

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

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

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	