

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

fire bolt	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

magic missile	blue
	green
	purple
	yellow

thunderwave	red
	purple
	orange
	green
	blue

healing word	blue
	green
	purple
	yellow

cure wounds	blue
	green
	purple
	red

Note: You can switch the animation used for Cure Wounds to the "generic healing" animation by putting the word **heal** in the source field. Then set the color you want.

Switch the Healing Word animation to Cure Wounds by putting **cure wounds** in the Source Field

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

ITEMS: Recognizes the item name, and you set the effect/color

Alchemist's Fire		
Default is Orange Explosion at 5 ft radius		
Color Options in Source Field	Colors	Variant
	blue	02
	green	use in source field to switch to the 02 variant of explosions
	orange	
	purple	
	yellow	
Change 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

Potions of Healing (all)		
NO animation by default. Add Keyword AND color below to set animation		
Keyword	Color	effect
cure wounds	blue	cure wounds animation with color choice
	green	
	purple	
	red	
heal	blue	generic healing animation with color choice
	green	
	purple	
	yellow	

Second Wind feature		
NO animation by default. Add Keyword AND Color below to set animation		
Keyword	Color	effect
cure wounds	blue	cure wounds animation with color choice
	green	
	purple	
	red	
heal	blue	generic healing animation with color choice
	green	
	purple	
	yellow	