

## 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	purple blue green orange pink red yellow	
greatclub		
greataxe		
mace		
lasersword		
sword		
maul		
dagger		
spear	darkred	lasersword only
handaxe		

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

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

firebolt	red
	orange
	purple
	green
	blue

ray of frost	blue
	blueyellow
	green
	purpleteal

witch bolt	darkgreen
	darkpurple
	darkred
	blue
	green
	red
	yellow

scorching ray	blue
	green
	orange
	purple
	red
	yellow

shatter	blue
	green
	orange
	purple
	red

disintegrate	darkred
	green
	orangepink
	purpleblue

cure wounds	blue
	green
	purple
	red

magic missile	blue
	green
	purple
	yellow

thunderwave	red
	purple
	orange
	green
	blue

healing word	blue
	green
	purple
	yellow
May change this one to generic healing or something other than healing word	

**These keywords 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	02 (use to switch to the 02 variant of the explosion)
explode	green	
grenade	orange	
bomb	purple	
	yellow	
Set the size of the explosion by defining the Radius		
keyword to set radius	(05)	5 feet
	(10)	10 feet
	(15)	15 feet
	(20)	20 feet
	(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	02 (use to switch to the 02 variant of the explosion)
	orange	
	purple	
	yellow	
	acid	
Set the size of the explosion by defining the Radius		
keyword to set radius	(05)	5 feet
	(10)	10 feet
	(15)	15 feet
	(20)	20 feet
	(25)	25 feet
	(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