```

```
##;2.Rubbish Heap
Level 1 XP 50
5 Rat Level 1
```

Equipment

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Tables: Yes Data: No |

Equipment can be written to both the Campaign classes of 5E (under Items) and the Reference Library. As Equipment is listed in table form and the descriptions listed separately and alphabetically, Equipment content is parsed using one source file:

◆ equipment.txt

Equipment Table

Input:

- ◆ Empty lines are ignored
- ◆ Equipment Tables must proceed Equipment Data
- ◆ Table data begins with tag **#@;**[ADVENTURING GEAR|ARMOR|WEAPON]
- ◆ 2nd line contains the table field labels, line starts with **#th;**
- ◆ Lines starting with **#st;**{Subtype} key phrase are interpreted as equipment subtypes
- ◆ All table row fields must be separated with a ; (semi-colon) character
- ◆ Incorrect row data will result in warnings and items being skipped
- ◆ Adventuring Gear Table table data must have 3 fields
- ◆ Armor table data must have 6 fields.
- ◆ Weapon table data must have 5 fields.

```
[#@;{Table Name}\n
#th;{column header 1; column header 2; ... \n
#st;{subtype}\n
[{column 1 data};{column 2 data}; ... }\n] \n]
```

e.g.

```
[#@;ADVENTURING GEAR
#th;Item;Price;Weight
#st;Standard
Acid (flask);25 gp;1 lb.
Adventurer's kit;9 gp;39 lb.
Alchemist's fire (flask);50 gp;1 lb.
Antitoxin (vial);50 gp;-;

#@;ARMOR
#h;Armor;Price;Armor Class (AC);Speed;Stealth;Weight
#st;Light Armor
Padded armor;5 gp;11 + Dex modifier;-;Disadvantage;15 lb.
Leather armor;10 gp;11 + Dex modifier;-;-;15 lb.
Dragon leather;500 gp;12 + Dex modifier;-;-;15 lb.

#@;WEAPON
#h;Name;Price;Damage;Weight;Properties
#st;Simple Weapons
Cestus;1 gp;1d4 bludgeoning;1 lb.;Light
Club;1 sp;1d4 bludgeoning;3 lb.;Light
Crossbow, light;25 gp;1d8 piercing;6 lb.;Loading, missile range 80/320, two*-handed
#st;Special Weapons
Blowgun;10 gp;1 piercing;2 lb.;Loading, missile range 30/90, special
Bolas;2 gp;1 bludgeoning;1 lb.;Special, thrown range 30/90
```

Equipment Data

Input:

- ◆ Empty lines are ignored
- ◆ Item names must match names in previous Equipment Table data or else warnings will be highlighted

```
[{name of item}: {description of item}\n]
```

e.g.

Blanket, Winter: A heavy blanket perfect for keeping warm or to deaden the sound of breaking glass.

Block and Tackle: You can use this set of pulleys to lift up to four times the weight you can normally lift.

Dragon Leather: This leather armor is made from the hide of a dragon. It is extremely supple yet far more durable than standard leather armor.

Blowgun: As part of the action used to load a blowgun, you can apply poison to the needle loaded into it.

Bolas: A Large or smaller creature hit by a bolas must make a Dexterity save (DC 10) or be restrained by it. A creature can break free of the bolas by using its action to make a DC 15 Strength

Feats

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Dependencies Only linked objects

Feat content can be written to the Reference Library only. Feat content is parsed using a single source file:

◆ feats.txt

Feat Data

Input:

- ◆ Empty lines are ignored
- ◆ Feat content is listed sequentially
- ◆ New feats start with keyword **##**;
- ◆ 1st Line of Feat is the Name of the Feat
- ◆ 2nd + Lines list the descriptive text for the feat (supports formattedText tags)
- ◆ The text for feats is automatically formatted with formattedtext <tags>, there is no need to add tags manually unless further customisation is required. Each text line is automatically treated as a paragraph <p></p>. Text preceding a colon (:) will be auto bolded .
- ◆ The text can contain **#zls**;, **#zl**; and **#zle**; tags for linking to other content objects - see FormattedText section for more information

```
[##;{Name of Feat}\n\n[{Feat descriptive text line 1}\n] \n]
```

e.g.

```
##;Covert Approach\nWhen you approach a foe, you ...\nPrerequisite: ...\nBenefit: ...\n...\n\n##;Defensive Stance\nYou can quickly ...\nPrerequisite: ...\nBenefit: ...\n...\n\n##;Athlete\n#p;You gain the following benefits:\n#ls;\n#li;Increase Strength by 1, to a maximum of 20.\n#le;\nYou can take this feat multiple times.
```

Images & Maps

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

Images can be written to both the Campaign classes of 5E (under Maps & Images) and the Reference Library. Image content is parsed using a single source folder.

◆ Images

Images

Input:

◆ JPG images and maps located in the input images path will be copied to the module.

Image Pins

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Dependencies Images

Image pin data can be written to both the Campaign classes of 5E (under Maps & Images) and the Reference Library. Image Pin content is parsed using a single source file:

◆ imagepins.txt

Image Pin Data

Input:

- ◆ Empty lines are ignored
- ◆ Pin content is listed sequentially
- ◆ Each line consists of image/map name, x/y coordinates, class and name of object to link to separated by semi colon ; characters

```
[{name of image/map without extension};{#};{#};{class};{name of object to link to}\n]
```

where # = is x/y coordinate (number)

where {class} = armor|encounter|gear|image|npc|magicitem|map|parcel|referencetext|story|table

e.g.

```
EZ1;100;100;story;B.Orc Lair  
EZ1;100;100;story;C.Orc Lair  
EZ2;100;100;story;D.Goblin Lair Level 1
```

Magic Items

| | |
|---------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

Magic Item content can be written to both the Campaign classes of 5E (under Items) and the Reference Library. Magic Item content is parsed using a single source file:

◆ magicitems.txt

Magic Item Data

Input:

- ◆ Empty lines designate the start of a new magic item
- ◆ 1st Line of a new magic item is its name
- ◆ 2nd Line of a new magic item describes its rarity, type (and subtype)
- ◆ 3rd + Lines of a new magic item are its descriptive text (supports FormattedText tags)

```
[{name of magic item}\n
{Common|Uncommon|Rare|Very rare|Legendary} {magic} {artifact|armor|potion|ring|scroll|
staff|wand|weapon|wondrous items\n
\n
[{descriptive text line}\n] \n]
```

e.g.

+1 Leather Armor
Uncommon magic armor (leather armor)
This magic armor is of fine make, a work as much of art as of utility.
Property: You gain a +1 bonus to AC while you wear this armor.

Javelin of Lightning
Rare magic weapon (javelin)
This wooden javelin was carved from an ash tree that was struck by lightning. The javelin is tipped with iron, and iron wires with thunderbolt designs trace the javelin's length.
When the weapon is handled, tiny bolts of lightning leap to the wielder's hand from the shaft.
Property: As an action, you can throw the javelin at a point within 100 feet of you. A 5-foot- wide line of lightning travels from you to that point. Each creature in the line must make a DC 13 Dexterity saving throw. The creature takes 4d6 lightning damage on a failed saving throw, and half as much damage on a successful one.
When you use the javelin in this way, it becomes a normal javelin until the next dawn, at which time the magical energy returns.

Wand of Binding
Rare magic wand
This wand is actually a length of chain held rigid by the magic that infuses it. The chain is crafted from adamantine, and runes of binding and imprisonment adorn each link.
Property [Attuned]: You must be a cleric, a druid, or a mage to become attuned to this item.
The wand has 7 charges. As an action, you can expend the specified number of charges to cast one of the following spells from the wand.
#ls;
#li;hold person (2 charges)
#li;hold monster (6 charges)
#le;
If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.
The wand regains 1d6 + 1 expended charges each day at dawn.
In addition, while you hold the wand, you can expend a charge as a reaction whenever you make a saving throw to resist the hold person or the hold monster spell to gain advantage on your saving throw.

NPCs

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

NPC content can be written to both the Campaign/Adventure classes of 5E (under Personalities) and the Reference Library. NPC content is parsed using a single source file:

◆ npcs.txt

NPC Data

Input:

- ◆ Empty lines denote the start of a new NPC
- ◆ Resistances, Vulnerabilities and Immunities can span multiple lines
- ◆ TRAIT/POWER names must start on a new line
- ◆ TRAIT/POWER description text can span multiple lines

```
[{Name of Monster}\n
{Tiny|Small|Medium|Large|Huge|Gargantuan}{Aberration|Beast|Celestial|Construct|Dragon|
Elemental|Fey|Fiend|Giant|Humanoid|Monstrosity|Ooze|Plant|Undead}\n
Armor Class #\n
Hit Points # (#d#);[{resistances},];[{vulnerabilities},]\n
Immunities [{immunities},]\n
Speed {speeds}\n
Senses {senses}\n
Str # +|-# Dex # +|-# Con # +|-#\n
Int # +|-# Wis # +|-# Cha # +|-#\n
Alignment {alignment}\n
Languages [{language},]\n
TRAITS\n
[{trait name}: {trait text}\n ]
ACTIONS\n
[{action name}: {action text}\n ]
ENCOUNTER BUILDING\n
Level # XP #\n \n]
```

e.g.

```
Large Snake
Large Monstrosity
Armor Class 15
Hit Points 150 (17d10 + 40)
Speed 40 ft., climb 20 ft.
Senses darkvision 60 ft.
Str 18 (+5) Dex 16 (+2) Con 20 (+4)
Int 2 (-4) Wis 10 (+0) Cha 3 (-4)
Alignment unaligned
Languages -
TRAITS
Keen Smell: The snake gains a +5 bonus to all
checks to detect hidden creatures.
ACTIONS
Multiattack: The makes two bite attacks.
Melee Attack-Bite: +6 to hit (reach 10 ft.; one creature). Hit: 15 (1d10+5) piercing
damage, and the target must make a DC 15 Constitution saving throw. Failed Save: The
target's hit point maximum drops by an amount equal to the damage taken. This is a
poison effect.
ENCOUNTER BUILDING
Level 12 XP 11,000
```


Races

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Dependencies Only linked objects

Race content can be written to the Reference Library only. Race content is parsed using a single source file:

◆ races.txt

Race Data

Input:

- ◆ Empty lines are ignored
- ◆ Race content is listed sequentially
- ◆ New races start with keyword **##**;{Race Name}
- ◆ New subraces start with keyword **#s**;{Subrace Name}
- ◆ Race descriptive text is automatically formatted with formattedtext <tags>, there is no need to add tags manually unless further customisation is required. Each text line is treated as a paragraph <p></p>. Text preceding a colon (:) will be auto bolded .
- ◆ The reference text supports FormattedText tags (see FormattedText section)

```
[##;{Race Name}\n
[{{descriptive text} \n] ]\n n]
[Traits\n
[{{trait descriptive text} \n] ]\n n]
[#s;{Subrace Name}\n
[{{subrace descriptive text} \n] ]\n n]
```

e.g.

```
##;Gnome
Gnomes are small ...
Gnomes ...
#h;Traits
As a gnome, you have the following racial traits ...
Ability Score Adjustment: ...
Size: Small.
Speed: 25 feet.
Low-Light Vision: You can see ...
Gnome Cunning: You have advantage on all ...
Languages: You can speak, read, and write Common and Gnomish.
Subrace: Choose a subrace. Two subraces are described here: forest gnome and rock gnome.
#s;Forest Gnome
Forest gnomes gather in hidden communities in ...
Ability Score Adjustment: Your Dexterity score increases by 1.
Natural Illusionist: You know the minor ...
Speak with Small Beasts: Through sounds ...
#s;Rock Gnome
The rock gnomes build their communities in ...
Artificer's Lore: You have advantage on Intelligence ...
Tinker: You have artisan's tools. Using those tools, ...
Tiny clockwork device (AC 5, 1 hp). The device ceases ...
Clockwork Toy: This toy is a clockwork animal ...
Fire Starter: The device produce ...

...
```


Reference Manual

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Dependencies Only linked objects

Reference Manual content can be written to the Reference Library only. Reference Manual content is parsed using a single source file:

◆ refmanual.txt

Reference Manual Data

Input:

- ◆ Empty lines are ignored
- ◆ Reference Manual content is listed sequentially
- ◆ New chapters start with keyword **#@;**{Chapter Name}
- ◆ New sub chapters start with keyword **#!;**{Subchapter Name}
- ◆ New Reference Pages start with keyword **##;**{Reference Page Name}
- ◆ Reference text starts on the first line after **##;**
- ◆ Reference text is automatically formatted with formattedtext <tags>, there is no need to add tags manually unless further customisation is required. Each text line is treated as a paragraph <p></p>. Text preceding a colon (:) will be auto bolded .
- ◆ The reference text supports FormattedText tags (see FormattedText section)

```
[#@;{Chapter Name}\n
[#!;{Subchapter Name}\n]
[##;{Ref Page Name}\n
[{text line} \n] ]\n ]
```

e.g.

```
#@;Chapter 1
#!;SubChapter title
##;Introduction
The adventures that unfold in the ...
...
...
#h;A Heading
...
....
...
#ls;
#li;1st line
#li;2nd line
#li;3rd line
#le;
...

#!;Basic Rules
##;Another Page Title
...
...
...

##;And Another Page Title
...
...
...
```

Skills

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

Skills content can be written to the Reference Library only. As the current play test material lists the short description of Skills separately to the core data of Skills, which in turn are listed alphabetically, Skills content is parsed using a single source file:

◆ skills.txt

Skills Index

Input:

- ◆ Empty lines are ignored
- ◆ New Stat categories are started with tag **#@;**
- ◆ New Skill entries begin with tag **##;**
- ◆ 1st Line of new skill is the name of the skill
- ◆ 2nd + Lines of a new skill are the descriptive text for the skill

```
#@;{Stat}
[##;{skill name}: {short description}\n]
```

e.g.

```
#@;Strength
##;Escape Artist
```

The Escape Artist skill represents your expertise in escaping from bonds. It includes the ability to wriggle free from ropes or manacles, squeeze into small spaces, or pick the lock on manacles binding you (all usually Dexterity checks), as well as your ability to break bonds encircling you or tying you down (typically a Strength check).

```
##;Swim
```

You can use the Swim skill when you're attempting to swim or stay afloat in treacherous currents, storm--tossed waves, or areas of thick seaweed. You might also apply this skill to a check you make when a creature tries to push or pull you underwater or otherwise interfere with your swimming. Your Swim skill generally applies to a Strength check.

Spells

| | |
|----------------------------|--------------------------------|
| Output to Campaign | No |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

Spells content can be written to the Reference Library only. As the current play test material lists the class of Spells separately to the descriptions of Spells, which in turn are listed alphabetically, Spells content is parsed using two blocks within a single source files:

◆ spells.txt

Spells Index

Input:

- ◆ Empty lines are ignored
- ◆ **#@;**{class} Spells -- denotes the start of a Spell Index Block
- ◆ Level # Spells | Cantrips -- denotes the start of a new level of Spells
- ◆ All other lines are interpreted to be names of Spells

```
#@;
[{class} Spells\n
Level # Spells\n
[{name of maneuver}\n] \n]
```

e.g.

```
#@;
Blood Mage Spells

Fiery Blast
Light
...

Cleric Spells
Cantrips
....
```

Spell Data

Input:

- ◆ **##;** -- denotes the start of a Spell Data Block
- ◆ Empty lines denote the start of a new Spell
- ◆ 1st Line of new Spell is the name of the Spell
- ◆ 2nd Line of a new Spell is the level and school
- ◆ 3rd+ Lines are the descriptive text for the Spell
- ◆ All Spell names must match the names listed in the index, if not a warning will be given

```
##;
[{Name of Spell}\n
#nd|rd|th-level {school}\n
[{descriptive text line}\n] \n]
```

e.g.

```
Fiery Blast
2nd-level conjuration
You bend over ...
...
Effect: Blah Blah Blah
...
```

Story

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | No |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Dependencies Only ZLINK objects

Story content can be written to the Campaign classes of 5E (under Story) only. Story content is parsed using a single source file:

- ◆ Story Data

Story Data

Input:

- ◆ Empty lines are ignored
- ◆ Story content is listed sequentially
- ◆ New categories start with tag **#@;**
- ◆ New Story pages start with tag **##;**
- ◆ Story text is automatically formatted with formattedtext <tags>, there is no need to add tags manually unless further customisation is required. Each text line is treated as a paragraph <p></p>. Text preceding a colon (:) will be bolded .
- ◆ Text supports FormattedText tags (see FormattedText section).

```
[#@;{Output Category}\n
[##;{Page Name}\n
[{text line} \n] ]\n n]
```

e.g.

```
#@;B99 The Chaotic Caves

##;Overview
#h;Dungeon Module B99 The Chaotic Caves
#h;By DrZ
An Adventure for Character Levels 1-3
General Notes: This module ...

##;(Contents)
#h;B99 The Chaotic Caves
#zls;
#z1;story;Overview
#z1;story;What Is This Adventure About?
#z1;story;Make This Your Adventure
#z1;story;Running the Adventure
#z1;story;Introduction
#zle;

##;What Is This Adventure About?
The Chaotic Caves ...
...
```

Tables (Rollable)

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | No |
| Output to Db | Not supported in this release. |
| Markup Required | Yes |

Tables (Rollable) content can be written to the Campaign classes of 5E (under Tables) only. Table content is parsed using a single source file:

◆ tables.txt

Table Data

Input:

- ◆ Empty lines are ignored
- ◆ Table content is listed sequentially
- ◆ New categories start with tag **#@;**
- ◆ New tables are formatted as follows:
 - ◆ **#@;**Category Name
 - ◆ **##;**Table Name
 - ◆ **#!;**1 line short description
 - ◆ 1 or more lines of notes
 - ◆ 1 line of Column labels
 - ◆ 1 or more lines of row data

```
[#@;{Output Category}\n
[##;{Name of Table}\n
{#!;Short description}\n
[{notes}\n]
column;[{column label}; {column2 label};]\n
[row;#;#;[{col1 text}; {col2 text};]\n \n]
```

e.g.

```
#@;B99 The Chaotic Caves
##;Random Encounter
#!;Random Encounter Table
The hungry creatures inhabiting ...
...
column;Encounter
row;1;1;Owlbear
row;2;2;1d6 + 6 rats
...

##;Random Treasure
#!;Random Treasure Table
Many of the ...
....
column;Coin;Gems
row;1;3;1 cp;5 Topaz
row;4;5;1 sp;3 Sapphires
row;6;6;1 ep;2 Diamonds
```

Tokens

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

Tokens can be linked to both the Campaign classes of 5E (under Personalities) and the Reference Library (NPC). Token content is parsed using a single source folder.

◆ tokens

Tokens

Input:

- ◆ PNG tokens located in the token path will be copied to the module.
- ◆ Tokens which match the sane name of Traps/NPCs will be linked to the objects. A sane name is a name converted to lowercase and with all spaces and non-alpha characters converted to _ characters. e.g.
Fred Blog = fred_blog.png
- ◆ If a sane name match cannot be made, an attempt to match the first letter of the NPC/Trap against tokens is made (caters for generic letter tokens).

Traps/Hazards

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | Yes |
| Output to Db | Not supported in this release. |
| Markup Required | No |

Trap/Hazard content can be written to both the Campaign classes of 5E (under Personalities) and the Reference Library. Trap/Hazard content is parsed using a single source file:

◆ traps.txt

Trap/Hazard Data

Input:

- ◆ Empty lines denote the start of a new Trap/Hazard
- ◆ Detect text must start on a new line. Text can span multiple lines
- ◆ Effect on Creatures text must start on a new line. Text can span multiple lines
- ◆ Effect on Objects text must start on a new line. Text can span multiple lines
- ◆ Countermeasures text must start on a new line. Text can span multiple lines

```
[{Name of Trap/Hazard}\n
{Tiny|Small|Medium|Large|Huge|Gargantuan}{Ooze}\n
{description}\n
Detect: {text}\n
Effect on Creatures: [{text}\n]
Effect on Creatures: [{text}\n]
Countermeasures: [{text}\n]
ENCOUNTER BUILDING\n
Level # XP #\n
#token;{name of token}\n]
```

e.g.

```
Purple Gunge
Medium Ooze (Hazard)
Purple gunge is a dangerous...
...
Detect: ...
...
Effect on Creatures: ...
...
Effect on Objects: ...
...
Countermeasures: ...
...
ENCOUNTER BUILDING
Level 1 XP 50
#token;purplegl.png
```

Treasure Parcels

| | |
|----------------------------|--------------------------------|
| Output to Campaign | Yes |
| Output to Reference | No |
| Output to Db | Not supported in this release. |
| Markup Required | No |
| Dependencies | Items |

Treasure Parcel content can be written to the Campaign classes of 5E (under Items). Treasure Parcel content is parsed using a single source file:

◆ parcels.txt

Treasure Parcel Data

Input:

- ◆ Empty lines are ignored
- ◆ Treasure Parcels content is listed sequentially
- ◆ New Categories start with tag **#@;**
- ◆ New Treasure Parcels start with tag **##;**
- ◆ 1st Line of Treasure Parcel is the Name of the Treasure Parcel
- ◆ 2nd + Lines list the coins and items for the Treasure Parcel seperated by ;

```
[#@;{Output Category}\n
[##;{Name}\n
[{coin|item};#{description} \n] \n]
```

e.g.

```
#@;B99 The Chaotic Caves
##;1.Guard Area Level 1
coin;100;PP
coin;1000;GP
coin;2000;EP
coin;3000;SP
coin;4000;CP
item;1;Cloak of Invisibility
item;1;Ring of Feather Falling
```

```
##;4.Elite Guard Room Level 1
coin;100;PP
coin;1000;GP
coin;2000;EP
coin;3000;SP
coin;4000;CP
item;1;Quarterstaff
item;1;Short sword
item;1;Elven Chain
item;1;Dagger of Venom
```

FormattedText

Where data supports FormattedText field types, PAR5E supports the following tags for easy markup. Note untagged plain text is treated as paragraphs. Paragraphs containing colon characters will make preceding text bolded automatically.

| Tag | Description | Markup Used |
|----------------------|--|---|
| #h;{text} | Marks the text as header text. | <h>{text}</h> |
| #p;{text} | Marks the text as paragrah text. | <p>{text}</p> |
| #b;{text} | Marks the text as bold text. | {text} |
| #i;{text} | Marks the text as italic text. | <i>{text}</i> |
| #bp;{text1}:{text2} | Marks the first text as bold text. Second text is plain. | <p>{text1}:{text2}</p> |
| #ip; {text1}:{text2} | Marks the first text as italic text. Second text is plain. | <p><i>{text1}</i>:{text2}</p> |
| #ts; | Marks the start of a new table | <table> |
| #th;{text};{text} | Marks the text as table header text. | <tr decoration="underline"><td>{text} ... |
| #tr;{text};{text} | Marks the text as a table row. | <tr><td>{text}</td><td>{text}</td></tr> |
| #te; | Marks the end of a table. | </table> |
| #ls; | Marks the start of a new list | <list> |
| #li;{text} | Marks the text as a list row. | {text} |
| #le; | Marks the end of a list. | </list> |
| #zfs; | Marks the start of a new Frame. | <frame> |
| #zfi;{text} | Marks the text as the Frame speaker. | <frameid>{text}</frameid> |
| #zft;{text} | Marks the text as frame text. | {text} |
| #zfe; | Marks the end of a Frame | </frame> |
| #zls; | Marks the start of a new Link List | <listlink> |
| #zl;{class};{name} | Marks the text a link element | <link class={class} recordname=.... |
| #zle; | Marks the end of a Link List. | </linklist> |
| #h;{text} | Marks the text as header text. | <h>{text}</h> |
| #h;{text} | Marks the text as header text. | <h>{text}</h> |
| #h;{text} | Marks the text as header text. | <h>{text}</h> |
| #h;{text} | Marks the text as header text. | <h>{text}</h> |
| #h;{text} | Marks the text as header text. | <h>{text}</h> |

#zl;

#zl; is a special tag that enables content to be cross referenced or linked from another object. **#zl;** is supported with formatted text fields only and can only reference content within the same module.

Where supported a **#zl;** list of references to singular objects can be started by using the following syntax:

```
#zls;\n[#zl;{class};{name of object to link to}\n#zle;\n
```

where {class} can be one of:

```
{characterclassname}_ability  
background  
class  
encounter  
feat  
{characterclassname}_feature  
image  
item  
npc  
referenceadventuringgear  
referencearmor  
referencemagicitem  
referencenpc  
referencetext  
referenceweapon  
skill  
spell  
speciality  
story  
table  
trap  
treasureparcel
```

where {characterclassname} is a name of a valid character class such as barbarian, cleric, fighter, monk, rogue or wizard

Where supported a **#zl;** list of references to object lists can be started by using the following syntax

```
#zls;\n[#zl;{classlist};{name of list to link to}\n#zle;\n
```

where {classlist} can be one of:

```
abilitylist  
adventuringgearlist  
armorlist  
backgroundlist  
classlist  
featlist  
featurelist  
npclist  
magicitemlist  
skilllist  
specialitylist  
spelllist  
traplist
```

e.g. From a story page

```
#@;Test
##;Test Page
This is a test of ZLINK
#h;Singular Objects
#zls;
#z1;monk_ability;Flames of the Phoenix
#z1;rogue_ability;Climb Sheer Surfaces
#z1;background;Commoner
#z1;class;Wizard
#z1;ncounter;2.Garbage Heap
#z1;feat;Defensive Ward
#z1;monk_feature;Level 1: Monastic Tradition
#z1;rogue_feature;Level 1: Skill Mastery
#z1;image;EZ1
#z1;item;Crowbar
#z1;item;Dragon Leather
#z1;item;Spellguard Shield
#z1;item;Net
#z1;npc;Kobold
#z1;referenceadventuringgear;Caltrops
#z1;referencearmor;Studded Leather
#z1;referencemagicitem;Dancing Sword
#z1;referencenpc;Orc
#z1;referencetext;Saving Throws
#z1;referenceweapon;Bolas
#z1;skill;Perform
#z1;spell;Magic Missile
#z1;speciality;Metamagician
#z1;story;Make This Your Adventure
#z1;table;32.Gallery of Death Random Treasure
#z1;trap;Green Slime
#z1;treasureparcel;4.Elite Guard Room Level 1
#zle;
#h;Lists
#zls;
#z1;abilitylist;Abilities
#z1;adventuringgearlist;Adventuring Gear Table
#z1;armorlist;Armor Table
#z1;backgroundlist;Backgrounds
#z1;classlist;Classes
#z1;featlist;Feats
#z1;featurelist;Features
#z1;npc;NPCs
#z1;magicitemlist;Magic Items
#z1;skilllist;Skills
#z1;spelllist;Spells
#z1;specialitylist;Specialities
#z1;traplist;Traps
#zle;
```