

# ROLL20 GURPS 4E ROLL TEMPLATE

## SKILL ROLLS

### SAMPLE MACRO CODE

```
1 &{template:skillRoll} {{characterName=Main Title}} {{skillName=Sub title}} {{rollResult=[[3d6]]}}  
  {{effectiveSkill=[[14]]}} {{showSuccessLabel=[[1]]}} {{useCriticalPlusTen=[[1]]}}
```

This is the basic setup of fields for making a skill roll using the custom Roll Template. The result will look like this.

<b>Main Title</b>		
Sub title		
Roll:	12	Success
Target:	14	

### BASIC SKILL ROLL FIELD DEFINITIONS

Name	Value	Notes
characterName	A main title, usually for the character's name making the roll.	Optional, but will look bad if missing.
skillName	A subtitle, used for skill name, spell name, weapon name, defense name.	Optional
rollResult	[[3d6]] The dice that should be rolled.	The brackets are required.
effectiveSkill	This is the target that the rollResult is compared to. This determines success/fail states.	<b>Required.</b> If missing, the <b>Roll:</b> row will have display issues.
showSuccessLabel	[[1]]	If set, the following text will be added to the <b>Roll:</b> row; Success, Critical Success, Failure, or Critical Failure.
showHitLabel	[[1]]	If set, the following text will be added to the <b>Roll:</b> row; Hit, Critical Hit, Miss, or Critical Miss.
useCriticalPlusTen	Critical Success Checks [[0]] = Check only for 3 or 4 [[1]] = Use rules as written [[2]] = Turn off check for critical success	<b>Required</b>  If missing, the <b>Roll:</b> row will not display correctly.

## ADVANCED SKILL ROLL FIELDS

Name	Value	Notes
type	Type of roll being made. i.e.; Skill Roll, Defense Roll, Attribute Check, Condition Check, Damage Roll, etc. Whatever you like to enter.	Optional Creates a new row titled <b>Type:</b> and displays the value for type.
bookReference	A note to refer to a book and page number	The text is placed the right of type name used above.
showNotes	[[1]] = true	If true, then the <b>Notes:</b> row is displayed.
notes	Notes for the roll being made.	Must have showNotes=[[1]] to display
customSuccessNote	Notes to display when for a successful roll.	Displayed on <b>Roll:</b> row, below the roll result.
customCriticalSuccessNote	Notes to display when a critical success is rolled.	Displayed on <b>Roll:</b> row, below the roll result.
customFailNote	Notes to display when a failure is rolled.	Displayed on <b>Roll:</b> row, below the roll result.
customCriticalFailNote	Notes to display when a critical failure is rolled.	Displayed on <b>Roll:</b> row, below the roll result.  The customFailNote will also be included.
activeDefense	[[0]] = false [[1]] = true	If activeDefense=[[0]] AND effective skill roll < 3, then a warning note is displayed to see B374  If activeDefense=[[0]] AND effective defense roll < 3, then a warning note is displayed to see B345
recoil	Recoil value for ranged weapon.	Will display a row with Recoil value.
useMalfunction	[[1]]	If set, roll result will check for malfunction.
malfunction	The malfunction number of the weapon.	Will display next to Recoil and it used for checking malfunction.

Name	Value	Notes
verifyMalfunction	[[1]] = true	If true, a note will display asking you to verify the malfunction.
defenseType	For defense rolls [[1]] = dodge [[2]] = parry [[3]] = block	If critical failure is rolled, appropriate note is added based on defense type. If defenseType=[[2]] additional parry notes are added.
castingTime	Time to cast a spell	If set, adds a <b>Time:</b> row
castingDuration	Duration of the spell	If set, adds a <b>Duration:</b> row
castingCost	Cost to cast the spell	If set, adds a <b>Cost:</b> row
castingMaintain	Cost to maintain the spell	If set, adds a <b>Duration:</b> row
castingResist	Resistance roll for the spell.	If set, adds a <b>Resisted by:</b> row
castingClass	Spell class	If set, adds <b>Class:</b> row
useModToll	set value to 1 to display roll modifiers	
Maneuver	An attack maneuver	useModToll = 1
allOutAttack	Type of all out attack	useModToll = 1
hitLocation	Hit location	useModToll = 1
rollTraitSummary	Describes modifiers for a roll	useModToll = 1
rollModifierSummary	Total modifier applied to the roll	useModToll = 1
noteBoxOneShow	Set value to 1 to display note 1	
noteBoxOneContent	Custom notes	Set noteBoxOneShow = 1
noteBoxTwoShow	Set value to 1 to display note 1	
noteBoxTwoContent	Custom notes	Set noteBoxOneShow = 1
noteBoxThreeShow	Set value to 1 to display note 1	
noteBoxThreeContent	Custom notes	Set noteBoxOneShow = 1
noteBoxFourShow	Set value to 1 to display note 1	
noteBoxFourContent	Custom notes	Set noteBoxOneShow = 1

## DAMAGE ROLLS

### SAMPLE MACRO CODE

```
1 &{template:skillRoll} {{characterName=Ogre}} {{skillName=Club}} {{type=Melee Damage}}
{{damageRoll=[[2d6+2]]}} {{minDamageNote=Min. 0}} {{damageType=Crushing (cr)}}
```

This is the basic setup for making a damage roll using the custom Roll Template. The result will look like this.

<b>Ogre</b>	
<b>Club</b>	
<b>Type:</b>	Melee Damage
<b>Damage:</b>	<b>5</b> Crushing (cr)
<b>Minimum:</b>	Min. 0 See B378 <b>Damage Roll</b>

### DAMAGE ROLL FIELD DEFINITIONS

Name	Value	Notes
characterName	A main title, usually for the character's name making the roll.	Optional, but will look bad if missing.
skillName	A subtitle, used for skill name, spell name, weapon name, defense name.	Optional
type	Type of roll being made. Melee Damage, Ranged Damage, etc.	If set, adds a <b>Type:</b> row
damageRoll	How much to roll. [[3d6]], [[2d6*2]], etc.	If set, adds a <b>Damage:</b> row
damageType	Type of damage that is done. i.e. Crushing (cr), Impaling (imp), etc.	If set, adds the damage type just after the amount of damage rolled.
minDamageNote	Adds a custom note for minimum damage.	If set, adds <b>Minimum:</b> row with a page reference to B378.
useDamageTypeNotes	[[1]] = true	If true, display damageTypeNote
damageTypeNote	Notes for the damage type, such as modifier damage modifiers depending on hit location.	
showNotes	[[1]] = true	If true, add <b>Notes:</b> row
notes	Notes for the roll being made.	Must have showNotes=[[1]] to display