Keywords

Note

The name of the spell/weapon is automatically read by the module. You only need to specify that elsewhere if you want to use the animation on something other than what it's name is.

Example: Using Ray of Frost animation on the Chill Touch cantrip. You can put ray of frost in the Source Field, and specify a color. The Chill Touch will then use that animation.

Generic Damage	Keyword
1 handed Slashing	1hs
2 handed Slashing	2hs
1 handed Bludgeoning	1hb
2 handed Bludgeoning	2hb
1 handed Piercing	1hp
2 handed Piercing	2hp

Melee Weapons	Color Options	
greatsword		
greatclub	purple	
greataxe	blue	
mace	green	
lasersword	orange	
sword	pink	
maul	red	
dagger	yellow	
spear	4	lasersword
handaxe	darkred	only
		1

	Color
Ranged Weapons	options
dagger	
dagger02	
kunai	
spear	
handaxe	
hammer	
boulder	
siege	
laser	
sling	
javelin	
arrow	groon
bow	green

can use either

Creature Attacks	Color Options	
	red	
	yellow	
bite	purple	
claw	orange	
	green	
	blue	
	darkred	claw only

fire bolt	red
	orange
	purple
	green
	blue

	blue
ray	blueyellow
of frost	green
	purpleteal

witch bolt	darkgreen
	darkpurple
	darkred
	blue
	green
	red
	yellow

	blue
	green
scorching	orange
ray	purple
	red
	yellow

	blue
	green
shatter	orange
	purple
	red
	ieu

	darkred
	green
disintegrate	orangepink
	purpleblue

	blue
cure	green
wounds	purple
	red

	blue
magic	green
missile	purple
	yellow

thunderwave	red
	purple
	orange
	green
	blue

	blue
healing word	green
	purple
	yellow

May change this one to generic healing or something other than healing word

These kewords should be added in the Source Field of an item.

Explosions are designed for use with items/spells that have a template on use (think grenades or potions)

For adding explosions to your arrow animation, you can add the word **explode** in the source field, followed by other descriptors below.

Explosions				
Used for applying to templates from items				
Keywords	Colors	Variant		
	blue			
explode	green	02		
grenade	orange	(use to switch to the 02 variant of the		
bomb	purple	explosion)		
	yellow	скрісоїопу		
Set the size of the explosion by defining the Radius				
	(05)	5 feet		
	(10)	10 feet		
	(15)	15 feet		
	(20)	20 feet		
keword to set radius	(25)	25 feet		
	(30)	30 feet		
	(35)	35 feet		
	(40)	40 feet		
	(45)	45 feet		
	(50)	50 feet		
	nuke	blow up the world		
Example				
grenade blue (30)		blue explosion with 30 foot radius		
bomb green02 (10)		green explosion, variant 02, 10 foot radius		
explode yellow nuke		yellow explosion, melt your GPU		

Add explosion to your Longbow

Adds an Explosion with the Arrow Animation				
Keyword	Colors	Variant		
explode	blue			
	orange	02 (use to switch to the 02 variant of the explosion)		
	purple			
	yellow			
	acid			
Set the size of the explosion by defining the Radius				
	(05)	5 feet		
	(10)	10 feet		
	(15)	15 feet		
	(20)	20 feet		
keword to	(25)	25 feet		
set radius	(30)	30 feet		
	(35)	35 feet		
	(40)	40 feet		
	(45)	45 feet		
	(50)	50 feet		
	nuke	blow up the world		
Example				
explode blue (30)		blue explosion with 30 foot radius		
explode green02 (10)		green explosion, variant 02, 10 foot radius		
explode yellow nuke		yellow explosion, melt your GPU		