



## Web App Design with React Final Project

**Points possible:** 70

Category	Criteria	% of Grade
<b>Functionality</b>	Does the code work?	25
<b>Organization</b>	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
<b>Creativity</b>	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
<b>Completeness</b>	All requirements of the assignment are complete.	25

**Instructions:** In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your JavaScript project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

### Coding Steps:

1. Using an online API of your choice, or multiple APIs (or if no API can be found, using an array for in-memory storage is okay as well), create a React project of your choice. You will be working on this for the next three weeks.
2. Project must meet the following criteria:
  - a. Use React Router and have at least 3 pages
  - b. Use React Bootstrap or an alternative styling library
  - c. Contain at least 10 components
  - d. Allow for all CRUD operations

### Screenshots of Code:



# PROMINEO TECH

```
# index.css X
burningaftermath > src > # index.css > gmcard
1 body {
2   background-image: url(https://i.pinimg.com/originals/e4/75/00/e475a0334c2e8fafb2c322f2b2a79b0d.jpg) !important;
3   background-size: 100%;
4   margin: 0;
5   font-family: -apple-system, BlinkMacSystemFont, 'Segoe UI', 'Roboto', 'Oxygen',
6   'Ubuntu', 'Cantarell', 'Fira Sans', 'Droid Sans', 'Helvetica Neue',
7   sans-serif;
8   -webkit-font-smoothing: antialiased;
9   -moz-osx-font-smoothing: grayscale;
10 }
11 /* above fix the tea paper, and make it look better but it has its start c:: */
12
13 code {
14   font-family: source-code-pro, Menlo, Monaco, Consolas, 'Courier New',
15   monospace;
16 }
17
18 .navBar {
19   background-color: #rgba(146, 131, 45, 0.6);
20   padding: 10px;
21   border: solid 5px #rgba(255, 254, 175, 0.5);
22 }
23
24 #home {
25   text-align: center;
26   padding-left: 320px;
27   align-items: center;
28 }
29
30 .rules {
31   background-color: #rgba(228, 219, 167, 0.75);
32   padding: 10px
33 }
34
35 #character-card {
36   background-color: #rgba(236, 225, 163, 0.5) !important;
37 }
38
```

```
# index.css X
burningaftermath > src > # index.css > gmcard
27   align-items: center;
28 }
29
30 .rules {
31   background-color: #rgba(228, 219, 167, 0.75);
32   padding: 10px
33 }
34
35 #character-card {
36   background-color: #rgba(236, 225, 163, 0.5) !important;
37 }
38
39 #completed {
40   background-color: #lightgreen;
41 }
42
43 #requirement {
44   background-color: #lightskyblue;
45 }
46
47 #analysing {
48   background-color: #rgb(241, 241, 141);
49 }
50
51 #debugging {
52   background-color: #lightpink;
53 }
54
55 #planning {
56   background-color: #lightsalmon;
57 }
58
59 Table {
60   background-color: #palegoldenrod;
61 }
62
63 #home-nav-dropdown {
```



# PROMINEO TECH

```
# index.css X
burning.aftermath > src > # index.css > ↗ #gmcards
56  | background-color: lightcoral;
57  |
58
59 Table {
60  | background-color: palegoldenrod;
61  }
62
63 #home-nav-dropdown {
64  | align-items: left;
65  | font-size: x-large;
66  | text-shadow: -1px 0 10px;
67  | color: ivory;
68  }
69
70 #player-nav-dropdown {
71  | align-items: center;
72  | font-size: x-large;
73  | text-shadow: -1px 0 10px;
74  | color: ivory;
75  }
76
77 #gm-nav-dropdown {
78  | align-items: right;
79  | font-size: x-large;
80  | text-shadow: -1px 0 10px;
81  | color: ivory;
82  }
83
84
85
86 #intro {
87  | background-color: rgba(126, 61, 1, 0.4);
88  | font-size: 20px;
89  | border: solid 25px rgba(209, 76, 24, 0.5);
90  | font-style: oblique;
91  | font-weight: 500;
92  | text-shadow: -1px 0 10px;
93  }
94
95
96
97 #charactersheet {
98  | background-color: rgba(158, 72, 0, 0.4);
99  | border: solid 25px rgba(209, 76, 24, 0.5);
100 | color: #392100;
101 }
102
103 #dropdown-basic {
104  | width: 200px;
105  }
106
107 #otherextraInfo {
108  | height: 200px;
109  }
110
111 #character-card {
112  | background-color: #rgb(255, 204, 0, 0.5) !important;
113  | color: #rgb(94, 55, 12);
114  | border: solid 15px #rgba(121, 44, 8, 0.5);
115  }
116
117 #notesInput {
118  | height: 200px;
119  }
120
121 #gmform {
122  | background-color: #rgba(212, 128, 2, 0.4);
```

```
# index.css X
burning.aftermath > src > # index.css > ↗ #gmcards
86
87 #intro {
88  | background-color: #rgba(126, 61, 1, 0.4);
89  | font-size: 20px;
90  | border: solid 25px #rgba(209, 76, 24, 0.5);
91  | font-style: oblique;
92  | font-weight: 500;
93  | text-shadow: -1px 0 10px;
94  | color: #ivory;
95  }
96
97 #charactersheet {
98  | background-color: #rgba(158, 72, 0, 0.4);
99  | border: solid 25px #rgba(209, 76, 24, 0.5);
100 | color: #392100;
101 }
102
103 #dropdown-basic {
104  | width: 200px;
105  }
106
107 #otherextraInfo {
108  | height: 200px;
109  }
110
111 #character-card {
112  | background-color: #rgb(255, 204, 0, 0.5) !important;
113  | color: #rgb(94, 55, 12);
114  | border: solid 15px #rgba(121, 44, 8, 0.5);
115  }
116
117 #notesInput {
118  | height: 200px;
119  }
120
121 #gmform {
122  | background-color: #rgba(212, 128, 2, 0.4);
```



# PROMINEO TECH

```
# index.css X  
burning.aftermath > src > # index.css > ↗ #gmcard  
95 }  
96  
97 #charactersheet {  
98   background-color: □rgba(150, 72, 0, 0.4);  
99   border: solid 25px □rgba(209, 76, 24, 0.5);  
100  color: □rgb(39, 21, 0);  
101 }  
102  
103 #dropdown-basic {  
104   width: 200px;  
105 }  
106  
107 #otherextraInfo {  
108   height: 200px;  
109 }  
110  
111 #character-card {  
112   background-color: □rgb(255, 204, 0, 0.5) !important;  
113   color: □rgb(94, 55, 12);  
114   border: solid 15px □rgba(121, 44, 8, 0.5);  
115 }  
116  
117 #notesInput {  
118   height: 200px;  
119 }  
120  
121 #gmform {  
122   background-color: □rgba(212, 128, 2, 0.4);  
123   border: solid 25px □rgba(255, 15, 15, 0.5);  
124   color: □rgb(73, 39, 1);  
125 }  
126  
127 #gmcard {  
128   background-color: □rgba[212, 128, 2, 0.4] !important;  
129   color: □rgb(94, 55, 12);  
130   border: solid 15px □rgba(109, 0, 0, 0.5);  
131 }
```



# PROMINEO TECH

```
JS BurningAftermathApi.js X
burning.aftermath > src > rest > JS BurningAftermathApi.js > 🔍 BurningAftermathService > ⚡ update > 🐛 updatedWithoutId > ⚡ constitution
1  const BURNINGAFTERMATH_ENDPOINT = 'https://crudcrud.com/api/9808c8e15bf34de8bf4c2c652aa113c/burningaftermath';
2
3  class BurningAftermathService {
4      getAll = async() => {
5          try {
6              const resp = await fetch(BURNINGAFTERMATH_ENDPOINT);
7              const data = await resp.json();
8              return data;
9          } catch(e) {
10              console.error(`Problem fetching your characters: ${e}`);
11          }
12      }
13      update = async(character) => {
14          try {
15              let updatedWithoutId = [
16                  name: character.name,
17                  height: character.height,
18                  weight: character.weight,
19                  alignment: character.alignment,
20                  race: character.race,
21                  strength: character.strength,
22                  dexterity: character.dexterity,
23                  constitution: character.constitution,
24                  intelligence: character.intelligence,
25                  wisdom: character.wisdom,
26                  charisma: character.charisma,
27                  hp: character.hp,
28                  path: character.path,
29                  extraInfo: character.extraInfo,
30                  []
31              const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}/${character._id}`, {
32                  method: 'PUT',
33                  headers: {
34                      'Content-Type': 'application/json'
35                  },
36                  body: JSON.stringify(updatedWithoutId)
37              });
38          } catch(e) {
39              console.error(`Problem updating character: ${e}`);
40          }
41      }
42
43      create = async(character) => {
44          try {
45              const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}` , {
46                  method: 'POST',
47                  headers: {
48                      'Content-Type': 'application/json'
49                  },
50                  body: JSON.stringify(character)
51              });
52              return resp;
53          } catch(e) {
54              console.error(`Problem creating character: ${e}`);
55          }
56      }
57
58      delete = async(id) => {
59          try {
60              const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}/${id}` , {
61                  method: 'DELETE',
62                  headers: {
63                      'Content-Type': 'application/json'
64                  }
65              });
66          }
67      }
68  }
```

```
JS BurningAftermathApi.js X
burning.aftermath > src > rest > JS BurningAftermathApi.js > 🔍 BurningAftermathService > ⚡ update > 🐛 updatedWithoutId > ⚡ constitution
1
2  const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}/${character._id}` , {
3      method: 'PUT',
4      headers: {
5          'Content-Type': 'application/json'
6      },
7      body: JSON.stringify(updatedWithoutId)
8  });
9  return resp;
10 } catch(e) {
11     console.error(`Problem updating character: ${e}`);
12 }
13
14 create = async(character) => {
15     try {
16         const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}` , {
17             method: 'POST',
18             headers: {
19                 'Content-Type': 'application/json'
20             },
21             body: JSON.stringify(character)
22         });
23         return resp;
24     } catch(e) {
25         console.error(`Problem creating character: ${e}`);
26     }
27 }
28
29 delete = async(id) => {
30     try {
31         const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}/${id}` , {
32             method: 'DELETE',
33             headers: {
34                 'Content-Type': 'application/json'
35             }
36         });
37     }
38 }
```



# PROMINEO TECH

JS BurningAftermathApi.js

```
burning.aftermath > src > rest > JS BurningAftermathApi.js > 🔍 BurningAftermathService > ⚡ update > 🛡️ updatedWithoutId > ⚡ constitution
40     console.error(`Problem updating character: ${e}`);
41   }
42 }
43
44   create = async(character) => {
45     try {
46       const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}`, {
47         method: 'POST',
48         headers: {
49           'Content-Type': 'application/json'
50         },
51         body: JSON.stringify(character)
52       });
53       return resp;
54     } catch(e) {
55       console.error(`Problem creating character: ${e}`);
56     }
57   }
58
59   delete = async(id) => {
60     try {
61       const resp = await fetch(`${BURNINGAFTERMATH_ENDPOINT}/${id}`, {
62         method: 'DELETE',
63         headers: {
64           'Content-Type': 'application/json'
65         }
66       });
67       return resp;
68     } catch(e) {
69       console.error(`Problem deleting your character: ${e}`);
70     }
71   }
72 }
73
74 export const burningAftermathService = new BurningAftermathService();
```

JS CampaignApi.js

```
burning.aftermath > src > rest > JS CampaignApi.js > 🔍 CampaignService > ⚡ update > 🛡️ resp
1  const CAMPAIGN_ENDPOINT = 'https://crudcrud.com/api/9808c8e15bf34de8bf4c2c652aa1133c/campaigns';
2
3
4  class CampaignService {
5    getAll = async() => {
6      try {
7        const resp = await fetch(CAMPAIGN_ENDPOINT);
8        const data = await resp.json();
9        return data;
10      } catch(e) {
11        console.error(`Problem fetching your campaigns: ${e}`);
12      }
13    }
14    update = async(campaign) => {
15      try {
16        let updatedWithoutId = {
17          gameMaster: campaign.gameMaster,
18          campaignName: campaign.campaignName,
19          kingdom: campaign.kingdom,
20          description: campaign.description,
21          npcs: campaign.npcs,
22          notes: campaign.notes,
23        };
24        const resp = await fetch(`${CAMPAIGN_ENDPOINT}/${campaign._id}`, {
25          method: 'PUT',
26          headers: {
27            'Content-Type': 'application/json'
28          },
29          body: JSON.stringify(updatedWithoutId)
30        });
31        return resp;
32      } catch(e) {
33        console.error(`Problem updating campaign: ${e}`);
34      }
35    }
36
37    create = async(campaign) => {
38      try {
```



# PROMINEO TECH

```
js CampaignApi.js x
burning.aftermath > src > rest > js CampaignApi.js > ↗ CampaignService > ↗ update > ↗ resp
10  ...
11  ...
12  ...
13  ...
14  ...
15  ...
16  ...
17  ...
18  ...
19  ...
20  ...
21  ...
22  ...
23  ...
24  ...
25  ...
26  ...
27  ...
28  ...
29  ...
30  ...
31  ...
32  ...
33  ...
34  ...
35  ...
36  ...
37  ...
38  ...
39  ...
40  ...
41  ...
42  ...
43  ...
44  ...
45  ...
46  ...
47  ...
48  ...
49  ...
50  ...
51  ...
52  ...
53  ...
54  ...
55  ...
56  ...
57  ...
58  ...
59  ...
60  ...
61  ...
62  ...
63  ...
64  ...
65  ...
66  ...
67  export const campaignService = new CampaignService();
```

```
js character-List.js x
burning.aftermath > src > components > js character-List.js > ↗ CharacterList > ↗ deleteCharacter
1 import { burningAftermathService } from '../rest/BurningAftermathApi';
2 import React from 'react';
3 import CharacterCard from './character';
4
5 export default class CharacterList extends React.Component {
6   constructor(props) {
7     super(props);
8     this.state = {
9       characters: []
10    }
11    this.updateCharacter = this.updateCharacter.bind(this);
12    this.deleteCharacter = this.deleteCharacter.bind(this);
13    this.CharactersCards = this.CharactersCards.bind(this);
14  }
15
16  updateCharacter = async(character) => {
17    await burningAftermathService.update(character);
18    this._refreshData();
19  }
20
21  CharactersCards() {
22    return this.state.characters.map(character => {
23      return <CharacterCard {...character} key={character._id}>
24        <deleteCharacter>{this.deleteCharacter}
25        <_refreshData>{this._refreshData}
26        <updateCharacter>{this.updateCharacter} />
27      </CharacterCard>;
28    });
29  }
30  deleteCharacter = async(id) => [
31    await burningAftermathService.delete(id);
32    this._refreshData();
33  ]
34
35  _refreshData = async() => {
36    const characters = await burningAftermathService.getAll();
37    this.setState({ characters });
```



# PROMINEO TECH

js character-List.js

```
burning.aftermath > src > components > js character-List.js > ⚙ CharacterList > ⚙ deleteCharacter
17 updateCharacter = async(character) => {
18   await burningAftermathService.update(character);
19   this._refreshData();
20 }
21
22 CharactersCards() {
23   return this.state.characters.map(character => {
24     return <CharacterCard {...character} key={character._id}>
25     <DeleteCharacter>{this.deleteCharacter}
26     _refreshData={this._refreshData}
27     updateCharacter={this.updateCharacter} />
28   });
29 }
30 deleteCharacter = async(id) => [
31   await burningAftermathService.delete(id);
32   this._refreshData();
33 ]
34
35 _refreshData = async() => {
36   const characters = await burningAftermathService.getAll();
37   this.setState({ characters });
38 }
39
40 componentDidMount() {
41   this._refreshData();
42 }
43 render() {
44
45   return (
46     <div>
47       {this.CharactersCards()}
48     </div>
49   );
50 }
51 }
```

js character.js

```
burning.aftermath > src > components > js character.js > ⚙ CharacterCard
1 import React from 'react';
2 import './node_modules/bootstrap/dist/css/bootstrap.min.css';
3 import Button from 'react-bootstrap/Button';
4 import ButtonGroup from 'react-bootstrap/ButtonGroup';
5 import EditCharacterForm from './edit-character';
6 import Card from 'react-bootstrap/Card';
7 import ListGroup from 'react-bootstrap/ListGroup';
8 import Container from 'react-bootstrap/Container';
9
10
11 export default class CharacterCard extends React.Component {
12   constructor(props) {
13     super(props);
14     this.handleDeleteClick = this.handleDeleteClick.bind(this);
15   }
16
17   handleDeleteClick() {
18     console.log(this.props._id);
19     this.props.deleteCharacter(this.props._id);
20   }
21
22   componentDidMount() {
23     this.props._refreshData();
24   }
25
26   render() {
27
28     return (
29       <div>
30         <Container>
31           <Card id="character-card">
32             <Card.Header> <h4>Character Name: {this.props.name} <br></br> Alignment: {this.props.alignment} <br></br> HP: {this.props.hp} <br></br>
33             <Card.Body>
34               <Card.Subtitle><h5>Height: {this.props.height} <br></br> Weight: {this.props.weight} <br></br> Race: {this.props.race} </h5></Card.Subtitle>
35               <ListGroup variant="flush">
36                 <h5>Ability Scores:</h5>
```



# PROMINEO TECH

JS character.js M | JS creation.rules.js X

burning.aftermath > src > components > JS character.js > CharacterCard > render

```
24     this.props._refreshData();
25   }
26
27   render() {
28
29     return [
30       <div>
31         <Container>
32           <Card id="character-card">
33             <Card.Header> <h4>Character Name: {this.props.name} <br><br> Alignment: {this.props.alignment} <br><br>
34             HP: {this.props.hp} <br><br> Path: {this.props.path}</h4></Card.Header>
35             <Card.Body>
36               <Card.Subtitle><h5>Height: {this.props.height} <br><br> Weight: {this.props.weight} <br><br> Race: {this.props.race} </h5></Card.Subtitle>
37               <ListGroup variant="flush">
38                 <h5>Ability Scores:</h5>
39                 <ListGroup.Item variant="danger"><h6>Strength: {this.props.strength}</h6></ListGroup.Item>
40                 <ListGroup.Item variant="warning"><h6>Dexterity: {this.props.dexterity}</h6></ListGroup.Item>
41                 <ListGroup.Item variant="success"><h6>Constitution: {this.props.constitution}</h6></ListGroup.Item>
42                 <ListGroup.Item variant="primary"><h6>Intelligence: {this.props.intelligence}</h6></ListGroup.Item>
43                 <ListGroup.Item variant="secondary"><h6>Wisdom: {this.props.wisdom}</h6></ListGroup.Item>
44                 <ListGroup.Item variant="dark"><h6>Charisma: {this.props.charisma}</h6></ListGroup.Item>
45               </ListGroup>
46               <Card.Text><h5>Extra Info about Character: {this.props.extraInfo}</h5></Card.Text>
47               {/* <Card.Footer>Languages known: {this.props.lanuages}</Card.Footer> */}
48             </Card.Body>
49             <EditCharacterForm {...this.props} updateCharacter={this.props.updateCharacter} />
50             <ButtonGroup>
51               <button variant="btn btn-danger" id="deleteButton" onClick={this.handleDeleteClick}>Delete Character</button>
52             </ButtonGroup>
53           </Card>
54         </Container>
55       </div>
56     ];
57   }
58 }
```

JS character.js M | JS creation.rules.js X

burning.aftermath > src > components > JS creation.rules.js > CreationRules > render

```
1 import React from 'react';
2 import Container from 'react-bootstrap/esm/Container';
3 import Media from 'react-bootstrap/Media';
4 //reorganize later.
5 export default class CreationRules extends React.Component{
6   render () {
7     return (
8       <div>
9
10         <Container className="rules">
11           <center><h1>Burning Aftermath</h1></center>
12           <Media>
13             <Media.Body>
14               <h3>Creating a Character:</h3>
15               <ol>
16                 <li>
17                   <p>Assign Ability Scores.</p>
18                 </li>
19                 <li>
20                   <p>choose a race</p>
21                 </li>
22                 <li>
23                   <p>compute final ability scores</p>
24                 </li>
25                 <li>
26                   <p>choose your starting skill levels. You have skill points equal to your highest ability score to spend.</p>
27                 </li>
28                 <li>
29                   <p> Find your HP (hit points.) Hit Points at first level: [roll 1d6] + Endurance Score + Rank in Survival (Natural) or 1/2 rank in Survival (Magical) Minimum 1 ---- If you take a Spellcasting feat, you must use the 1/2 rank in Survival (Magical). </p>
30                 </li>
31               </ol>
32             <li>
33               <p>Choose roleplaying information. Height, Weight, Name, Starting languages, etc.</p>
34             </li>
35             <li>
36               <p>Make abilities</p>
37             </li>
```



# PROMINEO TECH

```
JS character.js M JS creation.rules.js X
burning.aftermath > src > components > JS creation.rules.js > CreationRules > render
27      </li>
28      <li>
29          <p> Find your HP (hit points.) Hit Points at first level: [roll 1d6] + Endurance Score + Rank in Survival (Natural) or 1/2 rank in Survival (Magical) Minimum 1 ---- If you take a Spellcasting feat, you must use the 1/2 rank in Survival (Magical). </p>
30      </li>
31      <li>
32          <p>Choose roleplaying information. Height, Weight, Name, Starting languages, etc.</p>
33      </li>
34      <li>
35          <p>Make abilities</p>
36      </li>
37      <li>
38          <p>Decide on Augmented Being or not. You can have some part of your character's body replaced by machinery of magical or scientific (more likely magical) origin, essentially making you into a fantasy-world cyborg. Be sure to put "Augmented" on your character's list of keywords if you choose this option.</p>
39      </li>
40  </ol>
41 </Media.Body>
42 </Media>
43
44 <Media>
45 <Media.Body>
46 <h3>Leveling a Character:</h3>
47 <ol>
48     <li>
49         <p>add 2d6 HP per rank in either Survival (Natural) or 1d6 HP per rank Survival (Magical) (minimum 1) --- Special: A Dragon gains 3d6 HP per rank in Survival (Natural) and 2d6 HP per rank in Survival (Magical)</p>
50     </li>
51     <li>
52         <p>Every three levels, add 2 to two ability scores. (level 3, 6, 9, 12, etc.)</p>
53     </li>
54     <li>
55         <p>You gain skill points equal to one half of your highest ability score. Distribute them among your skills as you wish.</p>
56     </li>
57     <li>
58         <p>A skill levels up every 10 points. You can either add an ability or add a new effect to an old one when its core skill levels up.</p>
59     </li>
60 </ol>
61 </Media.Body>
62 </Media>
63 <Media>
64 <Media.Body>
65 <h3>Ability Scores:</h3>
66 <p>
67     Roll a d20 for Strength, Intelligence, Agility, Endurance, and Charisma. If you roll anything under an 8, re-roll. Assign those numbers as you
68     Strength: Carry weight and melee power.
69     Intelligence: Spell knowledge and potency, along with capability to perform complex tasks.
70     Agility: maneuverability and physical prowess. (Some spells could use Agility)
71     Endurance: Health, durability, and resistances.
72     Charisma: Skills or Powers of persuasion or intimidation. Or just social prowess.
73 </p>
74 </Media.Body>
75 </Media>
76 <Media>
77 <Media.Body>
```

```
JS character.js M JS creation.rules.js X
burning.aftermath > src > components > JS creation.rules.js > CreationRules > render
47
48 <Media>
49 <Media.Body>
50 <h3>Leveling a Character:</h3>
51 <ol>
52     <li>
53         <p>add 2d6 HP per rank in either Survival (Natural) or 1d6 HP per rank Survival (Magical) (minimum 1) --- Special: A Dragon gains 3d6 HP per rank in Survival (Natural) and 2d6 HP per rank in Survival (Magical)</p>
54     </li>
55     <li>
56         <p>Every three levels, add 2 to two ability scores. (level 3, 6, 9, 12, etc.)</p>
57     </li>
58     <li>
59         <p>You gain skill points equal to one half of your highest ability score. Distribute them among your skills as you wish.</p>
60     </li>
61     <li>
62         <p>A skill levels up every 10 points. You can either add an ability or add a new effect to an old one when its core skill levels up.</p>
63     </li>
64 </ol>
65 </Media.Body>
66 </Media>
67 <Media>
68 <Media.Body>
69 <h3>Ability Scores:</h3>
70 <p>
71     Roll a d20 for Strength, Intelligence, Agility, Endurance, and Charisma. If you roll anything under an 8, re-roll. Assign those numbers as you
72     Strength: Carry weight and melee power.
73     Intelligence: Spell knowledge and potency, along with capability to perform complex tasks.
74     Agility: maneuverability and physical prowess. (Some spells could use Agility)
75     Endurance: Health, durability, and resistances.
76     Charisma: Skills or Powers of persuasion or intimidation. Or just social prowess.
77 </p>
78 </Media.Body>
79 </Media>
80 <Media>
81 <Media.Body>
```



# PROMINEO TECH

```
JS character.js M JS creation.rules.js X
burning.aftermath > src > components > JS creation.rules.js > CreationRules > render
  ...
    <Media.Body>
      <h5>Ability Bonuses: </h5>
      <p>
        Your ability bonus adds a bonus to your attack, healing, skill, and damage rolls. You have no bonus unless your Ability score is 13 or more. At 13, it is +1. At 14-15, it is +2. At 16-17, it is +3, at 18-19, it is +4, at 20-21, it is +5, and so on.
      </p>
    </Media.Body>
  </Media>
  <Media>
    <Media.Body>
      <h5>Abilities: </h5>
      <p>
        At level 1, you have four abilities based on your skills. You can make a new ability related to each skill every two skill levels. (You can make four abilities at level one, regardless of your skill levels.) Consult your GM and group about every ability created. Most level 1 abilities will do 1 weapon damage, or if they are magic powers, 1-2d6 damage/healing, or something along those lines. No super-insane powers at early levels. Consult with your group and GM to see what sounds fair, then go with it.
      </p>
    </Media.Body>
  </Media>
  <Media>
    <Media.Body>
      <h5>Skills: </h5>
      <p>
        Skills are split up into two versions of five branches. All skill ranks start at rank 0. The two versions are Magic and Natural. You can conjure a fireball or put an arrow into a goblin's eye. Either way, you can end up being one of the most powerful beings in existence. Or die trying. There are Combat skills, ranging from casting a fireball to dodging a bullet, to shapeshifting into a beast or swinging a sword. Next are Survival skills, ranging from gathering firewood to tracking a mammoth to provide for a village, or holding your breath so you don't drown. (Enduring poisons and the like fall under Survival skills.) Next, Healing skills, allowing you to cure disease, set bones, reverse the effects of poison, and cause wounds to vanish. After that are Knowledge skills which determine your knowledge on particular subjects like history, magic, etc. Finally, there are social skills, allowing you to interrogate, gather information through rumors, dance, play music, etc.
      </p>
    </Media.Body>
  </Media>

```

```
JS character.js M JS creation.rules.js X
burning.aftermath > src > components > JS creation.rules.js > CreationRules > render
  ...
    <Media.Body>
      <Media>
        <Media>
          <h5>Skill Ranks: </h5>
          <p>
            At first level, you have points to assign to your skills equal to your highest ability score. Assign them to skills as you wish. Each skill rank has 10 points until it levels up. At level 1, a power can only have one effect, and all powers are custom made by the player. (A player can use something basic, like a fireball or a simple cleave attack, without any personal touches if he/she wants.) After Rank 1 in a skill, you can add 1 effect to a power or equipment upgrade of your choice.
          </p>
        </Media.Body>
      </Media>
      <Media>
        <Media.Body>
          <h5>Currency: </h5>
          <p>
            Each Character starts with 150 Zahlels to spend on equipment.
          </p>
        </Media.Body>
      </Media>
      <Media>
        <Media.Body>
          <h3>Character Race: </h3>
          <p>
            Some races start off with higher starting skills than others, and each race has its own racial feature(s). Being a Large creature: Too Big: You are unable to enter hallways or areas that are not at least 2 squares wide without squeezing in, making it easier for you to get hit. Also, equipment you get for a creature your size costs an additional 25% Zahlels. Large weapons deal an extra d6 damage but get a -2 to hit against mediums, -4 against smalls and a -6 against tinnies. A two handed normal weapon can be used as a one handed large weapon, but does not gain the damage buff.
          </p>
        </Media.Body>
      </Media>
    </Media>
  </div>
}
}
```



# PROMINEO TECH

The image shows a code editor interface with two tabs: 'character.js' and 'edit-character.js'. Both tabs are in 'burning.aftermath' mode.

**character.js:**

```
burning.aftermath > src > components > JS edit-character.js > EditCharacterForm > render
1 import React from 'react';
2 import '../../../../../node_modules/bootstrap/dist/css/bootstrap.min.css';
3 import Dropdown from 'react-bootstrap/dropdown';
4 import Container from 'react-bootstrap/container';
5
6 export default class EditCharacterForm extends React.Component {
7   constructor(props) {
8     super(props);
9     this.state = {
10       name: props.name,
11       height: props.height,
12       weight: props.weight,
13       alignment: props.alignment,
14       race: props.race,
15       strength: props.strength,
16       dexterity: props.dexterity,
17       constitution: props.constitution,
18       intelligence: props.intelligence,
19       wisdom: props.wisdom,
20       charisma: props.charisma,
21       hp: props.hp,
22       // languages: props.languages,
23       path: props.path,
24       extraInfo: props.extraInfo,
25       _id: props._id
26     }
27     this.alignments = ['Lawful good', 'Neutral good', 'Chaotic good', 'Lawful neutral', 'True neutral', 'Chaotic neutral', 'Lawful evil', 'Neutral evil'];
28     this.handleChange = this.handleChange.bind(this);
29     this.handleSubmit = this.handleSubmit.bind(this);
30     this.setAlignment = this.setAlignment.bind(this);
31   }
32
33   setAlignment(alignment) {
34     this.setState({
35       alignment: alignment
36     });
37   }
38
39   handleChange(event) {
40     const target = event.target;
41     const value = target.value;
42     const name = target.name;
43
44     this.setState({
45       [name]: value
46     });
47   }
48
49
50   handleSubmit(event) {
51     this.props.updateCharacter(this.state);
52     event.preventDefault();
53   }
54
55   render() {
56
57     return (
58       <div>
59         {/*for-future-style*/}
60         {/*<h6>onClick={this.onClick.bind(this)}>Edit</h6>*/}
61         {/*<form onSubmit={this.handleSubmit} ref={ref=>{this.myForm=ref}}>*/}
62         <Container id="charactersheet">
63           <form onSubmit={this.handleSubmit} ref={ref=>{this.myForm=ref}}>
64             <div className="form-group">
65               <h3>Edit Your Character</h3><br><br>
```

**edit-character.js:**

```
burning.aftermath > src > components > JS edit-character.js > EditCharacterForm > render
30   this.handleSubmit = this.handleSubmit.bind(this);
31   this.setAlignment = this.setAlignment.bind(this);
32
33   setAlignment(alignment) {
34     this.setState({
35       alignment: alignment
36     });
37   }
38
39   handleChange(event) {
40     const target = event.target;
41     const value = target.value;
42     const name = target.name;
43
44     this.setState({
45       [name]: value
46     });
47   }
48
49
50   handleSubmit(event) {
51     this.props.updateCharacter(this.state);
52     event.preventDefault();
53   }
54
55   render() {
56
57     return (
58       <div>
59         {/*for-future-style*/}
60         {/*<h6>onClick={this.onClick.bind(this)}>Edit</h6>*/}
61         {/*<form onSubmit={this.handleSubmit} ref={ref=>{this.myForm=ref}}>*/}
62         <Container id="charactersheet">
63           <form onSubmit={this.handleSubmit} ref={ref=>{this.myForm=ref}}>
64             <div className="form-group">
65               <h3>Edit Your Character</h3><br><br>
```



# PROMINEO TECH

```
JS character.js M JS edit-character.js X
burning.aftermath > src > components > JS edit-character.js > EditCharacterForm > render
53     event.preventDefault();
54 }
55
56 render() {
57     ...
58     return (
59         <div>
60             {/*for-furniture-style*/}
61             {/*<h6>onClick={this.onClick.bind(this)}>Edit.</h6>*/}
62             {/*<form onSubmit={this.handleSubmit}>ref={ref=>{this.myForm=ref;}}*/}
63             <container id="charactersheet">
64                 <form onSubmit={this.handleSubmit} ref={ref => {this.myForm=ref;}} >
65                     <div className="form-group">
66                         <h3>Edit Your Character</h3><br><br>
67                         <label htmlFor="nameInput"><h5>Character's name</h5><p>The name that you want to be referred to in character</p></label>
68                         <input name="name" value={this.state.name} type="text" className="form-control" id="nameInput" onChange={this.handleChange} />
69                     </div>
70                     <div className="form-group">
71                         <div className="form-group">
72                             <label htmlFor="heightInput"><h5>Height</h5><p>You can be as tall or as short as you wish!</p></label>
73                             <input name="height" value={this.state.height} type="text" className="form-control" id="heightInput" onChange={this.handleChange} />
74                         </div>
75                     </div>
76                     <div className="form-group">
77                         <label htmlFor="weightInput"><h5>Weight</h5><p>your weight</p></label>
78                         <input name="weight" value={this.state.weight} type="text" className="form-control" id="weightInput" onChange={this.handleChange} />
79                     </div>
80
81
82                     {/*due-to-setAlignment-and-alignment-not-being-defined? commented-out*/}
83                     <Dropdown>
84                         <p>Your alignment is related to how your character will act in certain situations, if unsure you can be unaligned.</p>
85                         <Dropdown.Toggle variant="success" id="dropdown-basic">
86                             {this.state.alignment}
87                         </Dropdown.Toggle>
88                         <Dropdown.Menu>
89
90                         {this.alignments.map((alignment, i) => <Dropdown.Item eventKey = {i} onSelect={(eventKey) => this.setAlignment(alignment)} > {alignment} </Dropdown.Item>)
91                     </Dropdown.Menu>
92                     </Dropdown>
93
94                     {/*this needs to be a carasel-of-races, with their information to boot~*/}
95                     <div className="form-group">
96                         <label htmlFor="raceInput"><h5>Races</h5><p>There are many races within Burning Aftermath you can look for more info about them in the rule book</p></label>
97                         <input name="race" value={this.state.race} type="text" className="form-control" id="raceInput" onChange={this.handleChange} />
98                     </div>
99
100                    {/*ability scores that need a function to calculate a bonus*/}
101                    <div className="form-group">
102                        <div className="form-group">
103                            <label htmlFor="strengthInput"><h5>Strength</h5><p>This is how strong your character will be!</p></label>
104                            <input name="strength" value={this.state.strength} type="text" className="form-control" id="strengthInput" onChange={this.handleChange} />
105                        </div>
106                    </div>
107
108                    <div className="form-group">
109                        <label htmlFor="dexterityInput"><h5>Dexterity</h5><p>This is so you can pull off acrobatic stunts or being able to be quick on your feet</p></label>
110                        <input name="dexterity" type="text" value={this.state.dexterity} className="form-control" id="dexterityInput" onChange={this.handleChange} />
111                    </div>
112
113                    <div className="form-group">
114                        <label htmlFor="constitutionInput"><h5>Constitution</h5><p>Being able to eat poor meat, take more hits, stronger immune system etc.</p></label>
115                        <input name="constitution" type="text" value={this.state.constitution} className="form-control" id="constitutionInput" onChange={this.handleChange} />
116                    </div>
117
118                    <div className="form-group">
119                        <label htmlFor="intelligenceInput"><h5>Intelligence</h5><p>This is how smart you are, this is great for spellcasting</p></label>
120                        <input name="intelligence" type="text" value={this.state.intelligence} className="form-control" id="intelligenceInput" onChange={this.handleChange} />
121                    </div>
122
123                    <div className="form-group">
```

```
JS character.js M JS edit-character.js X
burning.aftermath > src > components > JS edit-character.js > EditCharacterForm > render
86                     <Dropdown.Toggle variant="success" id="dropdown-basic">
87                         {this.state.alignment}
88                     <Dropdown.Menu>
89                         {this.alignments.map((alignment, i) => <Dropdown.Item eventKey = {i} onSelect={(eventKey) => this.setAlignment(alignment)} > {alignment} </Dropdown.Item>)
90                     </Dropdown.Menu>
91                     </Dropdown>
92
93
94                     {/*this needs to be a carasel-of-races, with their information to boot~*/}
95                     <div className="form-group">
96                         <label htmlFor="raceInput"><h5>Races</h5><p>There are many races within Burning Aftermath you can look for more info about them in the rule book</p></label>
97                         <input name="race" value={this.state.race} type="text" className="form-control" id="raceInput" onChange={this.handleChange} />
98                     </div>
99
100                    {/*ability scores that need a function to calculate a bonus*/}
101                    <div className="form-group">
102                        <div className="form-group">
103                            <label htmlFor="strengthInput"><h5>Strength</h5><p>This is how strong your character will be!</p></label>
104                            <input name="strength" value={this.state.strength} type="text" className="form-control" id="strengthInput" onChange={this.handleChange} />
105                        </div>
106                    </div>
107
108                    <div className="form-group">
109                        <label htmlFor="dexterityInput"><h5>Dexterity</h5><p>This is so you can pull off acrobatic stunts or being able to be quick on your feet</p></label>
110                        <input name="dexterity" type="text" value={this.state.dexterity} className="form-control" id="dexterityInput" onChange={this.handleChange} />
111                    </div>
112
113                    <div className="form-group">
114                        <label htmlFor="constitutionInput"><h5>Constitution</h5><p>Being able to eat poor meat, take more hits, stronger immune system etc.</p></label>
115                        <input name="constitution" type="text" value={this.state.constitution} className="form-control" id="constitutionInput" onChange={this.handleChange} />
116                    </div>
117
118                    <div className="form-group">
119                        <label htmlFor="intelligenceInput"><h5>Intelligence</h5><p>This is how smart you are, this is great for spellcasting</p></label>
120                        <input name="intelligence" type="text" value={this.state.intelligence} className="form-control" id="intelligenceInput" onChange={this.handleChange} />
121                    </div>
122
123                    <div className="form-group">
```



# PROMINEO TECH

```
JS character.js M JS edit-character.js X
burning.aftermath > src > components > JS edit-character.js > EditCharacterForm > render
121
122     <div className="form-group">
123         <div className="form-group">
124             <label htmlFor="wisdomInput"><h5>Wisdom</h5><p>This is how wise you are, or how well you learn from your mistakes</p></label>
125             <input name="wisdom" value={this.state.wisdom} type="text" className="form-control" id="wisdomInput" onChange={this.handleChange} />
126         </div>
127     </div>
128     <div className="form-group">
129         <label htmlFor="charismaInput"><h5>Charisma</h5><p>This is how charming you are, this is great for talking down an enemy or convincing
130             someone to buy something</p></label>
131         <input name="charisma" type="text" value={this.state.charisma} className="form-control" id="charismaInput" onChange={this.handleChange} />
132     </div>
133     <div className="form-group">
134         <label htmlFor="hpInput"><h5>HP</h5><p>Hit Points is what you need to keep to stay alive</p></label>
135         <input name="hp" type="text" value={this.state.hp} className="form-control" id="hpInput" onChange={this.handleChange} />
136     </div>
137     { /*<div className="form-group">
138         <label htmlFor="lanuagesInput">Languages</label>
139         <input name="lanuages" value={this.state.lanuages} type="text" className="form-control" id="lanuagesInput" onChange={this.handleChange} />
140     </div> */ }
141     <div className="form-group">
142         <div className="form-group">
143             <label htmlFor="pathInput"><h5>Path</h5><p>Magic, or Fighter</p></label>
144             <input name="path" value={this.state.path} type="text" className="form-control" id="pathInput" onChange={this.handleChange} />
145         </div>
146     </div>
147     <div className="form-group">
148         <label htmlFor="extraInfoInput"><h5>Extra Info</h5><p>This can be anything from what you look like to backstory or-
149             something important to your characters</p></label>
150         <input name="extraInfo" type="text" value={this.state.extraInfo} className="form-control" id="otherextraInfo" onChange={this.handleChange} />
151     </div>
152     <button type="submit" className="btn btn-primary">Update Character</button>
153   </form>
154 </div>
155 </div>
156 );
157 }
158 }
```

```
JS character.js M JS gm-campaign-form.js X
burning.aftermath > src > components > JS gm-campaign-form.js > GMNewCampaignForm
4 import React, { useState } from 'react';
5 import './node_modules/bootstrap/dist/css/bootstrap.css';
6 import { campaignService } from '../rest/CampaignApi';
7 import Container from 'react-bootstrap/Container';
8
9 export const GMNewCampaignForm = (props) => {
10   const [gameMaster, setGameMaster] = useState('');
11   const [campaignName, setCampaignName] = useState('');
12   const [kingdom, setKingdom] = useState('');
13   const [description, setDescription] = useState('');
14   const [npcs, setNpcs] = useState('');
15   const [notes, setNotes] = useState('');
16
17   const handleSubmit = (event) => {
18     event.preventDefault();
19     addNewCampaign({gameMaster, campaignName, kingdom, description, npcs, notes});
20   }
21
22   const _refreshData = async() => {
23     const campaigns = await campaignService.getAll();
24   }
25
26   function componentDidMount() {
27     _refreshData();
28   }
29
30   const addNewCampaign = async(campaign) => {
31     console.log('inside addNewCampaign function app.js');
32     await campaignService.create(campaign);
33     _refreshData();
34   }
35
36
37
38   return (
39     <form onSubmit={handleSubmit}>
40       <Container id="gmform">
```



# PROMINEO TECH

```
27     _refreshData();
28 }
29
30 const addNewCampaign = async(campaign) => {
31   console.log('inside addNewCampaign function app.js');
32   await campaignService.create(campaign);
33   _refreshData();
34 }
35
36
37
38 return (
39   <form onSubmit={handleSubmit}>
40     <Container id="gmform">
41       <div className="form-group"><br></br>
42       <label htmlFor="gameMasterInput"><h5>GM's name</h5></label>
43       <input name="gameMaster" value={gameMaster} type="text" className="form-control" id="gameMasterInput"
44         onChange={(e) => setGameMaster(e.target.value)} />
45     </div><br><br>
46     <div className="form-group">
47       <label htmlFor="campaignNameInput"><h5>Campaign's name</h5></label>
48       <input name="campaignName" value={campaignName} type="text" className="form-control" id="campaignNameInput"
49         onChange={(e) => setCampaignName(e.target.value)} />
50     </div><br><br>
51     <div className="form-group">
52       <label htmlFor="kingdomInput"><h5>Kingdom</h5></label>
53       <input name="kingdomName" type="text" value={kingdom} className="form-control" id="kingdomInput"
54         onChange={(e) => setKingdom(e.target.value)} />
55     </div><br><br>
56     <div className="form-group">
57       <div className="form-group">
58         <label htmlFor="descriptionInput"><h5>Description</h5></label>
59         <input name="description" value={description} type="text" className="form-control" id="descriptionInput"
60           onChange={(e) => setDescription(e.target.value)} />
61       </div><br><br>
62     </div>
63   <div className="form-group">
```

burningaftermath > src > components > gm-campaign-form.js > GMNewCampaignForm

```
43       <input name="gameMaster" value={gameMaster} type="text" className="form-control" id="gameMasterInput"
44         onChange={(e) => setGameMaster(e.target.value)} />
45     </div><br><br>
46     <div className="form-group">
47       <label htmlFor="campaignNameInput"><h5>Campaign's name</h5></label>
48       <input name="campaignName" value={campaignName} type="text" className="form-control" id="campaignNameInput"
49         onChange={(e) => setCampaignName(e.target.value)} />
50     </div><br><br>
51     <div className="form-group">
52       <label htmlFor="kingdomInput"><h5>Kingdom</h5></label>
53       <input name="kingdomName" type="text" value={kingdom} className="form-control" id="kingdomInput"
54         onChange={(e) => setKingdom(e.target.value)} />
55     </div><br><br>
56     <div className="form-group">
57       <div className="form-group">
58         <label htmlFor="descriptionInput"><h5>Description</h5></label>
59         <input name="description" value={description} type="text" className="form-control" id="descriptionInput"
60           onChange={(e) => setDescription(e.target.value)} />
61       </div><br><br>
62     </div>
63     <div className="form-group">
64       <label htmlFor="npcsInput"><h5>Important NPCs</h5></label>
65       <input name="npcs" type="text" value={npcs} className="form-control" id="npcsInput"
66         onChange={(e) => setNpcs(e.target.value)} />
67     </div><br><br>
68     <div className="form-group">
69       <label htmlFor="notesInput"><h5>Notes</h5></label>
70       <input name="notes" type="text" value={notes} className="form-control" id="notesInput"
71         onChange={(e) => setNotes(e.target.value)} />
72     </div><br><br>
73     <button type="submit" className="btn btn-primary">Add Campaign</button>
74   </Container>
75 </form>
76 ... );
77 }
```



# PROMINEO TECH

```
js character.js M | js gm-campaign-list.js X
burningaftermath > src > components > js gm-campaign-list.js > CampaignList > _refreshData > campaigns
1 import { campaignService } from '../rest/CampaignApi';
2 import React from 'react';
3 import CampaignCard from './gm-campaign';
4
5 export default class CampaignList extends React.Component {
6   constructor(props) {
7     super(props);
8     this.state = {
9       campaigns : []
10    }
11    this.updateCampaign = this.updateCampaign.bind(this);
12    this.deleteCampaign = this.deleteCampaign.bind(this);
13    this.CampaignCards = this.CampaignCards.bind(this);
14  }
15}
16
17 updateCampaign = async(campaign) => {
18   await campaignService.update(campaign);
19   this._refreshData();
20 }
21
22 CampaignCards() {
23   return this.state.campaigns.map(campaign => {
24     return <CampaignCard {...campaign} key={campaign._id}>
25       deleteCampaign={this.deleteCampaign}
26       _refreshData={this._refreshData}
27       updateCampaign={this.updateCampaign} />
28     );
29   }
30 deleteCampaign = async(id) => {
31   await campaignService.delete(id);
32   this._refreshData();
33 }
34
35 _refreshData = async() => [
36   const campaigns = await campaignService.getAll();
37   this.setState({ campaigns });
38 ]
```



# PROMINEO TECH

```
JS character.js M JS gm-campaign-list.js X
burning.aftermath > src > components > JS gm-campaign-list.js > CampaignList > _refreshData > campaigns
17 updateCampaign = async(campaign) => {
18   await campaignService.update(campaign);
19   this._refreshData();
20 }
21
22   CampaignCards() {
23     return this.state.campaigns.map(campaign => {
24       return <CampaignCard {...campaign} key={campaign._id}>
25         deleteCampaign={this.deleteCampaign}
26         _refreshData={this._refreshData}
27         updateCampaign={this.updateCampaign} />
28     );
29   }
30
31   deleteCampaign = async(id) => {
32     await campaignService.delete(id);
33     this._refreshData();
34   }
35
36   _refreshData = async() => [
37     const campaigns = await campaignService.getAll();
38     this.setState({ campaigns });
39   ]
40
41   componentDidMount() {
42     this._refreshData();
43   }
44
45   render() {
46     return (
47       <div>
48         {this.CampaignCards()}
49       </div>
50     );
51   }

```



# PROMINEO TECH

```
JS character.js M | JS gm-campaign.js X |
burning.aftermath > src > components > JS gm-campaign.js > 🗑 CampaignCard > ⚙ render
3   import React from 'react';
4   import '../../node_modules/bootstrap/dist/css/bootstrap.css';
5   import EditCampaignForm from './gm-update';
6   import Card from 'react-bootstrap/Card';
7   import Container from 'react-bootstrap/Container';
8   import ButtonGroup from 'react-bootstrap/esm/ButtonGroup';
9   import Button from 'react-bootstrap/Button';
10
11  export default class CampaignCard extends React.Component {
12    constructor(props) {
13      super(props);
14
15      this.handleDeleteClick = this.handleDeleteClick.bind(this);
16    }
17
18    handleDeleteClick() {
19      this.props.deleteCampaign(this.props._id);
20    }
21
22    componentDidMount() {
23      this.props._refreshData();
24    }
25
26    render() {
27      return (
28        <Container>
29          <Card id="gmcard">
30            <Card.Header><h4>GM: {this.props.gameMaster}<br></h4> Campaign Name: {this.props.campaignName}</Card.Header>
31            <Card.Body>
32              <Card.Subtitle><h5>Kingdom: {this.props.kingdom}</h5></Card.Subtitle>
33              <Card.Text><h5>Description: {this.props.description}<br></h5> Important NPCs: {this.props.npcs}<br><br>
34              Notes: {this.props.notes}</h5></Card.Text>
35            </Card.Body>
36            <EditCampaignForm {...this.props} updateCampaign={this.props.updateCampaign} />
37            <ButtonGroup>
38              <Button variant= "btn btn-danger" onClick={this.handleDeleteClick}>Delete</Button>
39            </ButtonGroup>
40          </Card>
41        </Container>
42      );
43    }
44  }
```



# PROMINEO TECH

```
JS character.js M JS gm-rulesjs X
burningaftermath > src > components > JS gm-rulesjs > ...
1 //gm-centered-rule-book-
2 import React from 'react';
3 import Container from 'react-bootstrap/esm/Container';
4 import Media from 'react-bootstrap/Media';
5
6 export default class GMRules extends React.Component {
7   render() {
8     return (
9       <div>
10
11         <Container className="rules">
12           <center><h1>Burning Aftermath</h1></center>
13           <h3>Creatures and rules for creating creatures and other NPCs</h3>
14           <Media>
15             <Media.Body>
16               <h3>Demons:</h3>
17               <p>
18                 Demons generally do not personally visit Ju'krikta, but instead manipulate the minds of mortals and create Cursed, their half-demon, half mortal agents of destruction and anarchy.
19               </p>
20             </Media.Body>
21           </Media>
22           <Media>
23             <Media.Body>
24               <h3>Angels:</h3>
25               <p>
26                 Essentially the policing forces of the benevolent deities, Angels passively observe until commanded to do otherwise. They are often sent to live among mortals to find someone worthy of becoming a Blessed, a half-mortal, half-angel creature.
27               </p>
28             </Media.Body>
29           </Media>
30           <Media>
31             <Media.Body>
32               <h5>Fallen Angels: </h5>
33               <p>
34                 Once they were Blessed, but they started craving power, falling to their mortal greed and weaknesses. Becoming corrupt, their powers changed to destruction, and their wings changed from white to black.
35               </p>
36             </Media.Body>
37           </Media>
38         </Container>
39       </div>
40     )
41   }
42 }

JS character.js M JS gm-rulesjs X
burningaftermath > src > components > JS gm-rulesjs > ...
34           <h5>Fallen Angels: </h5>
35           <p>
36             Once they were Blessed, but they started craving power, falling to their mortal greed and weaknesses. Becoming corrupt, their powers changed to destruction, and their wings changed from white to black.
37           </p>
38         </Media.Body>
39       </Media>
40       <Media>
41         <Media.Body>
42           <h5>Cursed - Half-mortal, half-demon: </h5>
43           <p>
44             All cruelty. Most of them have withdrawn from the world, to serve their masters in the Underworld. Some remain on Ju'krikta to continue to torment their prey. A Cursed Dragon is called a Zi-ken.
45           </p>
46         </Media.Body>
47       </Media>
48       <Media>
49         <Media.Body>
50           <h3>Dragons: </h3>
51           <p>
52             All Dragons can choose a humanoid guise. Also, while Dragons can reproduce sexually, they can also create more of themselves with non-Dragon magic, a process that they call the "Dragon's Blessing," turning the mortal into a half-Dragon, slowly becoming fully draconic. Dragons come in several subdivisions of their countless species:
53           </p>
54         </Media.Body>
55       </Media>
56       <Media>
57         <Media.Body>
58           <h5>Crusher: </h5>
59           <p>
60             Crushers are gigantic, heavily armored and physically powerful. They have shorter, stronger necks than other Dragons, their tails often have bone spikes on them, and their bodies are covered in hardened scales. Many Crushers have armor forged for them to make them appear more menacing, or they feel that they need it. Crushers are one of the weakest forms of Dragons in terms of Magical skill, but in physical strength, they are unmatched (20+ Str, 15+end)
61           </p>
62         </Media.Body>
63       </Media>
64     </Container>
65   )
66 
```



```
JS character.js M JS gm-rules.js X
burning.aftermath > src > components > JS gm-rules.js > ...
  ... SUBSPECIES OF THESE COUNTLESS SPECIES.
57  ... </p>
58  <Media.Body>
59  <Media>
60  <Media>
61  <Media.Body>
62  ... <h3>Crusher: </h3>
63  <p>
64  Crushers are gigantic, heavily armored and physically powerful. They have shorter, stronger necks than other Dragons, their tails often have bone clubs or
65  spikes on them, and their bodies are covered in hardened scales. Many Crushers have armor forged for them to make them appear more menacing, or just because
66  they feel that they need it. Crushers are one of the weakest forms of Dragons in terms of Magical skill, but in physical strength, they are unmatched.
67  ... (20+ Str, 15+end)
68  ... </p>
69  <Media.Body>
70  <Media>
71  <Media>
72  <Media.Body>
73  ... <h3>Darter: </h3>
74  <p>
75  Darters usually have long, slim, serpentine bodies. Most do not have wings, but have fins, small, birdlike legs, or are limbless. Those that do have wings
76  tend to have feathers on them. Darters are the fastest breed of Dragons, and are adept at using spells that represent speed, such as lightning-based Magic
77  and the like. Darters have a tendency to choose humanoid forms that appear as children, rather than teens or adults. (20+ agi, 15+ int)
78  ... </p>
79  <Media.Body>
80  <Media>
81  <Media>
82  <Media.Body>
83  ... <h3>Hunter: </h3>
84  <p>
85  No front limbs except for wings, most have shorter necks, and this subspecies is more likely to naturally have two or more heads. While in their true forms,
86  most Hunter types prefer to immobilize their prey with a Magically enhanced breath attack before swooping down on them and tearing them apart. In their
87  humanoid forms, they prefer the usage of ranged weapons or spells as opposed to melee combat. (17+ Agi, 17+ Int or Cha)
88  ... </p>
89  <Media.Body>
90  <Media>
91  <Media>
92  <Media.Body>
93  ... <h3>Sorceror: </h3>

JS character.js M JS gm-rules.js X
burning.aftermath > src > components > JS gm-rules.js > ...
92  <Media.Body>
93  ... <h3>Sorceror: </h3>
94  ... </p>
95  Sorcerors have a long, serpentine neck on a body that is carried with a feline grace. Their tails also are long and snake-like. Sorcerors -
96  are adept at most forms of Magic, and take a sadistic pleasure in swarming foes with "armies" of different Magic sources while watching their
97  prey get nearly destroyed before devouring them. Sorcerors, in general, tend not to be extremely strong in comparison to other Dragons, but
98  with enough alteration via Magic, some can surpass even Crushers. Sorcerors are more likely to band together and pool their resources than
99  the other types of Dragons, which tend to be more inclined to self-reliance. (20+ int, 15+ Cha)
100 ... </p>
101 <Media.Body>
102 <Media>
103 <Media>
104 <Media.Body>
105 ... <h3>Wild Beasts: </h3>
106 ... <h3>Raptor (xp 300)(lv3)</h3>
107 ... <p>
108 ... medium natural
109 ... hp 26(End + 4 + 3d6)
110 ... Str16(d20+2), Int 3(d6, reroll all 6) Agi18(d20+4), End16(d20+2), Cha16(d20+2)(with standard reroll)
111 ... Combat Natural(+4), Survival Natural(+4), natural Social(+1)
112 ... AD 1 against slashing, bludgeoning, and piercing
113 ... speed 8, see also raptor leap and skirmish
114 ... -^ Rake (one action, at-will) combat natural, str
115 ... +7 vs endurance: 1d6+3 slashing damage
116 ... -^ Slash(one action, at-will) combat natural, dex
117 ... +7 vs agility: 1d6+5 slashing damage
118 ... --- raptor leap (one action) survival
119 ... jump 4(agi) squares: provokes opportunity attacks
120 ... --- skirmish as my ability
121 ... move one square without provoking opportunity attacks
122 ... </p>
123 <Media.Body>
124 <Media>
125 <Media>
126 <Media.Body>
127 ... <h4>Variations: </h4>
128 ... <h5>Titan Raptor:</h5>
129 ... <p>
```



# PROMINEO TECH

```
JS character.js M JS gm-rules.js X
burning.aftermath > src > components > JS gm-rules.js > ...
125 125 <h4>Variations: </h4>
126 126 <h5>Titan Raptor:</h5>
127 127 <p>
128 128 <+2 str, +5(+1d6 + 2)hp, size: large (xp +150)>
129 129 </p>
130 130 <Media.Body>
131 131 <Media>
132 132 <Media.Body>
133 133 <Media>
134 134 <Media.Body>
135 135 <Media>
136 136 <h5>Ironscales Raptor: </h5>
137 137 <p>
138 138 <+2 end, +5(+1d6 + 2)hp, +4 AD (xp +150)>
139 139 </p>
140 140 <Media.Body>
141 141 <Media>
142 142 <Media>
143 143 <Media.Body>
144 144 <h5>Leaping raptor: </h5>
145 145 <p>
146 146 <+2 agi, +5(+1d6 + 2)hp, all movement has skirmish's effect for entire movement (xp +150)>
147 147 </p>
148 148 <Media.Body>
149 149 <Media>
150 150 <Media.Body>
151 151 <h5>Roaring raptor: </h5>
152 152 <p>
153 153 <+2 cha, +5(+1d6 + 2)hp, extra power(once per encounter) +5(cha + Social Natural) vs cha: target loses 2 actions on it's next turn
154 154 <(xp +150)>
155 155 </p>
156 156 <Media.Body>
157 157 <Media>
158 158 <Media>
159 159 <Media.Body>
160 160 <h4>Tunneling Wyrm </h4>
161 161 <h5>(XP 134) (Lv1)</h5>
162 162 <h5>(XP 134) (Lv1)</h5>

JS character.js M JS gm-rules.js X
burning.aftermath > src > components > JS gm-rules.js > ...
151 151 <Media.Body>
152 152 <h5>Roaring raptor: </h5>
153 153 <p>
154 154 <+2 cha, +5(+1d6 + 2)hp, extra power(once per encounter) +5(cha + Social Natural) vs cha: target loses 2 actions on it's next turn
155 155 <(xp +150)>
156 156 </p>
157 157 <Media.Body>
158 158 <Media>
159 159 <Media.Body>
160 160 <h4>Tunneling Wyrm </h4>
161 161 <h5>(XP 134) (Lv1)</h5>
162 162 <p>
163 163 <+2 cha, +5(+1d6 + 2)hp, extra power(once per encounter) +5(cha + Social Natural) vs cha: target loses 2 actions on it's next turn
164 164 <Medium Draconic
165 165 <HP: (to be decided)
166 166 <STR: 15, AGI: 15, INT: 2, END: 15, CHA: 5>
167 167 </p>
168 168 <Media.Body>
169 169 <Media>
170 170 <Media>
171 171 <Media>
172 172 <Media.Body>
173 173 <h5>Young Sonic Lurchwyrm: </h5>
174 174 <p>
175 175 <(XP 499?)(Lv5)>
176 176 <medium draconic wyrm
177 177 <hp 41(End + 10 + 5d6)
178 178 <Str19(d20+5) Int 5(d20), reroll all higher than 9, Agi 16(d20+2), End 16(d20+2), Cha12(d20-2) (with standard reroll)
179 179 <combat natural(+3), natural survival (+10), magical survival (+3), magical healing (+1)
180 180 <AD 3(magical Survival) vs all
181 181 <Speed 2
182 182 <- bite (2 actions, at-will) combat natural, str
183 183 <+8 vs Agi: 1d20 + 4 bludgeoning and piercing damage
184 184 <- Claw (1 action, at-will) combat natural, str
185 185 <+8 vs Agi: 1d6 + 4 slashing damage)
186 186 <Sonic roar (1 action, 4 actions recharge POA) thunder, cha, combat magical
187 187 <all creatures within three squares
188 188 <+2 vs cha: knock prone and do 1d6+1 damage
```



# PROMINEO TECH

```
JS character.js M | JS gm-rules.js X
burning.aftermath > src > components > JS gm-rules.js > ...
190 ... speed +x (max 5) ->x to attack rolls against the wyrm
191 ... </p>
192 <Media.Body>
193 <Media>
194 <Media>
195 <Media.Body>
196 ... <h4>Variations: </h4>
197 ... <h5>Adult Sonic Lurchwyrm:</h5>
198 ... <p>
199 ... +3Cha, +1Str, +1End +3(1d6)hp, +2 magical survival, +6 survival natural, +1AD vs weapons, +3AD vs Thunder (xp +300)
200 ... </p>
201 <Media.Body>
202 <Media>
203 <Media>
204 <Media.Body>
205 ... <h5>Blitz Spider(: </h5>
206 ... <p>
207 ... (xp100)
208 ... medium natural
209 ... Hp17(End + 2 + 1d6)
210 ... Str12(d20-1), Int 4(d6+1, no reroll) Agi14(d20), End12(d20-1), Cha11(d20-3)(with standard reroll)
211 ... combat natural +2, Survival natural +2, Survival magical +1, healing natural +2
212 ... -> Web (one action charge POA, one action use) dex, natural healing or combat
213 ... range 3;+4(dex + natural combat) vs agi: creature cannot move, save 12(combat natural +10)
214 ... or:
215 ... heal self 1d6 + 2/healing natural
216 ... -^ Bite (one action) combat natural, dex, poison, piercing
217 ... +4 vs 1d6 piercing damage and 3 ongoing poison damage, save 12(combat natural +10)
218 ... --scuttle this creature can walk 1 square as a free action once on it's turn
219 ... </p>
220 <Media.Body>
221 <Media>
222 <Media>
223 <Media.Body>
224 ... <h4>variations: </h4>
225 ... <h5>Giant Blitz spider:</h5>
226 ... <p>
227 ... +3(1d6)hp +2dex +1 combat and healing natural scuttle is a shift (xp +100)
```



# PROMINEO TECH

```
JS character.js M | JS gm-rules.js X
burning.aftermath > src > components > JS gm-rules.js > ...
206     <p>
207         (xp100)
208         medium natural
209         Hp17(End + 2 + 1d6)
210         Str12(d20-1), Int 4(d6+1, no reroll) Agi14(d20), End12(d20-1), Cha11(d20-3)(with standard reroll)
211         combat natural +2, Survival natural +2, Survival magical +1, healing natural +2
212         -) Web (one action charge POA, one action use) dex, natural healing or combat
213         range 3;+4(dex + natural combat) vs agi: creature cannot move, save 12(combat natural +10)
214         or:
215         heal self 1d6 + 2/healing natural
216         -^ Bite (one action) combat natural, dex, poison, piercing
217         +4 vs 1d6 piercing damage and 3 ongoing poison damage, save 12(combat natural +10)
218         --scuttle this creature can walk 1 square as a free action once on it's turn
219     </p>
220     </Media.Body>
221   </Media>
222   <Media>
223   <Media.Body>
224     <h4>variations: </h4>
225     <h5>Giant Blitz spider:</h5>
226     <p>
227       +3(1d6)hp, +2dex, +1 combat and healing natural, scuttle is a shift (xp +100)
228       Pack lizard (xp 193)
229       Hp 20(end + 2d6)
230       Str14(1d20), Int14(1d20), Agi12(1d20-1), End14(1d20), Cha14(1d20)
231       combat natural +2,
232       -^ bite (one action) +4 vs combat natural: 2d6 piercing damage
233
234     </p>
235     </Media.Body>
236   </Media>
237   </Container>
238 </div>
239 );
240 }
241 }
```

```
2
3 import React from 'react';
4 import './node_modules/bootstrap/dist/css/bootstrap.css';
5 import Container from 'react-bootstrap/Container';
6
7
8
9 export default class EditCampaignForm extends React.Component {
10   constructor(props) {
11     super(props);
12     this.state = {
13       gameMaster: props.gameMaster,
14       campaignName: props.campaignName,
15       kingdom: props.kingdom,
16       description: props.description,
17       npcs: props.npcs,
18       notes: props.notes,
19       _id: props._id
20     }
21
22     this.handleChange = this.handleChange.bind(this);
23     this.handleSubmit = this.handleSubmit.bind(this);
24   }
25
26   handleChange(event) {
27     const target = event.target;
28     const value = target.value;
29     const name = target.name;
30
31     this.setState({
32       [name]: value
33     });
34   }
35
36   handleSubmit(event) {
37     this.props.updateCampaign(this.state);
38   }
39 }
```



# PROMINEO TECH

```
JS character.js M | JS gm-update.js X
burning.aftermath > src > components > JS gm-update.js > ✎ EditCampaignForm > ⚙ render
  24
  25
  26
  27
  28
  29
  30
  31
  32
  33
  34
  35
  36
  37
  38
  39
  40
  41 //{{gameMaster, campaignName, kingdom, description, npcs, notes}};
  42
  43 render() {
  44   return (
  45     <div>
  46       <container id="gmform">
  47         <form onSubmit={this.handleSubmit} ref={ref => {this.myForm=ref;}} >
  48           <div className="form-group">
  49             <label htmlFor="gameMasterInput"><h5>GM's name</h5></label>
  50             <input name="gameMaster" value={this.state.gameMaster} type="text" className="form-control" id="gameMasterInput" onChange={this.handleChange}>
  51           </div>
  52           <div className="form-group">
  53             <label htmlFor="campaignNameInput"><h5>Campaign's name</h5></label>
  54             <input name="campaignName" value={this.state.campaignName} type="text" className="form-control" id="campaignNameInput" onChange={this.handleChange}>
  55           </div>
  56           <div className="form-group">
  57             <label htmlFor="kingdomInput"><h5>Kingdom</h5></label>
  58             <input name="kingdom" value={this.state.kingdom} type="text" className="form-control" id="kingdomInput" onChange={this.handleChange}>
  59           </div>
  60           <div className="form-group">
  61             <label htmlFor="descriptionInput"><h5>Description</h5></label>
  62             <input name="description" value={this.state.description} type="text" className="form-control" id="descriptionInput" onChange={this.handleChange}>
  63           </div>
  64           <div className="form-group">
  65             <label htmlFor="npcsInput"><h5>Important NPCs</h5></label>
  66             <input name="npcs" value={this.state.npcs} type="text" className="form-control" id="npcsInput" onChange={this.handleChange}>
  67           </div>
  68           <div className="form-group">
  69             <label htmlFor="notesInput"><h5>Notes</h5></label>
  70             <input name="notes" value={this.state.notes} type="text" className="form-control" id="notesInput" onChange={this.handleChange}>
  71           </div>
  72           <button type="submit" className="btn btn-primary">Update Campaign</button>
  73         </form>
  74       </container>
  75     </div>
  76   
```

```
JS character.js M | JS gm-update.js X
burning.aftermath > src > components > JS gm-update.js > ✎ EditCampaignForm > ⚙ render
  40
  41 //{{gameMaster, campaignName, kingdom, description, npcs, notes}};
  42
  43 render() {
  44   return (
  45     <div>
  46       <container id="gmform">
  47         <form onSubmit={this.handleSubmit} ref={ref => {this.myForm=ref;}} >
  48           <div className="form-group">
  49             <label htmlFor="gameMasterInput"><h5>GM's name</h5></label>
  50             <input name="gameMaster" value={this.state.gameMaster} type="text" className="form-control" id="gameMasterInput" onChange={this.handleChange}>
  51           </div>
  52           <div className="form-group">
  53             <label htmlFor="campaignNameInput"><h5>Campaign's name</h5></label>
  54             <input name="campaignName" value={this.state.campaignName} type="text" className="form-control" id="campaignNameInput" onChange={this.handleChange}>
  55           </div>
  56           <div className="form-group">
  57             <label htmlFor="kingdomInput"><h5>Kingdom</h5></label>
  58             <input name="kingdom" value={this.state.kingdom} type="text" className="form-control" id="kingdomInput" onChange={this.handleChange}>
  59           </div>
  60           <div className="form-group">
  61             <label htmlFor="descriptionInput"><h5>Description</h5></label>
  62             <input name="description" value={this.state.description} type="text" className="form-control" id="descriptionInput" onChange={this.handleChange}>
  63           </div>
  64           <div className="form-group">
  65             <label htmlFor="npcsInput"><h5>Important NPCs</h5></label>
  66             <input name="npcs" value={this.state.npcs} type="text" className="form-control" id="npcsInput" onChange={this.handleChange}>
  67           </div>
  68           <div className="form-group">
  69             <label htmlFor="notesInput"><h5>Notes</h5></label>
  70             <input name="notes" value={this.state.notes} type="text" className="form-control" id="notesInput" onChange={this.handleChange}>
  71           </div>
  72           <button type="submit" className="btn btn-primary">Update Campaign</button>
  73         </form>
  74       </container>
  75     </div>
  76   
```



# PROMINEO TECH

```
JS character.js M JS gm-update.js X
burning.aftermath > src > components > JS gm-update.js > EditCampaignForm > render
47     <div className="form-group">
48         <label htmlFor="gameMasterInput"><h5>GM's name</h5></label>
49         <input name="gameMaster" value={this.state.gameMaster} type="text" className="form-control" id="gameMasterInput" onChange={this.handleChange}>
50     </div>
51     <div className="form-group">
52         <label htmlFor="campaignNameInput"><h5>Campaign's name</h5></label>
53         <input name="campaignName" value={this.state.campaignName} type="text" className="form-control" id="campaignNameInput" onChange={this.handleChange}>
54     </div>
55     <div className="form-group">
56         <label htmlFor="kingdomInput"><h5>Kingdom</h5></label>
57         <input name="kingdom" value={this.state.kingdom} type="text" className="form-control" id="kingdomInput" onChange={this.handleChange}>
58     </div>
59     <div className="form-group">
60         <div className="form-group">
61             <label htmlFor="descriptionInput"><h5>Description</h5></label>
62             <input name="description" value={this.state.description} type="text" className="form-control" id="descriptionInput" onChange={this.handleChange}>
63         </div>
64     </div>
65     <div className="form-group">
66         <label htmlFor="npcsInput"><h5>Important NPCs</h5></label>
67         <input name="npcs" value={this.state.npcs} type="text" className="form-control" id="npcsInput" onChange={this.handleChange}>
68     </div>
69     <div className="form-group">
70         <label htmlFor="notesInput"><h5>Notes</h5></label>
71         <input name="notes" value={this.state.notes} type="text" className="form-control" id="notesInput" onChange={this.handleChange}>
72     </div>
73         <button type="submit" className="btn btn-primary">Update Campaign</button>
74     </form>
75   </container>
76 </div>
77 }
78 }
```

```
JS character.js M JS HomePage.js X
burning.aftermath > src > components > JS HomePage.js > HomePage > render
1 import React from 'react';
2 import Container from 'react-bootstrap/esm/Container';
3
4
5 export default class HomePage extends React.Component {
6   render() {
7     return [
8       <center><Container id="intro">
9         <br><br><br>
10        <h1> Welcome to Burning Aftermath</h1><br><br>
11
12        <p> Within Burning Aftermath was a world created by my friends that was used as our own table top role playing game. There is a lot of homelore, a sort of sandbox of imagination that we could build upon with all our sessions. There is even a spinoff version of this in the far far future called Burning Cold, which may be implemented in the future as a different option to play with.</p><br><br>
13
14        <p> Utilizing this old rule set I wanted to make part of my project come to life, that being creating player characters that would be able to be seen on a seperate view. Utilizing react-bootstraps card they reminded me of the micro index card sized player sheets one of our friends made and played with.</p><br><br>
15
16        <p> This is a small sample of the amount I have had planned with this project, I want to do a lot more with it, in the futrure I have plans for there to be two sides of view, player view and game master view. The players side could be done in an engaging way that would help players stay engaged while still being useful. With the recent pandemic we have all been playing our table top game over the internet. Which hasnt been very helpful in capivating my full attention completely.</p><br><br>
17
18        <p>I kept thinking of ways this could be impored for both sides, the player and the gm. The gm could have this sandbox to play with, having their own lore being just a click away. Map out dungeons with placed enimies, traps, treasures, scripted moments for important encounters. Create their own kingdom with important NPCs(non-playable characters), shops that sell specific items, surprise encounters, or general notes. They could build a kingdom from more then their notes and utilize the sandbox of art they have access to. including a soon to added character creation. So their npcs arent limited by their capabilites in art, there can also be some defaults to help take the burden of being a new gm and how scary it could be to keep a parties attention.</p><br><br>
19
20        <p>For the players there could be more capivating view, a created character with their health, power, and any other affect easy seen. Hovering over a spell could show the range, same with ranged weapons, movement speed, taking into account any bonuses the player may have too. Like</p>
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
```



# PROMINEO TECH

The image shows a code editor interface with two tabs open: `character.js` and `item-shop.js`. The `character.js` tab is active, displaying code related to a game's character creation feature. The `item-shop.js` tab is visible below it, showing code for an item shop component.

**character.js Content:**

```
burning.aftermath > src > components > JS HomePage.js > HomePage > render
27      <p>I kept thinking of ways this could be improved for both sides, the player and the gm. The gm could have this sandbox to play with, have their own lore being just a click away. Map out dungeons with placed enemies, traps, treasures, scripted moments for important encounters. Create their own kingdom with important NPCs(non-playable characters), shops that sell specific items, surprise encounters, or general notes. They could build a kingdom from more then their notes and utilize the sandbox of art they have access to. Including a soon to be added character creation. So their npcs aren't limited by their capabilities in art, there can also be some defaults to help take the burden of being a new gm and how scary it could be to keep a parties attention.
28      </p> <br><br>
29      <p>For the players there could be more captivating view, a created character with their health, power, and any other affect easy seen. Hovering over a spell could show the range, same with ranged weapons, movement speed, taking into account any bonuses the player may have too. Like a sneak attack, a support spell from another party member, or helping with adding up the attack hit total.
30      </p><br><br>
31      <p>Getting into table top gaming can be a little intimidating with all the rules just to create a character. I wanted this to feel more like a video game version of a table top game that gives the gm control to create their campaign sandbox. The character creation could help with displaying their mini character around town, or in the battle field. There could be clickable places within the kingdoms map that could lead to an inn or a merchant's store.
32      </p><br><br>
33      <p>The possibilities while exciting could also get some players to feel overwhelmed, so there would be preset adventures and stories that can be played with the party to try out the service. Or even play without a gm, but that would be a very limited set of adventures due to a parties ability to be very unpredictable. But this service would have some defaults that would ease the gms workload or they could carefully craft their own kingdom right down the layout and npcs.
34      </p><br><br>
35      <p>This would also help with ease of xp being automatically added, players being able to easily level their characters, magic items being added into account when in battle or in story moments. This is a very large project that cannot simply be done within 2 weeks but what has been done was rule books, item shop, a working navbar, a very basic character creation process. A sneak peak into the future of this project which I hope to continue working on after graduation.
36      </p><br><br>
37      </Container>
38      </center>
39      </>
40  }
41
42 }
```

**item-shop.js Content:**

```
burning.aftermath > src > components > JS item-shop.js > ...
1  import React from 'react';
2  import Container from 'react-bootstrap/esm/Container';
3  import Media from 'react-bootstrap/Media';
4
5  export default class ItemShop extends React.Component {
6    render () {
7      return (
8        <div>
9          <Container className="rules">
11         <center><h1>Item Shop</h1></center>
12         <Media>
13           <Media.Body>
14             <h3>Armors:</h3>
15             <p>
16               Made of metal take cause you to take an extra 2 damage from Electric, Fire, and Ice attacks for each equipped piece of armor. Shields are a special case. You choose whether or not to use a shield during your defense attempt.
17
18               Armors made of Skins and cloth (Hide, Leather, Altercloth, etc) cause you to take an extra 2 damage from Fire and Acid attacks.
19
20               Helmets cause you to take an extra 2 damage from Sound or Sonic attacks.
21             </p>
22           </Media.Body>
23         </Media>
24       </>
25       <Media>
26         <Media.Body>
27           <h3>Armor:</h3>
28           <h4>Armor Defense (AD) reduces certain types of damage depending on the armor. </h4>
29           <ol>
30             <li>
31               <h5>Leather Armor</h5>
32               <p>+2 AD vs Slashing
33               +1 AD vs Bludgeoning
34               Cost: 25 Zahlels
35               Light Armor</p>
36             </li>
37             <li>
38           </>
39         </ol>
40       </Media.Body>
41     </Media>
42   }
43 }
```



# PROMINEO TECH

```
burning.aftermath > src > components > item-shop.js > ...
37          </li>
38          <li>
39              <h5>Reinforced Leather Armor</h5>
40              <p>+3 AD vs Slashing
41              Bludgeoning
42              Cost: 45 Zahlels
43              Light Armor</p>
44          </li>
45          <li>
46              <h5>Sha-Elf shadowleather armor</h5>
47              <p>+1 to all checks to avoid detection
48              Cost: 15 Zahlels
49              Light Armor</p>
50          </li>
51          <li>
52              <h5>Hide Armor</h5>
53              <p>+3 AD vs slashing
54              Bludgeoning
55              Negates cold weather penalties
56              Cost: 50 Zahlels</p>
57          </li>
58          <li>
59              <h5>Cloth Garments/Robes</h5>
60              <p>+1 heat and cold adaptation
61              Cost: 1 Zahlel;
62              Light Armor</p>
63          </li>
64          <li>
65              <h5>Tauresk Shapecloth</h5>
66              <p>this clothing transforms and re-fits with you when you are affected by a shapechanging power.
67              (Works for Changelings too)
68              Cost: 10 Zahlels;
69              Light Armor</p>
70          </li>
71          <li>
72              <h5>Altercloth</h5>
73              <p>Clothing that shapeshifts into a desired form. Often used by shapeshifters who need to rapidly blend in.
74              Cost: 125 Zahlels;
75              Light Armor Special: requires "Armor Proficiency: Altercloth" in order to use its shapeshifting ability.</p>
76          </li>
77          <li>
78              <h5>Chainmail hood</h5>
79              <p>+1 AD against Slashing, piercing;
80              Cost: 40 Zahlels
81              Light Armor</p>
82          </li>
83          <li>
84              <h5>Chainmail</h5>
85              <p>+4 AD vs Slashing, +1 Piercing;
86              Cost: 100 Zahlels
87              Light Armor</p>
88          </li>
89          <li>
90              <h5>Scale</h5>
91              <p>+5 AD vs Slashing
92              +4 vs Piercing, and Bludgeoning
93              - 1 move speed
94              Cost: 275 Zahlels</p>
95          </li>
96          <li>
97              <h5>Partial Plate</h5>
98              <p>+4 AD vs Slashing, and Bludgeoning
99              +1 vs Piercing;
100             Cost: 100 Zahlels</p>
101         </li>
102         <li>
103             <h5>Plate Helmet</h5>
104             <p>+3 AD vs Slashing,
105             + 2 Piercing,
106             Bludgeoning;
```



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
102      <li>
103        <h5>Plate Helmet</h5>
104        <p>+3 AD vs Slashing,  
105          + 2 Piercing,  
106          Bludgeoning;  
107          Cost: 30 Zahlels</p>
108      </li>
109      <li>
110        <h5>Full Plate</h5>
111        <p>+7 AD vs Slashing  
112          +6 vs Piercing,  
113          +5 vs Bludgeoning;  
114          -1 move speed,  
115          -2 agility  
116          Cost: 300 Zahlels</p>
117      </li>
118      <li>
119        <h5>Religious plate</h5>
120        <p> +5 AD vs Slashing  
121          +4 vs Piercing, and Bludgeoning,  
122          +1 extra against members of the opposing alignment;  
123          Cost: 350 Zahlels</p>
124      </li>
125      <li>
126        <h5>Magi-Guard plate</h5>
127        <p>+5 AD vs Slashing  
128          +4 vs Piercing, and Bludgeoning;  
129          The Magical Construct causes you to heal extra HP equal to the Magi-Guard's level when hit by an attack of that type.  
130          The armor is also fused to your body making it difficult to remove.  
131          Cost: 265 Zahlels</p>
132      </li>
133    </ol>
134  </Media.Body>
135 </Media>
136
137  <Media>
138  <Media.Body>
139    <h3>Shields: </h3>
140    <p>
141      Shields come in several styles, but two variations: Light and Heavy. A Light Shield adds its bonus to defense rolls to attacks targeting Agility or Endurance. A light shield leaves your hand free to have another one handed weapon or use a two-handed weapon, while a heavy shield does not. A Heavy Shield adds its bonus to defense rolls to attacks targeting Endurance or Strength
142    </p>
143  </Media.Body>
144 </Media>
145
146  <Media>
147  <Media.Body>
148    <h3>Shields</h3>
149    <ol>
150      <li>
151        <h5>Bracers</h5>
152        <p>+1 Light Shield;  
153          Cost: 10 Zahlels</p>
154      </li>
155      <li>
156        <h5>Buckler</h5>
157        <p>+1 Light Shield;  
158          Cost: 10 Zahlels</p>
159      </li>
160      <li>
161        <h5>Parrying Dagger</h5>
162        <p>+1 Light Shield;  
163          Cost: 10 Zahlels</p>
164      </li>
165      <li>
166        <h5>Parma(round shield)</h5>
167        <p>+2 Heavy Shield;  
168          Cost: 15 Zahlels</p>
169      </li>
170      <li>
171        <h5>Shield</h5>
172          Cost: 20 Zahlels</p>
173      </li>
174    </ol>
```

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
135  </Media>
136
137  <Media>
138  <Media.Body>
139    <h3>Shields: </h3>
140    <p>
141      Shields come in several styles, but two variations: Light and Heavy. A Light Shield adds its bonus to defense rolls to attacks targeting Agility or Endurance. A light shield leaves your hand free to have another one handed weapon or use a two-handed weapon, while a heavy shield does not. A Heavy Shield adds its bonus to defense rolls to attacks targeting Endurance or Strength
142    </p>
143  </Media.Body>
144 </Media>
145
146  <Media>
147  <Media.Body>
148    <h3>Shields</h3>
149    <ol>
150      <li>
151        <h5>Bracers</h5>
152        <p>+1 Light Shield;  
153          Cost: 10 Zahlels</p>
154      </li>
155      <li>
156        <h5>Buckler</h5>
157        <p>+1 Light Shield;  
158          Cost: 10 Zahlels</p>
159      </li>
160      <li>
161        <h5>Parrying Dagger</h5>
162        <p>+1 Light Shield;  
163          Cost: 10 Zahlels</p>
164      </li>
165      <li>
166        <h5>Parma(round shield)</h5>
167        <p>+2 Heavy Shield;  
168          Cost: 15 Zahlels</p>
169      </li>
170      <li>
171        <h5>Shield</h5>
172          Cost: 20 Zahlels</p>
173      </li>
174    </ol>
```



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
164      <p>>1 Light Shield;  
165      Cost: 10 Zahlels</p>  
166      </li>  
167      <li>  
168          <h5>Parma(round shield)</h5>  
169          <p>>2 Heavy Shield;  
170          Cost: 15 Zahlels</p>  
171      </li>  
172      <li>  
173          <h5>Scutum(cylindrical shield)</h5>  
174          <p>>3 Heavy Shield;  
175          Cost: 20 Zahlels</p>  
176      </li>  
177      <li>  
178          <h5>Heater Shield(pentagonal shield)</h5>  
179          <p>>2 Light Shield;  
180          Cost: 25 Zahlels</p>  
181      </li>  
182      <li>  
183          <h5>Heavy Heater Shield</h5>  
184          <p>>3 Heavy Shield;  
185          Cost: 30 Zahlels</p>  
186      </li>  
187  </ol>  
188  </Media.Body>  
189  </Media>  
190  
191  <Media>  
192  <Media.Body>  
193      <h5>Weapon Rules: </h5>  
194      <p>  
195          A Heavy weapon adds the Strength Modifier and Combat rank to the attack rolls and just the Strength modifier to the Damage. A Light  
196          weapon adds the Agility Modifier and Combat rank to the attack rolls and just the Agility modifier to the Damage.  
197      </p>  
198      <ol>  
199          <li>  
200              <p>When you use a weapon with an ability or basic melee attack, specify what kind of damage you intend to do with that attack,  
201              as certain weapons have several types of damage.</p>
```

  

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
194      <p>  
195          A Heavy weapon adds the Strength Modifier and Combat rank to the attack rolls and just the Strength modifier to the Damage. A Light  
196          weapon adds the Agility Modifier and Combat rank to the attack rolls and just the Agility modifier to the Damage.  
197      </p>  
198      <ol>  
199          <li>  
200              <p>When you use a weapon with an ability or basic melee attack, specify what kind of damage you intend to do with that attack,  
201              as certain weapons have several types of damage.</p>  
202      </li>  
203      <li>  
204          <h5>Critical Attacks/Weapons</h5>  
205          <p>All critical weapons (or attacks) do double damage if the attacker's roll beats the defender's roll by at least 5. A crit-  
206          for a weapon without the critical property must beat the defender's roll by at least 10.</p>  
207      </li>  
208      <li>  
209          <h5>Bows and Slings</h5>  
210          <p>Cost no actions to load.</p>  
211      </li>  
212      <li>  
213          <h5>All crossbows</h5>  
214          <p>Cost 1 action to load, unless stated otherwise.</p>  
215      </li>  
216      <li>  
217          <h5>Shortbows, and Hand crossbows, and pistols</h5>  
218          <p>Can be used while mounted.</p>  
219      </li>  
220      <li>  
221          <h5>Longbows, Greatbows, Crossbows, Heavy crossbows, and arquebuses</h5>  
222          <p>Cannot be used while mounted. (Some Exceptions)</p>  
223      </li>  
224      <li>  
225          <h5>Whips</h5>  
226          <p>Deal nonlethal damage, meaning you only get knocked unconscious if you take your Hit Points or more damage by it.  
227          If you take more than your Endurance modifier in damage, you are dominated by the user (A successful Endurance  
228          save ends this effect.)</p>  
229      </li>  
230      <li>
```



# PROMINEO TECH

The screenshot shows a code editor window with two tabs: 'character.js M' and 'item-shop.js X'. The 'item-shop.js' tab is active, displaying code for a game shop component. The code includes comments explaining weapon damage assumptions and lists three types of weapons: Battleaxe, Bagh Nakh, and Bo Staff, each with its damage, type, and cost details.

```
burning.aftermath > src > components > JS item-shop.js > ...
230          <li>
231              <p>All weapon damages listed here assume you are using a medium weapon. Increase the dice used by one type for each
232                  size category larger, and decrease it for each category smaller.</p>
233          </li>
234          <li>
235              <p>Using a weapon with [1 or 2 handed] with two hands gives you a +1 to attack rolls with that weapon.</p>
236          </li>
237      </ol>
238  </Media.Body>
239 </Media>
240
241  <Media>
242  <Media.Body>
243      <h3>Weapons (Melee)</h3>
244      <ol>
245          <li>
246              <h5>Battleaxe</h5>
247              <p>Damage: 1d10;
248                  Type: Slashing;
249                  1 or 2 handed
250                  Heavy Axe
251                  Cost: 20 Zahrels</p>
252          </li>
253          <li>
254              <h5>Bagh Nakh</h5>
255              <p>Damage: 1d8 (critical);
256                  Type: Slashing, Piercing;
257                  1 handed
258                  Light Unarmed
259                  Cost: 10 Zahrels</p>
260          </li>
261          <li>
262              <h5>Bo Staff</h5>
263              <p>Damage: 1d6+1;
264                  Type: Bludgeoning;
265                  2 handed
266                  Light Staff
267                  Cost: 10 Zahrels</p>
268      </ol>
269  </Media>
270 </Media>
```



# PROMINEO TECH

A screenshot of a code editor showing a file named `item-shop.js`. The code is a JSON-like structure listing various items with their descriptions and costs. The items listed include Light Staff, Cestus, Club, Dagger, Pata (Full Katar), and Flail. Each item has a type, damage, and cost associated with it. The code is written in a stylized font with syntax highlighting for tags like `<h5>` and `<p>`.

```
burning.aftermath > src > components > JS item-shop.js ...
266     ...
267         ...
268             ...
269                 ...
270                     ...
271                         ...
272                             ...
273                                 ...
274                                     ...
275                                         ...
276                                             ...
277                                                 ...
278                                                     ...
279                                                         ...
280                                                             ...
281                                                               ...
282                                                               ...
283                                                               ...
284 ...
285 ...
286 ...
287 ...
288 ...
289 ...
290 ...
291 ...
292 ...
293 ...
294 ...
295 ...
296 ...
297 ...
298 ...
299 ...
300 ...
301 ...
302 ...
303 ...
```

266 ...
267 ...
268 ...
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270 ...
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273 ...
274 ...
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281 ...
282 ...
283 ...
284 ...
285 ...
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287 ...
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289 ...
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292 ...
293 ...
294 ...
295 ...
296 ...
297 ...
298 ...
299 ...
300 ...
301 ...
302 ...
303 ...



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
299 .....          Cost: 40 Zahlels</p>
300 .....      </li>
301 .....      <li>
302 .....          <h5>Flail</h5>
303 .....          <p>Damage: 1d10;
304 .....          Type: Bludgeoning;
305 .....          1 or 2 handed
306 .....          Heavy Flail
307 .....          cost 20 Zahlels</p>
308 .....      </li>
309 .....      <li>
310 .....          <h5>Glaive</h5>
311 .....          <p>Damage: 1d10;
312 .....          Type: Slashing;
313 .....          2 handed(reach)
314 .....          Heavy Blade
315 .....          Cost: 20 Zahlels</p>
316 .....      </li>
317 .....      <li>
318 .....          <h5>Greataxe)</h5>
319 .....          <p>Damage: 1d12+4;
320 .....          Type: Slashing;
321 .....          2 handed
322 .....          Heavy Axe
323 .....          Cost: 35 Zahlels</p>
324 .....      </li>
325 .....      <li>
326 .....          <h5>Greatsword</h5>
327 .....          <p>Damage: 1d10+2;
328 .....          Type: Slashing, piercing;
329 .....          2 handed
330 .....          Heavy Blade
331 .....          Cost: 30 Zahlels</p>
332 .....      </li>
333 .....      <li>
334 .....          <h5>Halberd</h5>
335 .....          <p>Damage: 1d10+4
336 .....          Type: Slashing, piercing;
337 .....          2 handed(reach),
338 .....          Heavy Axe
339 .....          Cost: 25 Zahlels</p>
340 .....      </li>
341 .....      <li>
342 .....          <h5>Katar</h5>
343 .....          <p>Damage:1d6+1;
344 .....          Type: Slashing, piercing;
345 .....          1 handed
346 .....          Light Blade
347 .....          Cost: 20 Zahlels</p>
348 .....      </li>
349 .....      <li>
350 .....          <h5>Longspear</h5>
351 .....          <p>Damage: 1d10;
352 .....          Type: Piercing;
353 .....          2 handed(reach)
354 .....          Heavy Spear
355 .....          Cost: 20 Zahlels</p>
356 .....      </li>
357 .....      <li>
358 .....          <h5>Longsword</h5>
359 .....          <p>Damage: 1d8+2;
360 .....          Type: Slashing, piercing;
361 .....          1 or 2 handed
362 .....          Heavy Blade
363 .....          Cost: 25 Zahlels</p>
364 .....      </li>
365 .....      <li>
366 .....          <h5>Mace</h5>
367 .....          <p>Damage: 1d10;
368 .....          Type: Bludgeoning;
```

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
332 .....      </li>
333 .....      <li>
334 .....          <h5>Halberd</h5>
335 .....          <p>Damage: 1d10+4
336 .....          Type: Slashing, piercing;
337 .....          2 handed(reach),
338 .....          Heavy Axe
339 .....          Cost: 25 Zahlels</p>
340 .....      </li>
341 .....      <li>
342 .....          <h5>Katar</h5>
343 .....          <p>Damage:1d6+1;
344 .....          Type: Slashing, piercing;
345 .....          1 handed
346 .....          Light Blade
347 .....          Cost: 20 Zahlels</p>
348 .....      </li>
349 .....      <li>
350 .....          <h5>Longspear</h5>
351 .....          <p>Damage: 1d10;
352 .....          Type: Piercing;
353 .....          2 handed(reach)
354 .....          Heavy Spear
355 .....          Cost: 20 Zahlels</p>
356 .....      </li>
357 .....      <li>
358 .....          <h5>Longsword</h5>
359 .....          <p>Damage: 1d8+2;
360 .....          Type: Slashing, piercing;
361 .....          1 or 2 handed
362 .....          Heavy Blade
363 .....          Cost: 25 Zahlels</p>
364 .....      </li>
365 .....      <li>
366 .....          <h5>Mace</h5>
367 .....          <p>Damage: 1d10;
368 .....          Type: Bludgeoning;
```



# PROMINEO TECH

The screenshot shows a code editor interface with two tabs: 'character.js M' and 'item-shop.js X'. The 'item-shop.js' tab is active, displaying the following code:

```
burning.aftermath > src > components > JS item-shop.js > ...
504      </li>
365      <li>
366          <h5>Mace</h5>
367          <p>Damage: 1d10;
368          Type: Bludgeoning;
369          1 or 2 handed
370          Heavy Mace
371          Cost: 10 Zahlels</p>
372      </li>
373      <li>
374          <h5>Scutum(cylindrical shield)</h5>
375          <p>+3 Heavy Shield;
376          Cost: 20 Zahlels</p>
377      </li>
378      <li>
379          <h5>Morningstar</h5>
380          <p>Damage: 1d10+3;
381          Type: Bludgeoning, Piercing;
382          1 or 2 handed
383          Heavy Mace
384          Cost: 15 Zahlels</p>
385      </li>
386      <li>
387          <h5>Partisan</h5>
388          <p>Damage: 1d8;
389          Type: Slashing, Piercing;
390          2 handed(reach)
391          Light Blade
392          Cost: 20 Zahlels</p>
393      </li>
394      <li>
395          <h5>Pick</h5>
396          <p>Damage: 1d10;
397          Type: Bludgeoning, Piercing;
398          1 handed Light Pick
399          Cost: 20 Zahlels</p>
400      </li>
401      <li>
```

Line numbers are visible on the left side of the code. The status bar at the bottom right of the editor window shows 'In 4 Col 1 - Screen 4 - UTC-0'.



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
397     Type: Bludgeoning, Piercing;
398     1 handed Light Pick
399     Cost: 20 Zahlels</p>
400     </li>
401     <li>
402         <h5>Poleaxe</h5>
403         <p>Damage: 1d12+4;
404         Type: Bludgeoning, Slashing, Piercing;
405         2 handed(reach)
406         Heavy Hammer,
407         Heavy Axe,
408         Heavy Pick
409         Cost: 25 Zahlels</p>
410     </li>
411     <li>
412         <h5>shortsword</h5>
413         <p>Damage: 1d6+1;
414         Type: Slashing, piercing;
415         1 handed
416         Light Blade
417         Cost: 15 Zahlels</p>
418     </li>
419     <li>
420         <h5>spear</h5>
421         <p>Damage: 1d10;
422         Type: Piercing;
423         1 or 2 handed
424         Light Spear
425         Cost: 15 Zahlels</p>
426     </li>
427     <li>
428         <h5>Rapier</h5>
429         <p>Damage: 1d6 (critical);
430         Type: piercing;
431         1 handed
432         Light Blade
433         Cost: 20 Zahles</p>
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
430     Type: piercing;
431     1 handed
432     Light Blade
433     Cost: 20 Zahles</p>
434     </li>
435     <li>
436         <h5>Quarterstaff</h5>
437         <p>Damage: 1d6;
438         Type: Bludgeoning;
439         2 handed
440         Heavy Staff
441         Cost: 10 Zahles</p>
442     </li>
443     <li>
444         <h5>Warhammer</h5>
445         <p>Damage 1d12;
446         Type: Bludgeoning;
447         2 handed
448         Heavy Hammer
449         Cost: 25 Zahlels</p>
450     </li>
451     <li>
452         <h5>Whip</h5>
453         <p>Damage 2d4, minimum 1:
454         Type: non-lethal damage;
455         1 handed Whip
456         Cost: 2 Zahlels</p>
457     </li>
458     </ol>
459     <Media>
460     <Media>
461         <h5> Improvised Attack: </h5>
462         <p>Damage 1d3; Type Bludgeoning; 1 handed Improvised hand weapons that can be used one or two handed</p>
```



# PROMINEO TECH

```
burning.aftermath > src > components > JS item-shop.js > ...
462     <Media>
463         <Media.Body>
464             <h5> Improvised Attack: </h5>
465             <p>
466                 Damage 1d3; Type Bludgeoning; 1 handed Improvised hand weapons that can be used one or two handed, that are used two handed grant the attacker a +1 bonus to the attack roll.
467             </p>
468         </Media.Body>
469     </Media>
470
471     <Media>
472         <Media.Body>
473             <h3>Weapons (Thrown)</h3>
474             <ol>
475                 <li>
476                     <h5>Bola</h5>
477                     <p>Damage: none; knocks prone and snares (saving throw 10+Agility)
478                         type: debuff; 1 handed
479                         Light Ranged
480                         Cost: 2 Zahles;
481                         Range: 10 squares. </p>
482                 </li>
483                 <li>
484                     <h5>Throwing Axe</h5>
485                     <p>Damage: 1d8;
486                         type: Slashing;
487                         1 handed
488                         Heavy Ranged,
489                         Heavy Axe
490                         Cost: 3 Zahles;
491                         Range: 12 squares.</p>
492                 </li>
493                 <li>
494                     <h5>Hurlbat</h5>
495                     <p>Damage: 1d6+1;
496                         type: Slashing;
497                         1 handed
498
499             </ol>
500
501             <li>
502                 <h5>Throwing Dagger</h5>
503                 <p>Damage: 1d4 (critical);
504                     type: piercing;
505                     1 handed Light Ranged,
506                     Light Blade
507                     Cost: 2 Zahles;
508                     Range: 10 squares.</p>
509             </li>
510             <li>
511                 <h5>Javelin</h5>
512                 <p>Damage: 1d8;
513                     type: piercing;
514                     1 handed Heavy Ranged,
515                     Heavy Spear
516                     Cost: 5 Zahles;
517                     Range: 14 squares</p>
518             </li>
519             <li>
520                 <h5>Grenade</h5>
521                 <p>Damage 1d6;
522                     type: piercing, concussion;
523                     Light explosive
524                     Cost: 10 Zahles;
525                     Range: 8 squares
526                     AOE: 4 squares</p>
527             </li>
528             <li>
529                 <h5>Smoke Bomb</h5>
530                 <p>Target becomes Hidden and Blinded;
531                     type: debuff;
532                     Light explosive
533                     Cost: 10 Zahles;
534                     Range: 8 squares
535                     AOE: 2x2 squares</p>
536             </li>
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538                 <h5> </h5>
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```



# PROMINEO TECH

JS character.js M JS item-shop.js X burning.aftermath > src > components > JS item-shop.js > ...

```
531      </li>
532      <li>
533          <h5>Smoke Bomb</h5>
534          <p>Target becomes Hidden and Blinded;
535          type: debuff;
536          Light explosive
537          Cost: 10 Zahles;
538          Range: 8 squares
539          AOE: 2x2 squares</p>
540      </li>
541      <li>
542          <h5>Incendiaries</h5>
543          <p>Damage 1d6;
544          type: fire;
545          Light explosive
546          Cost: 20 Zahles;
547          Range: 8 squares
548          AOE: 4 squares
549          Save: 10+level</p>
550      </li>
551  </ol>
552  </Media.Body>
553</Media>
554
555  <Media>
556  <media.Body>
557  <h3>Weapons (Ranged)</h3>
558  <ol>
559      <li>
560          <h5>Blow gun</h5>
561          <p>Damage: 1+ poison's effect,
562          if any; Type: Piercing,
563          Poison;
564          1 or 2 handed
565          Light Ranged;
566          Cost 5 Zahles;
567          Range: 10 </p>
568  </li>
```

JS character.js M JS item-shop.js X burning.aftermath > src > components > JS item-shop.js > ...

```
570      <h5>Longbow</h5>
571      <p>Damage: 1d10;
572      Type: Piercing;
573      2 handed
574      Light Ranged;
575      Cost: 20 Zahles;
576      Range: 30 squares</p>
577  </li>
578  <li>
579      <h5>shortbow</h5>
580      <p>Damage: 1d8 (critical);
581      Type: Piercing;
582      2 handed
583      Light Ranged;
584      Cost: 10 Zahles;
585      Range: 25 squares</p>
586  </li>
587  <li>
588      <h5>Greatbow</h5>
589      <p>Damage: 1d8+2;
590      Type: Piercing;
591      2 handed
592      Heavy Ranged;
593      Cost: 30 Zahles;
594      Range: 35 squares</p>
595  </li>
596  <li>
597      <h5>Crossbow</h5>
598      <p>Damage: 1d12;
599      Type: Piercing;
600      2 handed
601      Heavy Ranged;
602      Cost: 20 Zahles;
603      Range: 35 squares</p>
604  </li>
605  <li>
606      <h5>Hand Crossbow</h5>
```



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
606     <h5>Hand Crossbow</h5>
607     <p>Damage: 1d4 (critical);<br/>
608     Type: Piercing;<br/>
609     1 handed<br/>
610     Light Ranged;<br/>
611     Cost: 15 Zahrels;<br/>
612     Range: 15 squares</p>
613   </li>
614   <li>
615     <h5>Heavy Crossbow</h5>
616     <p>Damage: 1d12+4;<br/>
617     Type: Piercing;<br/>
618     2 handed Heavy Ranged;<br/>
619     Cost: 25 Zahrels;<br/>
620     Range: 40 squares</p>
621   </li>
622   <li>
623     <h5>Sling</h5>
624     <p>Damage: 1d6+1;<br/>
625     Type: Bludgeoning;<br/>
626     1 handed<br/>
627     Light Ranged;<br/>
628     Cost: 2 Zahrels;<br/>
629     Range: 15 squares</p>
630   </li>
631   <li>
632     <h5>Arquebus</h5>
633     <p>Damage: 4d6;<br/>
634     Type: Piercing;<br/>
635     2 handed<br/>
636     Heavy Ranged<br/>
637     Special: It takes three actions to load an Arquebus.<br/>
638     Anyone loading one provokes opportunity attacks to up to two enemies within five squares.<br/>
639     Also, there is a -4 penalty to all attack rolls with an Arquebus.<br/>
640     Do not add any bonuses to damage or attack rolls with an Arquebus.<br/>
641     Cost: 80 Zahrels;<br/>
642     Range: 25 squares</p>
643   </li>
```

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
632   <h5>Arquebus</h5>
633   <p>Damage: 4d6;<br/>
634   Type: Piercing;<br/>
635   2 handed<br/>
636   Heavy Ranged<br/>
637   Special: It takes three actions to load an Arquebus.<br/>
638   Anyone loading one provokes opportunity attacks to up to two enemies within five squares.<br/>
639   Also, there is a -4 penalty to all attack rolls with an Arquebus.<br/>
640   Do not add any bonuses to damage or attack rolls with an Arquebus.<br/>
641   Cost: 80 Zahrels;<br/>
642   Range: 25 squares</p>
643 </li>
644 <li>
645   <h5>Pistol</h5>
646   <p>Damage: 2d6;<br/>
647   Type: Piercing;<br/>
648   1 handed<br/>
649   Light Ranged;<br/>
650   Special: It takes 3 actions to load a Pistol.<br/>
651   Anyone loading one provokes opportunity attacks from an enemy within five squares.<br/>
652   Do not add any bonuses to damage or attack rolls with a Pistol.</p>
653 </li>
654 </ol>
655 </Media.Body>
656 </Media>
657 <Media>
658 <Media.Body>
659 <h3>Weapons/Equipment (Special)</h3>
660 <h5>Special equipment requires 2 feats to gain proficiency</h5>
661 <ol>
662 <li>
663   <h5>Blade Bow</h5>
664   <p>Damage: 2d6(Ranged)<br/>
665   1d6(Melee);<br/>
666   Type: Piercing;<br/>
667   2 handed
```



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
664      <li><h3>Blade Bow</h3>
665      <p>Damage: 2d6(Ranged)
666      <br> 1d6(Melee);
667      Type: Piercing;
668      2 handed;
669      Light Ranged;
670      Cost: 25 Zahlels;
671      Range: 30 </p>
672    </li>
673    <li>
674      <h3>Urumi</h3>
675      <p>Damage: 2d6;
676      Type: slashing;
677      1 handed;
678      Light Blade;
679      Cost: 50 Zahlels;
680      Range: Varies depending on size of character</p>
681    </li>
682    <li>
683      <h3>Goblin Arquebus</h3>
684      <p>Damage: 3d6;
685      Type: Piercing;
686      2 handed;
687      Heavy Ranged Special: It takes two actions to load a Goblin Arquebus.
688      Unlike a normal arquebus, no opportunity attack is provoked from loading.
689      Also, unlike a normal arquebus, a goblin arquebus adds its wielders Agility bonus to attacks rolls.</p>
690    </li>
691  </ol>
692  </Media.Body>
693 </Media>
694
695  <Media>
696  <Media.Body>
697  <h3>Traps</h3>
698  <ol>
699    <li>
700      <h3>Snare</h3>
701      <p>Target is snared or tethered;
```

  

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
694
695  <Media>
696  <Media.Body>
697  <h3>Traps</h3>
698  <ol>
699    <li>
700      <h3>Snare</h3>
701      <p>Target is snared or tethered;
702      type: debuff;
703      Light Trap;
704      Cost: 2 Zahlels;
705      AOE: 1x1 squares
706      Save: 10+level</p>
707    </li>
708    <li>
709      <h3>Explosive charge</h3>
710      <p>Damage 1d6;
711      type: piercing,
712      concussive Light Trap,
713      Light Explosive;
714      Cost: 10 Zahlels;
715      AOE: 2x2 squares</p>
716    </li>
717    <li>
718      <h3>Directed Explosive charge</h3>
719      <p>Damage 1d6;
720      type: piercing,
721      concussive
722      Light Trap,
723      Light Explosive;
724      Cost: 15 Zahlels;
725      AOE: 4x1 squares</p>
726    </li>
727    <li>
728      <h3>Incendiary charge</h3>
729      <p>Damage 1d6;
730      type: fire;
```



# PROMINEO TECH

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
726          </li>
727          <li>
728            <h5>Incendiary charge</h5>
729            <p>Damage 1d6;
730            type: fire
731            Light Trap,
732            Light Explosive
733            Cost: 20 Zahlels;
734            AOE: 2x2 squares
735            Save: 10+level</p>
736          </li>
737        </ol>
738      </Media.Body>
739    </Media>
740
741      <Media>
742        <Media.Body>
743          <h3>Supplies</h3>
744          <ol>
745            <li>
746              <h5>Crowbar</h5>
747              <p>+1 to awesomeness</p>
748            </li>
749            <li>
750              <h5>Ammunition</h5>
751              <p>30 (insert ammunition type here)
752              Cost: 5 Zahlels;
753              Bullets for Arquebus cost 10 Zahlels for 20.</p>
754            </li>
755            <li>
756              <h5>Alchemist's supplies</h5>
757              <p>+1 to looking smart<br>
758              cost: 50 Zahlels </p>
759            </li>
760          </ol>
761        </Media.Body>
762      </Media>
763
```

```
JS character.js M JS item-shop.js X
burning.aftermath > src > components > JS item-shop.js > ...
749          <li>
750            <h5>Ammunition</h5>
751            <p>30 (insert ammunition type here)
752            Cost: 5 Zahlels;
753            Bullets for Arquebus cost 10 Zahlels for 20.</p>
754          </li>
755          <li>
756            <h5>Alchemist's supplies</h5>
757            <p>+1 to looking smart<br>
758            cost: 50 Zahlels </p>
759          </li>
760        </ol>
761      </Media.Body>
762    </Media>
763
764    <Media>
765      <Media.Body>
766        <h3>Mount Armor</h3>
767        <h5>use equivalent stats price GM discretion;</h5>
768        <ol>
769          <li>
770            <h5>Weaponized Peytral</h5>
771            <p>1d6+3 piercing damage to Charges</p>
772          </li>
773          <li>
774            <h5>Lance</h5>
775            <p>1d6+ spaces moved</p>
776          </li>
777        </ol>
778      </Media.Body>
779    </Media>
780    </Container>
781  </div>
782}
783
```



# PROMINEO TECH

```
JS character.js M JS NavLinkRouter.js X
burning.aftermath > src > components > JS NavLinkRouter.js > ...
1 import React from 'react';
2 import {
3   ... BrowserRouter as Router,
4   ... Switch,
5   ... Route,
6   ... NavLink
7 } from 'react-router-dom';
8 import HomePage from './homePage';
9 import '../../../../../node_modules/bootstrap/dist/css/bootstrap.min.css';
10 import Nav from 'react-bootstrap/Nav';
11 import RuleBook from './ruleBook';
12 import CreationRules from './creation.rules';
13 import NavDropdown from 'react-bootstrap/NavDropdown';
14 import { NewCharacterForm } from './new-character-form';
15 import CharacterList from './character-List';
16 import GMRules from './gm-rules';
17 import ItemShop from './item-shop';
18 import ProjectTables from './project-tables';
19 import { GMNewCampaignForm } from './gm-campaign-form';
20 //import CampaignCard from './gm-campaign';
21 import Container from 'react-bootstrap/Container';
22 import CampaignList from './gm-campaign-list';
23
24
25 export default function NavLinkRouter() {
26   return (
27     <Router>
28       <Container>
29         <Nav className="navBar">
30           <NavLink to="/" exact={true}></NavLink>
31           <NavDropdown title="Homepage" id="home-nav-dropdown">
32             <NavDropdown.Item href="/homepage">Homepage</NavDropdown.Item>
33             <NavDropdown.Item href="/projecttables">Project Tables</NavDropdown.Item>
34             <NavDropdown.Item href="/rulebook">ruleBook</NavDropdown.Item>
35           </NavDropdown>
36           <NavDropdown title="Players" id="player-nav-dropdown">
37             <NavDropdown.Item href="/charactercreate">create a Character</NavDropdown.Item>
38             <NavDropdown.Item href="/createdcharacters">Created Characters</NavDropdown.Item>
39           </NavDropdown>
40           <NavDropdown title="GM" id="gm-nav-dropdown">
41             <NavDropdown.Item href="/campaigncreate">Create a Campaign</NavDropdown.Item>
42             <NavDropdown.Item href="/createdcampaign">Existing Campaigns</NavDropdown.Item>
43             <NavDropdown.Item href="/gmrulebook">GM's RuleBook</NavDropdown.Item>
44           </NavDropdown>
45         </Nav>
46
47         <Switch>
48           <Route path="/charactercreate">
49             <NewCharacterForm />
50           </Route>
51           <Route path="/createdcharacters">
52             <CharacterList />
53           </Route>
54           <Route path="/characterrulebook">
55             <CreationRules />
56           </Route>
57           <Route path="/itemshop">
58             <ItemShop />
59           </Route>
60
61           <Route path="/campaigncreate">
62             <GMNewCampaignForm />
63           </Route>
64         </Switch>
65       </Container>
66     </Router>
67   )
68 }
```

```
JS character.js M JS NavLinkRouter.js X
burning.aftermath > src > components > JS NavLinkRouter.js > ...
30           <NavLink to="/" exact={true}></NavLink>
31           <NavDropdown title="Homepage" id="home-nav-dropdown">
32             <NavDropdown.Item href="/homepage">Homepage</NavDropdown.Item>
33             <NavDropdown.Item href="/projecttables">Project Tables</NavDropdown.Item>
34             <NavDropdown.Item href="/rulebook">ruleBook</NavDropdown.Item>
35           </NavDropdown>
36           <NavDropdown title="Players" id="player-nav-dropdown">
37             <NavDropdown.Item href="/charactercreate">create a Character</NavDropdown.Item>
38             <NavDropdown.Item href="/createdcharacters">Created Characters</NavDropdown.Item>
39             <NavDropdown.Item href="/characterrulebook">Character RuleBook</NavDropdown.Item>
40             <NavDropdown.Item href="/itemshop">Item Shop</NavDropdown.Item>
41           </NavDropdown>
42           <NavDropdown title="GM" id="gm-nav-dropdown">
43             <NavDropdown.Item href="/campaigncreate">Create a Campaign</NavDropdown.Item>
44             <NavDropdown.Item href="/createdcampaign">Existing Campaigns</NavDropdown.Item>
45             <NavDropdown.Item href="/gmrulebook">GM's RuleBook</NavDropdown.Item>
46           </NavDropdown>
47         </Nav>
48
49         <Switch>
50           <Route path="/charactercreate">
51             <NewCharacterForm />
52           </Route>
53           <Route path="/createdcharacters">
54             <CharacterList />
55           </Route>
56           <Route path="/characterrulebook">
57             <CreationRules />
58           </Route>
59           <Route path="/itemshop">
60             <ItemShop />
61           </Route>
62
63           <Route path="/campaigncreate">
64             <GMNewCampaignForm />
65           </Route>
66         </Switch>
67       </Container>
68     </Router>
69   )
70 }
```



# PROMINEO TECH

The screenshot shows a code editor with two tabs open: `character.js` and `NavLinkRouter.js`. The `NavLinkRouter.js` tab is currently active, displaying a component that uses the `NavLink` component from the `react-router-dom` library to handle routing between various sections of the application. The code includes routes for creation rules, item shop, campaign creation, created campaign list, gm rulebook, homepage, project tables, rule book, and a home page. The `character.js` tab is also visible, showing code for a character form component that uses the `useState` hook to manage state for various character attributes like name, height, weight, alignment, race, strength, dexterity, constitution, intelligence, wisdom, charisma, and hp.

```
JS character.js M JS NavLinkRouter.js X
burning.aftermath > src > components > JS NavLinkRouter.js > ...
57     <Route path="/characterrulebook">
58       <CreationRules />
59     </Route>
60     <Route path="/itemshop">
61       <ItemShop />
62     </Route>
63
64
65     <Route path="/campaigncreate">
66       <GMNewCampaignForm />
67     </Route>
68     <Route path="/createdcampaign">
69       <CampaignList />
70     </Route>
71     <Route path="/gmrulebook">
72       <GMRules />
73     </Route>
74
75
76     <Route path="/homepage">
77       <HomePage />
78     </Route>
79     <Route path="/projecttables">
80       <ProjectTables />
81     </Route>
82     <Route path="/rulebook">
83       <RuleBook />
84     </Route>
85
86     <Route path="/">
87       <Home />
88     </Route>
89   </Switch>
90 </Container>
91 </Router>
92 )
93 }

JS character.js M JS new-character-form.js X
burning.aftermath > src > components > JS new-character-form.js > [NewCharacterForm
1 import React, { useState } from 'react';
2 import '../../../../../node_modules/bootstrap/dist/css/bootstrap.css';
3 import Dropdown from 'react-bootstrap/Dropdown';
4 import Container from 'react-bootstrap/Container';
5 import { burningAftermathService } from '../rest/BurningAftermathApi';
6
7 //step-by-step-wizard-form
8 //need-to-update-the-bootstrap-form-to-react-bootstrap!!!
9 //have some '-' be numbers only
10 //need-functions-for-languages
11 //need-a-function-for-ability-scores-for-bonuses-for-races
12 export const NewCharacterForm = (props) => {
13   const [name, setName] = useState('');
14   const [height, setHeight] = useState('');
15   const [weight, setWeight] = useState('');
16   const [alignment, setAlignment] = useState('');
17   const [race, setRace] = useState(''); //array //carrasel.caption
18   const [strength, setStrength] = useState(''); //supposed-to-belong-to-a-abilities-grouping? and is number
19   const [dexterity, setDexterity] = useState(''); //also want the ability grouping to have a lil info on what they do
20   const [constitution, setConstitution] = useState(''); //AS
21   const [intelligence, setIntelligence] = useState(''); //AS
22   const [wisdom, setWisdom] = useState(''); //AS
23   const [charisma, setCharisma] = useState(''); //AS
24   const [hp, setHP] = useState(''); //as const lanagues, setlanagues = useState(''); //from array of lanagues //checkboxes and radio //the function to use intelligence to make a decision
25   const [path, setPath] = useState(''); //need-to-be-from-a-path-array
26   const [extraInfo, setExtraInfo] = useState('');

27
28
29 //const lanagues = [
30 //  'Vostra: Most commonly spoken language. (note: not all races speak it.)',
31 //  'Faerie: Language spoken by races more inclined to be tricksters. (Fairies, Changelings, Goblins etc)',
32 //  'Tzun: Language of the Elves',
33 //  'Tzut: Language of the Half-Elves, an offshoot of Tzun. Uses the same script, but different sounds',
34 //  'Kallahnk: Language of Dragons and Draconic creatures',
35 //  'Ocrate: Language of Orcs, Giants, and Ogres',
36 //  'Vay'Kahn: Language of Demons and most Demonic entities',
37 //  'Nekrain: Language of the Undead',
38 //  'Yallar: Language of tribal races usually nomadic.'
```



# PROMINEO TECH

```
37      ...// 'Nekrain: Language of the Undead',
38      ...// 'Xallas: Language of tribal races, usually reptilian.'];
39      ...// this.addNewCharacter = this.addNewCharacter.bind(this);
40      const alignments = ['Lawful good', 'Neutral good', 'Chaotic good', 'Lawful neutral', 'True neutral', 'Chaotic neutral', 'Lawful evil', 'Neutral evil', ...];
41      const handleSubmit = (event) => {
42        event.preventDefault();
43        console.log('Props are' + props);
44        addNewCharacter({name, height, weight, alignment, race, strength, dexterity, constitution, intelligence, wisdom, charisma, hp, path, extraInfo});
45      }
46
47      const _refreshData = async() => {
48        const characters = await burningAftermathService.getAll();
49      }
50
51      function componentDidMount() {
52        _refreshData();
53      }
54
55      const addNewCharacter = async(character) => {
56        console.log('inside addNewCharacter function app.js');
57        await burningAftermathService.create(character);
58        _refreshData();
59      }
60
61
62      //want to make this a multi-step form https://css-tricks.com/the-magic-of-react-based-multi-step-forms/
63      return (
64        <form onSubmit={handleSubmit}>
65          <Container id="charactersheet"><br></br>
66          <div className="form-group">
67            <label htmlFor="nameInput"><h5>Character's name</h5><p>The name that you want to be referred to in character</p></label>
68            <input name="name" value={name} type="text" className="form-control" id="nameInput"
69              onChange={(e) => setName(e.target.value)} />
70            <div className="form-group"><br></br>
71
72            <div className="form-group">
```

```
73
74            <div className="form-group">
75              <label htmlFor="heightInput"><h5>Height</h5><p>You can be as tall or as short as you wish!</p></label>
76              <input name="height" value={height} type="text" className="form-control" id="heightInput"
77                onChange={(e) => setHeight(e.target.value)} /><br></div>
78
79            </div>
80            <div className="form-group">
81              <label htmlFor="weightInput"><h5>Weight</h5><p>How much you weigh</p></label>
82              <input name="weight" type="text" value={weight} className="form-control" id="weightInput"
83                onChange={(e) => setWeight(e.target.value)} /><br><br>
84            </div>
85
86            <Dropdown>
87              <h5>Alignment </h5><p>Your alignment is related to how your character will act in certain situations, if unsure you can be unaligned.</p>
88              <Dropdown.Toggle variant="info" id="dropdown-basic">
89                {alignment}
90              </Dropdown.Toggle>
91              <Dropdown.Menu>
92                {alignments.map((alignment, i) => <Dropdown.Item eventKey = {i} onSelect={(eventKey) => setAlignment(alignment)}> {alignment} </Dropdown.Item>)}
93              </Dropdown.Menu>
94            </Dropdown><br><br>
95
96            {/* this needs to be a carasel of races, with their information to boot~ */}
97            <div className="form-group">
98              <label htmlFor="raceInput"><h5>Race</h5><p>There are many races within Burning Aftermath you can look for more info about them
99                in the rule book(to be added)</p></label>
100              <input name="race" value={race} type="text" className="form-control" id="raceInput"
101                onChange={(e) => setRace(e.target.value)} />
102            </div><br><br>
103
104            {/* ability scores that need a function to calculate a bonus */}
105            <div className="form-group">
106              <div className="form-group">
```



# PROMINEO TECH

```
JS character.js M JS new-character-form.js X
burning.aftermath > src > components > JS new-character-form.js > [o] NewCharacterForm
102     </div><br></br>
103
104     /* ability scores that need a function to calculate a bonus */
105     <div className="form-group">
106         <div className="form-group">
107             <label htmlFor="strengthInput"><h5>Strength</h5><p>This is how strong your character will be!</p></label>
108             <input name="strength" value={strength} type="text" className="form-control" id="strengthInput"-
109             onChange={(e) => setStrength(e.target.value)} />
110         </div><br></br>
111
112         </div>
113         <div className="form-group">
114             <label htmlFor="dexterityInput"><h5>Dexterity</h5><p>This is so you can pull off acrobatic stunts or being able
115             to be quick on your feet</p></label>
116             <input name="dexterity" type="text" value={dexterity} className="form-control" id="dexterityInput"-
117             onChange={(e) => setDexterity(e.target.value)} />
118         </div><br></br>
119
120         <div className="form-group">
121             <label htmlFor="constitutionInput"><h5>Constitution</h5><p>Being able to eat poor meat, take more hits, stronger-
122             immune system etc.</p></label>
123             <input name="constitution" type="text" value={constitution} className="form-control" id="constitutionInput"-
124             onChange={(e) => setConstitution(e.target.value)} />
125         </div><br></br>
126
127         <div className="form-group">
128             <label htmlFor="intelligenceInput"><h5>Intelligence</h5><p>This is how smart you are, this is great for spellcasting</p></label>
129             <input name="intelligence" value={intelligence} type="text" className="form-control" id="intelligenceInput"-
130             onChange={(e) => setIntelligence(e.target.value)} />
131         </div><br></br>
132
133         <div className="form-group">
134             <div className="form-group">
135                 <label htmlFor="wisdomInput"><h5>Wisdom</h5><p>This is how wise you are, or how well you learn from your mistakes</p></label>
136                 <input name="wisdom" value={wisdom} type="text" className="form-control" id="wisdomInput"-
137                 onChange={(e) => setWisdom(e.target.value)} />
138             </div><br></br>
139
140
141     <div className="form-group">
142         <label htmlFor="charismaInput"><h5>Charisma</h5><p>This is how charming you are, this is great for talking down an enemy or convincing
143             someone to buy something</p></label>
144         <input name="charisma" type="text" value={charisma} className="form-control" id="charismaInput"-
145         onChange={(e) => setCharisma(e.target.value)} />
146     </div><br></br>
147
148     <div className="form-group">
149         <label htmlFor="hpInput"><h5>HP</h5><p>Hit Points is what you need to keep alive</p></label>
150         <input name="hp" type="text" value={hp} className="form-control" id="hpInput"-
151         onChange={(e) => setHP(e.target.value)} />
152     </div><br></br>
153
154     /* <div className="form-group">
155         <label htmlFor="lanuagesInput">Languages</label>
156         <input name="lanuages" value={lanuages} type="text" className="form-control" id="lanuagesInput"-
157         onChange={(e) => setLanuages(e.target.value)} />
158     </div> */
159
160     <div className="form-group">
161         <div className="form-group">
162             <label htmlFor="pathInput"><h5>Path</h5><p>Magic, or Fighter</p></label>
163             <input name="path" value={path} type="text" className="form-control" id="pathInput"-
164             onChange={(e) => setPath(e.target.value)} />
165         </div><br></br>
166
167         <div className="form-group">
168             <label htmlFor="extraInfoInput"><h5>Extra Info</h5><p>This can be anything from what you look like to backstory or
169             something important to your character</p></label>
170             <input name="extraInfo" type="text" value={extraInfo} className="form-control" id="otherextraInfo"-
171             onChange={(e) => setExtraInfo(e.target.value)} />
172         </div> <br></br>
173
174         <button type="submit" className="btn btn-primary">Add Character</button>
175     </Container>
176
177     </form>
178 }
179 //path is going to have to be an array as well and that will need to be taken into account becuze of the bug on alignments not being defined on the edit
```



# PROMINEO TECH

JS character.js M JS project-tables.js X

burning.aftermath > src > components > JS project-tables.js > ProjectTables > render

```
1 //Table for the requirements of the project to be displayed on the homepage
2 import React from 'react';
3 import Container from 'react-bootstrap/esm/container';
4 import Table from 'react-bootstrap/Table';
5 import '../node_modules/bootstrap/dist/css/bootstrap.css';
6
7
8 export default class ProjectTables extends React.Component {
9   render() {
10     return [
11       <Container><br></br>
12       <Table>
13         <thead>
14           <tr>
15             <th>Color</th>
16             <th>Meaning</th>
17           </tr>
18         </thead>
19         <tbody>
20           <tr>
21             <td id="requirement"></td>
22             <td>Requirement Data</td>
23           </tr>
24           <tr>
25             <td id="completed"></td>
26             <td>Completed</td>
27           </tr>
28           <tr>
29             <td id="analysising"></td>
30             <td>Analysising</td>
31           </tr>
32           <tr>
33             <td id="debugging"></td>
34             <td>Debugging Phase</td>
35           </tr>
36           <tr>
37             <td id="planning"></td>
38             <td>Planning Phase</td>
39           </tr>
40         </tbody>
41       </Table>
42     ];
43   }
44 }
```

JS character.js M JS project-tables.js X

burning.aftermath > src > components > JS project-tables.js > ProjectTables > render

```
30      <tr>
31      </tr>
32      <tr>
33          <td id="debugging"></td>
34          <td>Debugging Phase</td>
35      </tr>
36      <tr>
37          <td id="planning"></td>
38          <td>Planning Phase</td>
39      </tr>
40  </tbody>
41  </Table><br><br>
42
43  <Table>
44  <thead>
45      <tr>
46          <th>#</th>
47          <th>Project's Requirement</th>
48          <th>Data</th>
49      </tr>
50  </thead>
51  <tbody>
52      <tr>
53          <td>1</td>
54          <td id="completed">Use an Api or multiple Apis to create a react app</td>
55          <td id="requirement">https://crudcrud.com/api/9808c8e15bf34de8bf4c2c652aa1133c/burningaftermath
56          <td id="requirement">https://crudcrud.com/api/9808c8e15bf34de8bf4c2c652aa1133c/campaigns</td>
57      </tr>
58      <tr>
59          <td>2</td>
60          <td id="completed">Use React Router and have at least 3 pages</td>
61          <td id="requirement">It also has dropdowns!</td>
62      </tr>
63      <tr>
64          <td>3</td>
65          <td id="completed">Use React Bootstrap or an alternative styling library</td>
66          <td id="requirement">It uses React-Bootstrap</td>
67      </tr>
```



# PROMINEO TECH

The screenshot shows a code editor interface with two tabs: 'character.js M' and 'project-tables.js X'. The 'character.js' tab is active, displaying the following code:

```
burningaftermath > src > components > project-tables.js > ProjectTables > render
50 ..... </thead>
51 ..... <tbody>
52 ..... <tr>
53 ..... <td>1</td>
54 ..... <td id="completed">Use an Api or multiple Apis to create a react app</td>
55 ..... <td id="requirement">https://crudcrud.com/api/9808c8e15bf34de8bfac2c652aa1133c/burningaftermath
56 ..... https://crudcrud.com/api/9808c8e15bf34de8bfac2c652aa1133c/campaigns</td>
57 ..... </tr>
58 ..... <tr>
59 ..... <td>2</td>
60 ..... <td id="completed">Use React Router and have at least 3 pages</td>
61 ..... <td id="requirement">It also has dropdowns!</td>
62 ..... </tr>
63 ..... <tr>
64 ..... <td>3</td>
65 ..... <td id="completed">Use React Bootstrap or an alternative styling library</td>
66 ..... <td id="requirement">It uses React-Bootstrap</td>
67 ..... </tr>
68 ..... <tr>
69 ..... <td>4</td>
70 ..... <td id="completed">Contain at least 10 components</td>
71 ..... <td id="requirement">Total Components created 18 completed components, 3 are still under development </td>
72 ..... </tr>
73 ..... <tr>
74 ..... <td>5</td>
75 ..... <td id="completed">Allow for all CRUD operations</td>
76 ..... <td id="requirement">You can do that with your character creation and campaign creation!</td>
77 ..... </tr>
78 ..... </tbody>
79 ..... </table>
80 ..... </Container>
81 ..... </>;
82 ..... }
83 ..... }
84 ..... }
85 ..... }
```

The 'project-tables.js' tab is visible in the background, showing the 'render' function definition.



# PROMINEO TECH

```
JS character.js M JS ruleBook.js X
burning.aftermath > src > components > JS ruleBook.js > RuleBook
1 import React from 'react';
2 import Media from 'react-bootstrap/Media';
3 import Container from 'react-bootstrap/Container';
4
5
6
7 export default class RuleBook extends React.Component {
8   render () {
9     return (
10       <div>
11         <Container className="rules">
12           <center><h1>Burning Aftermath</h1></center>
13           <h3>Basic Supplies and Rules Overview: </h3>
14           <Media>
15             <Media.Body>
16               <h5>Game board: </h5>
17               <p>
18                 Any square-based board. If you have something designed for RPGs, great, if not, oh well. Draw squares on a piece of
19                 paper, there's your board. Each square is five feet in the game world.
20               </p>
21             </Media.Body>
22           </Media>
23           <Media>
24             <Media.Body>
25               <h5>Dice Needed: </h5>
26               <p>
27                 d4s, d6s, d8s, d10s, d12s and d20s are used for Burning Aftermath. (Also, non-physical versions such as d3s, d5s, etc.)
28               </p>
29             </Media.Body>
30           </Media>
31           <Media>
32             <Media.Body>
33               <h5>Experience To Level: </h5>
34               <p>
35                 From level 1-2, 1,000 XP to level. This increases by 1,000 until level 10. (so, to get to level 10, the total XP will be 9,000)
36                 At level 11-20, the increase is 2,000 per level until level 30. At level 30-35, the increase is 3,000.
37               </p>
38             </Media.Body>
39           </Media>
39           <Media>
40             <Media.Body>
41               <h5>Saves: </h5>
42               <p>
43                 If you have a hostile effect applied to you, at the end of your turn, you roll a save.
44               </p>
45             </Media.Body>
46           </Media>
47           <Media>
48             <Media.Body>
49               <h5>Alignment: </h5>
50               <p>
51                 All characters start off Unaligned, and define who they are and how they react to things as they develop. Alignment system is
52                 here: https://docs.google.com/document/d/12IzUMCu2FK06LkBGq-IgzUv60u8LhzgVVFOqpr-F5sU/edit
53               </p>
54             </Media.Body>
55           </Media>
56           <Media>
57             <Media.Body>
58               <h5>Skill Checks: </h5>
59               <p>
60                 Roll a d20 for the skill check, then add your rank in the correct skill.
61               </p>
62             </Media.Body>
63           </Media>
64           <Media>
65             <Media.Body>
66               <h5>Turns: </h5>
67               <p>
68                 During your turn you get a certain number of actions determined by rolling a d6 and subtracting 1 at the start of your turn.
69               </p>

```



```
burning.aftermath > src > components > RuleBook.js > RuleBook
----- (maximum of 5 actions per turn, minimum of 1.) Moving is one action. Speaking takes no actions.
70   </p>
71   </Media.Body>
72   </Media>
73   </Media>
74   <Media.Body>
75     <h5>Attacking: </h5>
76   </p>
77   To see if you hit a target, roll a d20 and add any relevant bonuses to the roll. Use that number vs. the target's total defending
78   roll. If the defender's and attacker's rolls tie, then the attacker hits.
79   </p>
80   </Media.Body>
81   </Media>
82   <Media>
83   <Media.Body>
84     <h5>Defending: </h5>
85   </p>
86   Your defenses are determined by your Ability score bonus + a d20 roll. When you are attacked, you roll against the attack and add your
87   bonus to the roll. If you beat your attacker's roll, the attack misses. If it is a tie or the attacker's roll is higher, the attacker
88   hits. Your rank in Survival (either Natural or Magic) is added to the defense roll.
89   </p>
90   </Media.Body>
91   </Media>
92   <Media>
93   <Media.Body>
94     <h5>Targeting: </h5>
95   </p>
96   With a basic attack one may target a limb at the cost of -5 to hit, or the head at the cost of a -10 to hit. After the target part
97   takes damage greater than the targets endurance modifier it becomes crippled. With bludgeoning, a blow to the head stuns for 2 action
98   points; with slashing and piercing 2d6 extra damage is taken. Opportunity attacks can not be targeted, nor can powers/abilities be used
99   to target limbs unless they are specifically designed for that purpose.
100  </p>
101  </Media.Body>
102  </Media>
103  <Media>
104  <Media.Body>
105    <h3>Statuses:</h3>
106    <h5>Blinded: </h5>
107    <p>
108      When you are blinded you have a -5 to attack and defense rolls, and you are unable to see.
109    </p>
110    </Media.Body>
111    </Media>
112    <Media>
113    <Media.Body>
114      <h5>Combat Advantage: </h5>
115    </p>
116    </Media.Body>
117    When you grant combat advantage, you take a -2 to defense rolls.
118    </p>
119    </Media.Body>
120    </Media>
121    <Media>
122    <Media.Body>
123      <h5>Crippled: </h5>
124    </p>
125    When crippled you grant combat advantage and have -3 to rolls using the pertinent limb. You also may be slowed, depending on the limb.
126    </p>
127    </Media.Body>
128    </Media>
129    <Media>
130    <Media.Body>
131      <h5>Dazed: </h5>
132    </p>
133    All action costs are doubled
134    </p>
135    </Media.Body>
136    </Media>
137    <Media>
```



# PROMINEO TECH

```
burning.aftermath > src > components > JS ruleBook.js > RuleBook
128     </Media>
129     <Media>
130         <Media.Body>
131             <h5>Dazed: </h5>
132             <p>
133                 All action costs are doubled
134             </p>
135         </Media.Body>
136     </Media>
137     <Media>
138         <h5>Dominated: </h5>
139         <p>
140             When you are Dominated your actions are chosen by the controller of the domination effect, or it's controller if it has one.
141         </p>
142     </Media.Body>
143     <Media>
144         <Media>
145             <Media.Body>
146                 <h5>Frightened: </h5>
147                 <p>
148                     When feared all actions must move you away from the attacker until you are a number of squares away equal to half of your move speed.
149                     (rounded down.)
150                 </p>
151             </Media.Body>
152         </Media>
153         <Media>
154             <Media.Body>
155                 <h5>Flanked: </h5>
156                 <p>
157                     When flanked you grant combat advantage.
158                 </p>
159             </Media.Body>
160         </Media>
161         <Media>
162             <Media.Body>
163                 <h5>Frenzy: </h5>
164                 <p>
165                     Attacks the nearest creature and grants opportunity attacks.
166                 </p>
167             </Media.Body>
168         </Media>
169         <Media>
170             <Media.Body>
171                 <h5>Immobilized: </h5>
172                 <p>
173                     When you are immobilized you are unable to move in any capacity. You are still conscious, but unable to speak.
174                     You are unable to make Strength or Agility based rolls.
175                 </p>
176             </Media.Body>
177         </Media>
178         <Media>
179             <Media.Body>
180                 <h5>Grappled: </h5>
181                 <p>
182                     When grappled you can not take any move action and grant combat advantage.
183                 </p>
184             </Media.Body>
185         </Media>
186         <Media>
187             <h5>Attacking with a Grapple</h5>
188             <p>
189                 Grapple attack is done by: d20 + Strength bonus + rank in Combat (Natural) vs. d20 + Agility bonus or d20 + Strength bonus.
190             </p>
191         </Media.Body>
192     </Media>
193     <Media>
194         <Media>
195         <Media>
196             <Media>
```



# PROMINEO TECH

```
character.js M ruleBook.js X
burningaftermath > src > components > ruleBook.js > RuleBook
194 ..... </Media>
195 ..... <Media>
196 ..... <Media.Body>
197 ..... <h5>Prone: </h5>
198 ..... <p>
199 ..... When prone you have a reduced move speed and have -2 to Strength and Agility checks. Grants combat advantage
200 ..... </p>
201 ..... </Media.Body>
202 ..... </Media>
203 ..... <Media>
204 ..... <Media.Body>
205 ..... <h5>Silenced: </h5>
206 ..... <p>
207 ..... When you are silenced you are unable to use magic based abilities (includes non-verbal spells, silenced takes away the
208 ..... ability to cast spells for a time.)
209 ..... </p>
210 ..... </Media.Body>
211 ..... </Media>
212 ..... <Media>
213 ..... <Media.Body>
214 ..... <h5>Slowed: </h5>
215 ..... <p>
216 ..... You have a reduced move speed
217 ..... </p>
218 ..... </Media.Body>
219 ..... </Media>
220 ..... <Media>
221 ..... <Media.Body>
222 ..... <h5>Snared: </h5>
223 ..... <p>
224 ..... When you are snared, you are unable to move freely. You are still conscious, and able to speak, unless otherwise stated.
225 ..... You have a -5 to all Strength and Agility based rolls. When you are snared you may be warped up/tangled, you can move, but only
226 ..... a small range.
227 ..... </p>
228 ..... </Media.Body>
229 ..... </Media>
230 ..... <Media>
231 ..... <Media.Body>
232 ..... <h5>Stunned: </h5>
233 ..... <p>
234 ..... When you are stunned, you lose a number of actions stated by the effect stunning you, and are unable to make Strength, Agility, Intelligence,
235 ..... or Charisma checks until you have actions available.
236 ..... </p>
237 ..... </Media.Body>
238 ..... </Media>
239 ..... <Media>
240 ..... <Media.Body>
241 ..... <h5>Terrified: </h5>
242 ..... <p>
243 ..... Same as Frightened, except distance from attacker has to equal move speed.
244 ..... </p>
245 ..... </Media.Body>
246 ..... </Media>
247 ..... <Media>
248 ..... <Media.Body>
249 ..... <h5>Rooted: </h5>
250 ..... <p>
251 ..... When you are rooted you are unable to take any move action, and you have -5 to all Agility based rolls.
252 ..... </p>
253 ..... </Media.Body>
254 ..... </Media>
255 ..... <Media>
256 ..... <Media.Body>
257 ..... <h5>Taunted: </h5>
258 ..... <p>
259 ..... When you are taunted you are unable to take any action not against the specified target.
260 ..... </p>
261 ..... </Media.Body>
262 ..... </Media>
```



# PROMINEO TECH

```
burning.aftermath > src > components > ruleBook.js > Rulebook
252          </p>
253      </Media.Body>
254      </Media>
255      <Media>
256      <Media.Body>
257          <h5>Taunted: </h5>
258          <p>
259              When you are taunted you are unable to take any action not against the specified target.
260          </p>
261      </Media.Body>
262      </Media>
263      <Media>
264      <Media.Body>
265          <h5>Tethered: </h5>
266          <p>
267              "Freedom is a length of rope." You are unable to take any move action outside of a specified area or range.
268          </p>
269      </Media.Body>
270      </Media>
271      <Media>
272      <Media.Body>
273          <h5>Weakened: </h5>
274          <p>
275              All ability scores and move speed is reduced by 2
276          </p>
277      </Media.Body>
278      </Media>
279      <Media>
280      <Media.Body>
281          <h3>Movement:</h3>
282          <p>
283              There are different kinds of movements, but every type takes 1 action. A basic move is simply moving up to your speed.
284              This provokes opportunity attacks if you leave a square adjacent to an enemy. Shifting allows you to move 1 square per action,
285              and does not provoke opportunity attacks. Flying, Burrowing, and Swimming have different rules. Opportunity Attacks: Leaving a
286              square adjacent to an enemy provokes an opportunity attack. Readyng but not using a ranged ability while adjacent to an enemy
287              provokes an opportunity attack.
288          </p>
289      </Media.Body>
290      </Media>
291      <Media>
292      <Media.Body>
293          <h5>Squeezing: </h5>
294          <p>
295              When you want to fit into a smaller space, you can squeeze. If you squeeze the edges of your square are reduced by one if you
296              are large or larger, if the character is medium or smaller squeezing into a space is determined by the GM. the creature that
297              is squeezing does half damage on attacks, and takes double damage on attacks.
298          </p>
299      </Media.Body>
300      </Media>
301      <Media>
302      <Media.Body>
303          <h5>Jumping: </h5>
304          <p>
305              Roll a d20 and add your Agility bonus, then divide the result by 5, round down after applying modifiers: that is the number of squares
306              you jump horizontally. Result divided by two for how high you jump, and x2 if you have a running start.
307          </p>
308      </Media.Body>
309      </Media>
310      <Media>
311      <Media.Body>
312          <h5>Burrowing: </h5>
313          <p>
314              same rules as flying except no double opportunity attack provoke.
315          </p>
316      </Media.Body>
317      </Media>
318      <Media>
319      <Media.Body>
320          <h5>Swimming: </h5>
321      </Media.Body>
```



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  ↴
318     <Media>
319       <Media.Body>
320         <h5>Swimming: </h5>
321         <p>
322           when you want to fit into a smaller space, you can squeeze. If you squeeze the edges of your square are reduced by one.
323           if you are large or larger, if the character is medium or smaller squeezing into a space is determined by the GM. the
324           creature that is squeezing does half damage on attacks, and takes double damage on attacks.
325         </p>
326       </Media.Body>
327     <Media>
328       <Media.Body>
329         <h5>Flying: </h5>
330         <p>
331           Flying works almost exactly the same way as walking. If you move from standing to flying while adjacent to an enemy,
332           you provoke two opportunity attacks, rather than one. If something lacks the ability to hover, it must keep moving while
333           it flies. If that something doesn't move during its turn, it will start to fall.
334         </p>
335       </Media.Body>
336     <Media>
337       <Media.Body>
338         <h5>Falling: </h5>
339         <p>
340           Unless stated otherwise, you take 2d6 damage for every 2 squares you fall. One square causes no damage.
341         </p>
342       </Media.Body>
343     <Media>
344       <Media.Body>
345         <h3>Sight and Light Levels:</h3>
346         <p>
347           Most races are able to see in bright light without penalty. Low light requires low-light vision or night-sight to see without penalty.
348           If a creature is in low light without low-light vision, it takes a -2 penalty to all attack rolls and sight checks. If the creature has
349           low-light vision and is in total darkness, the same -2 penalty applies. A creature without low-light vision or night-sight takes a -5
350           penalty to all attack rolls and sight-based checks. If the creature does not have normal vision and is in bright light, it takes the -2
351           penalty to attack rolls and sight-based checks. If the creature has only night-sight and is in bright light, it takes a -5 penalty to
352           those checks.
353         </p>
354       </Media.Body>
355     <Media>
356       <Media.Body>
357         <h3>Currency: </h3>
358         <p>
359           The "gold" coins are known as Zahlels. It takes 100 copper coins (Zorlas) to make 1 Zahlel. Many areas do not trade in money, but in goods.
360           Keep that in mind.
361         </p>
362       </Media.Body>
363     <Media>
364       <Media.Body>
365         <h3>Languages: </h3>
366         <p>
367           You know whatever languages your race starts off with, plus one more if your Intelligence score is above 15. Another language can be learned every
368           5 points after that in Intelligence.
369         </p>
370         <ul>
371           <li>
372             <h5>Vostra:</h5>
373             <p>Most commonly spoken language. (note: not all races speak it.)</p>
374           </li>
375           <li>
376             <h5>Faerie:</h5>
377             <p>Language spoken by races more inclined to be tricksters. (Fairies, Changelings, Goblins, etc.)</p>
378           </li>
379           <li>
380             <h5>Tzun:</h5>
381             <p>Language of the Elvers</p>
382           </li>
383         <ul>
384       </Media.Body>
385     <Media>
386   </Media>
```



# PROMINEO TECH

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JS character.js M JS ruleBook.js X
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370   <h3>Languages: </h3>
371   <p>
372     You know whatever languages your race starts off with, plus one more if your Intelligence score is above 15. Another language can be learned every
373     5 points after that in Intelligence.
374   </p>
375   <ul>
376     <li>
377       <h5>Vostra:</h5>
378       <p>Most commonly spoken language. (note: not all races speak it.)</p>
379     </li>
380     <li>
381       <h5>Faerie:</h5>
382       <p>Language spoken by races more inclined to be tricksters. (Fairies, Changelings, Goblins, etc.)</p>
383     </li>
384     <li>
385       <h5>Tzun:</h5>
386       <p>Language of the Elves</p>
387     </li>
388     <li>
389       <h5>Tzut:</h5>
390       <p>Language of the Half-Elves, an offshoot of Tzun. Uses the same script, but different sounds</p>
391     </li>
392     <li>
393       <h5>Kallahk:</h5>
394       <p>Language of Dragons and Draconic creatures.</p>
395     </li>
396     <li>
397       <h5>Ocrater:</h5>
398       <p>Language of Orcs, Giants, and Ogres</p>
399     </li>
400     <li>
401       <h5>Vay'Kahn:</h5>
402       <p>Language of Demons and most Demonic entities</p>
403     </li>
404     <li>
405       <h5>Nekrain:</h5>
406       <p>Language of the Undead</p>
407     </li>
408     <li>
409       <h5>Xallas:</h5>
410       <p>Language of tribal races, usually reptilian.</p>
411     </li>
412   </ul>
413 </Media.Body>
414 </Media>
415
416 <Media>
417 <Media.Body>
418   <h5>Shapeshifting: </h5>
419   <p>
420     You can shapeshift according to the rules of a shapeshifting power. Like all abilities, shapeshifting powers
421     take 1 action to use. Armor you're wearing does not change with you, except if otherwise stated. Things you are
422     holding in your hands are dropped if you change into a form without hands. If you turn into an animal from a humanoid,
423     your armor can change to be absorbed into your form. You can decide that certain things remain separate from the animal
424     form, such as a sheath and a weapon, or some types of armor. You make this decision when you change shape.
425   </p>
426 </Media.Body>
427 </Media>
428
429 <Media>
430 <Media.Body>
431   <h4>Advice for GM's and players: </h4>
432   <h5>Hidden:</h5>
433   <p>
434     Creatures take a -2 to attack rolls against hidden creatures.
435   </p>
436 </Media.Body>
437 </Media>
438
```



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435      </p>
436      <Media.Body>
437          <Media>
438              <Media.Body>
439                  <h5>Invisible: </h5>
440                  <p>
441                      Creatures without the ability to see invisible targets take a -6 to attack rolls against them.
442                  </p>
443          </Media.Body>
444          <Media>
445              <Media.Body>
446                  <h5>Unaware: </h5>
447                  <p>
448                      While unaware of an attacker, You take a -6 to defenses against its attacks.
449                  </p>
450          </Media.Body>
451          <Media>
452              <Media.Body>
453                  <h5>Sneak attacks: </h5>
454                  <p>
455                      While unaware of the attacker, an attack does an extra d6 damage.
456                  </p>
457          </Media.Body>
458          <Media>
459              <Media.Body>
460                  <h5>Abilities: </h5>
461                  <p>
462                      - Some notes about creating abilities:
463                          - If the ability does damage, specify what kind. Examples: Piercing, Bludgeoning, Cleaving, Slashing, Fire, Cold, Acid, Holy, Demonic, Necrotic, Weapon, Bleeding, Poison, Electric, etc.
464                          - Not all abilities are for combat. Social, Knowledge, Survival, Combat and Healing are types of abilities.
465                          - Specify the source in the power. Magic or Natural.
466                          - Don't do anything OP or too ridiculous.
467                          - List of Schools of Magic: In the second section at this link.
468                          https://docs.google.com/document/d/12fztuMCu2FK06Lk8Gq-IgzJv6u8LhzgVVFOqr-FSzU/edit
469                          - No resurrection at level 1, unless it comes at a heavy price. Bringing people back to life is hard.
470                          - No soul-based spells (Unless you're willing to damage your own) as a mortal. All creatures without the Immortal keyword are mortal.
471                  </p>
472          </Media.Body>
473          <Media>
474              <Media.Body>
475                  <h3>Examples of Attacks: </h3>
476                  <h5>Basic Melee Weapon Attack</h5>
477                  <p>
478                      Combat (Natural)
479                      Uses 1 action
480                      Target: 1 adjacent creature
481                      Strength (Heavy weapon) or Agility (Light weapon) + Combat (Natural) vs. Agility or Endurance
482                      Damage: 1[W] + Strength or Agility damage
483                  </p>
484          </Media.Body>
485          <Media>
486              <Media.Body>
487                  <h5>Basic Ranged Weapon Attack: </h5>
488                  <p>
489                      Combat (natural)
490                      uses 2 actions (one load one fire)
491                      target: 1 creature in range
492                      Dexterity + Combat (Natural) vs. Agility or Endurance
493                      Damage: 1[W] + Dexterity damage
494                  </p>
495          </Media.Body>
496          </Media>
497      </Media.Body>
```



# PROMINEO TECH

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503
504     </Media>
505     <Media.Body>
506         <h5>Disarm: </h5>
507         <p>
508             Combat (Natural)
509             Uses 1 actions
510             target: 1 creature your size or smaller
511             Strength + Combat (Natural) vs Strength
512             Effect: you disarm the target
513         </p>
514     </Media.Body>
515     <Media>
516         <Media>
517             <Media.Body>
518                 <h5>Chilling Weapon: </h5>
519                 <p>
520                     Combat (Magic)
521                     Keywords: Enchanting, Cold
522                     uses 1 action
523                     effect: you coat your weapon with magical frost making it do an additional 3 ice damage. lasts for 1 attack.
524                 </p>
525             </Media.Body>
526         </Media>
527         <Media>
528             <Media.Body>
529                 <h5>Mend Injury: </h5>
530                 <p>
531                     Healing (Natural)
532                     uses 1 action
533                     Expend medical equipment
534                     target: 1 creature
535                     Effect: the target regains 1d6 + rank in Healing (Natural) HP
536                 </p>
537             </Media.Body>
538         </Media>
539         <Media>
540             <Media.Body>
541                 <h5>Transmute: </h5>
542                 <p>
543                     Target: Touch
544                     Requirements: Enough non-living material to create the object of choice
545                     Effect: You create an object of your choice from the parameters set above, and object can be used as an object
546                     created naturally of that shape. A transmuted sword would work like a regular sword would. The transmuted object has tell-tale
547                     signs it was transmuted, but only to the trained eye. Other than that, it is impossible to tell the difference. One cannot
548                     create currency, or creatures, and you must destroy the equivalent amount of the material that you create, gram per gram. The
549                     material must also be of the same kind of material, like oxygen can only be made from other gasses
550                 </p>
551             </Media.Body>
552         </Media>
553         <Media>
554             <Media.Body>
555                 <h5>Skirmish: </h5>
556                 <p>
557                     Uses 1 action
558                     Effect: do not provoke opportunity attacks as a part of this movement, though you may not change modes as part of this movement
559                 </p>
560             </Media.Body>
561         </Media>
562         <Media>
563             <Media.Body>
564                 <h5>Dragon Breath: </h5>
565                 <p>
566                     uses 2 actions (1 charge 1 use)
567                     a cone of fire
568                     target: close blast 3
569                     hit determination section: Rank in Combat (Magic) + endurance modifier vs agility (+5 vs agi)
570                     Effect: lights things (flammable possessions for RP) on fire and does damage (1d6 + end modifier damage).
571                     Special: this power does not take penalty to hitting a creature in the burst if the target is invisible or (the)hidden.
572                 </p>
```



# PROMINEO TECH

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572           </p>
573           </Media.Body>
574       </Media>
575       <Media>
576       <Media.Body>
577           <h5>Enflame: </h5>
578           <p>
579               one action gives one charge; max 2(combat magical) charges
580               expend x charges: next attack does an extra xd6 - 2x fire damage and ongoing x fire damage
581           </p>
582       </Media.Body>
583   </Media>
584   <Media>
585   <Media.Body>
586       <h5>Plague: </h5>
587       <p>
588           combat magic, necromancy
589           area burst 1 within 5 squares
590           target each creature in burst
591           intelligence vs, endurance
592           hit: target takes 1d6+intelligence modifier damage at the start of it's next turn.
593       </p>
594   </Media.Body>
595   </Media>
596   <Media>
597   <Media.Body>
598       <h5>Boiling Palm: </h5>
599       <p>
600           combat magic, fire, pyromancy
601           uses 1 action
602           melee touch
603           target: one creature
604           intelligence vs endurance or agility
605           hit: target takes 1d6+intelligence modifier fire damage.
606       </p>
607   </Media.Body>
608   </Media>
609   <Media>
610   <Media.Body>
611       <h5>Blizzard: </h5>
612       <p>
613           combat magic, ice, Cryomancy
614           uses 3 action
615           area burst 2 within 10 squares
616           targets each creature in burst
617           intelligence vs endurance or intelligence
618           hit: target takes 2d6+intelligence modifier bludgeoning ice damage.
619       </p>
620   </Media.Body>
621   </Media>
622   <Media>
623   <Media.Body>
624       <h5>Blood Walk: </h5>
625       <p>
626           healing magic, Ichromancy,
627           uses 2 actions
628           2 targets within 5 squares of each other and you
629           intelligence vs endurance
630           hit: roll 1d6 that is how much hp switches between the targets.
631       </p>
632   </Media.Body>
633   </Media>
634   <Media>
635   <Media.Body>
636       <h5>Collect mana: </h5>
637       <p>
638           knowledge magic
639           uses one action
640           get one (level) mana
641
642
643
644
645
646
647
648
649
```



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640      get one (leaves) mana
641      max mana is Int + all magical skills
642      </p>
643      </Media.Body>
644      </Media>
645      <Media>
646      <Media.Body>
647          <h5>Redirect Spell: </h5>
648          <p>
649              knowledge magic
650              spell within 5(int) squares, can only use one redirect on a spell unless the target has moved
651              uses one mana (these use mana because they need to be able to happen on other spell casters turns.)
652              Int + magical knowledge(using magical knowledge makes it easier to infer information about the spells you are trying to manipulate.)
653              vs. attack roll of spell
654              hit: choose new targets for the spell, effect as normal, with the attack roll being the your roll from above
655          </p>
656      </Media.Body>
657      </Media>
658      <Media>
659      <Media.Body>
660          <h5>Copy Spell: </h5>
661          <p>
662              knowledge magic
663              spell within 5 squares, can only use one copy on a particular named spell per round
664              uses one mana
665              Int + magical Knowledge vs. attack roll of spell
666              user of the spell can negate this roll if they desire
667              hit: copy the spell. you may use the spell immediately or save it for later. If you save it for later, but you will need to spend the action cost.
668              Special: copies are not retained after an hour; copies not used are returned to the mana they started with(one each).
669          </p>
670      </Media.Body>
671      </Media>
672      <Media>
673      <Media.Body>
674          <h5>Spit Poison: </h5>
675          <p>
676              Combat(Natural)
677              One action to ready, one to use.
678              Range: 10 squares
679              Target: 1 creature
680              Attack: Agility vs. Agility or Endurance
681              Hit: 1d6 + Agility bonus poison damage.
682          </p>
683      </Media.Body>
684      </Media>
685      <Media>
686      <Media.Body>
687          <h5>Entombing Web: </h5>
688          <p>
689              Combat(Natural)
690              Two actions to ready, one to use.
691              Range: Melee
692              Target: 1 creature
693              Attack: Strength vs Strength or Agility
694              Hit: Target takes damage equal to your Strength bonus and is immobilized. A save of 10 + your level ends the immobilization.
695          </p>
696      </Media.Body>
697      </Media>
698      <Media>
699      <Media.Body>
700          <h5>Loosen Your Tongue: </h5>
701          <p>
702              Social(Natural)
703              Out of Combat Ability
704              Attack: Social vs. Endurance
705              Hit: Target gives up some secret.
706          </p>
707      </Media.Body>
708      </Media>
709      <Media>
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786      </p>
787      <!-- Media.Body -->
788      <!-- Media -->
789      <!-- Media -->
790      <!-- Media.Body -->
791      <h5>Spin Web: </h5>
792      <p>
793          Knowledge(Natural)
794          Four actions
795          Effect: Creates a large web to fill a feasible purpose.
796      </p>
797      <!-- Media.Body -->
798      <!-- Media -->
799      <!-- Media -->
800      <!-- Media.Body -->
801      <h3>Equipment </h3>
802      <h4>Proficiency: </h4>
803      <h5>
804          You need afeat to be proficient in weapons/armors!!! Please refer to the item-shop for specifics on weapons and armor.
805      </h5>
806      <!-- Media.Body -->
807      <!-- Media -->
808      <!-- Media -->
809      <!-- Media.Body -->
810      <h5>Shields: </h5>
811      <p>
812          Come in several styles, but two variations: Light and Heavy. A Heavy Shield adds its bonus to defense rolls to attacks targeting Endurance or Strength. A Light Shield adds its bonus to defense rolls to attacks targeting Agility or Endurance. A light shield leaves your hand free to have another one handed weapon or use a two-handed weapon, while a heavy shield does not.
813      </p>
814      <!-- Media.Body -->
815      <!-- Media -->
816      <!-- Media -->
817      <!-- Media.Body -->
818      <h5>Armors: </h5>
819      <p>
820          Made of metal take cause you to take an extra 2 damage from Electric, Fire, and Ice attacks for each equipped piece of armor. Shields are a special case. You choose whether or not to use a shield during your defense attempt.
821
822          Armors made of Skins and cloth (Hide, Leather, Altercloth, etc) cause you to take an extra 2 damage from Fire and Acid attacks.
823
824          Helmets cause you to take an extra 2 damage from Sound or Sonic attacks.
825      </p>
826      <!-- Media.Body -->
827      <!-- Media -->
828      <!-- Media -->
829      <!-- Media.Body -->
830      <h5>Shields: </h5>
831      <p>
832          Shields come in several styles, but two variations: Light and Heavy. A Light Shield adds its bonus to defense rolls to attacks targeting Agility or Endurance. A light shield leaves your hand free to have another one handed weapon or use a two-handed weapon, while a heavy shield does not. A Heavy Shield adds its bonus to defense rolls to attacks targeting Endurance or Strength.
833      </p>
834      <!-- Media.Body -->
835      <!-- Media -->
836
837      <!-- Media -->
838      <!-- Media -->
839      <h5>Weapon Rules: </h5>
840      <p>
841          A Heavy weapon adds the Strength Modifier and Combat rank to the attack rolls and just the Strength modifier to the Damage. A Light weapon adds the Agility Modifier and Combat rank to the attack rolls and just the Agility modifier to the Damage.
842      </p>
843      <ol>
844          <li>
845              <p>When you use a weapon with an ability or basic melee attack, specify what kind of damage you intend to do with that attack, as certain weapons have several types of damage.</p>
846          </li>
847          <li>
848          </li>
849      </ol>
```



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/61
762     <Media>
763     <Media.Body>
764         <h5>Weapon Rules: </h5>
765         <p>
766             A Heavy weapon adds the Strength Modifier and Combat rank to the attack rolls and just the Strength modifier to the Damage. A Light
767             weapon adds the Agility Modifier and Combat rank to the attack rolls and just the Agility modifier to the Damage.
768         </p>
769         <ol>
770             <li>
771                 <p>When you use a weapon with an ability or basic melee attack, specify what kind of damage you intend to do with that attack,
772                     as certain weapons have several types of damage.</p>
773             </li>
774             <li>
775                 <h5>Critical Attacks/Weapons</h5>
776                 <p>All critical weapons (or attacks) do double damage if the attacker's roll beats the defender's roll by at least 5. A crit
777                     for a weapon without the critical property must beat the defender's roll by at least 10.</p>
778             </li>
779             <li>
780                 <h5>Bows and Slings</h5>
781                 <p>Cost no actions to load</p>
782             </li>
783             <li>
784                 <h5>All crossbows</h5>
785                 <p>Cost 1 action to load, unless stated otherwise</p>
786             </li>
787             <li>
788                 <h5>Shortbows, and Hand crossbows, and pistols</h5>
789                 <p>Can be used while mounted.</p>
790             </li>
791             <li>
792                 <h5>Longbows, Greatbows, Crossbows, Heavy crossbows, and arquebuses</h5>
793                 <p>Cannot be used while mounted. (Some Exceptions)</p>
794             </li>
795             <li>
796                 <h5>Whips</h5>
797                 <p>Deal nonlethal damage, meaning you only get knocked unconscious if you take your Hit Points or more damage by it.
798                     If you take more than your Endurance modifier in damage, you are dominated by the user (A successful Endurance
799                         save ends this effect.).</p>
800             </li>
801             <li>
802                 <p>All weapon damages listed here assume you are using a medium weapon. Increase the dice used by one type for each
803                     size category larger, and decrease it for each category smaller.</p>
804             </li>
805             <li>
806                 <p>Using a weapon with [1 or 2 handed] with two hands gives you a +1 to attack rolls with that weapon.</p>
807             </li>
808         </ol>
809     </Media.Body>
810 </Media>
811
812     <Media>
813     <Media.Body>
814         <h5> Improvised Attack: </h5>
815         <p>
816             Damage 1d3; Type Bludgeoning; 1 handed Improvised hand weapons that can be used one or two handed, that are used two handed
817             grant the attacker a +1 bonus to the attack roll.
818         </p>
819     </Media.Body>
820 </Media>
821
822     <Media>
823     <Media.Body>
824         <h5>Mounts and Rules for Mounted Combat: </h5>
825         <p>
826             A creature that can be used as a mount must be one size larger than the character attempting to use it. The mount must be either
827             willing to be mounted or have no other choice, such as a creature under the effect of a mind control spell or a machine..
828
829             You do not have much skill in using a mount for battle unless you have either (A) experience in doing so, or (B) you can come
830                         ...
```



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823     <h5>Mounts and Rules for Mounted Combat: </h5>
824     <p>
825         A creature that can be used as a mount must be one size larger than the character attempting to use it. The mount must be either willing to be mounted or have no other choice, such as a creature under the effect of a mind control spell or a machine.
826
827         You do not have much skill in using a mount for battle unless you have either (A) experience in doing so, or (B) you can come up with a good and agreeable reason for why your character would have such experience. (example: "I grew up training to ride beasts into battle, specifically my father's Xivu.")
828
829
830         While mounted, you use your mount's move speed instead of yours. You can have your mount attack instead of you on your turn.
831         On its turn, the mount can attack.
832         If/when you are attacked, the attacker chooses whether to hit you or the mount. An attack that targets multiple creatures can attack both.
833
834         Also, a mount does not have set ability scores, But it has a set minimum-maximum for starting level, depending on the mount.
835         Certain types of mounts have a pool of abilities to choose from. Each mount can have 2 abilities. It is treated like a player-character in terms of leveling.
836     </p>
837     </Media.Body>
838     </Media>
839
840     <Media>
841     <Media.Body>
842         <h5>Some Mounts: </h5>
843         <p>
844             Examples of some beasts that are often used for mounts
845         </p>
846         <ol>
847             <li>
848                 <p>Pack Lizard</p>
849             </li>
850             <li>
851                 <p>Horse</p>
852             </li>
853             <li>
854                 <p>Griffon</p>
855             </li>
856             <li>
857                 <p>Hippogriff</p>
858             </li>
859             <li>
860                 <p>Monstrous Spider (Various kinds)</p>
861             </li>
862             <li>
863                 <p>Monstrous Insect (Various kinds)</p>
864             </li>
865             <li>
866                 <p>Giant Lizard (Various kinds)</p>
867             </li>
868             <li>
869                 <p>Xivu Patriarch</p>
870             </li>
871             <li>
872                 <p>Wyrm (various kinds)</p>
873             </li>
874             <li>
875                 <p>Krula: Large, solitary insect. Quick, but with a thin carapace. Ground-based.</p>
876             </li>
877         </ol>
878     </Media.Body>
879     </Media>
880
881     </Container>
882     </div>
883     );
884 }
885 }
886
887
888
889 }
```



# PROMINEO TECH

The screenshot shows a code editor interface with two tabs at the top: 'character.js M' and 'App.js M X'. The 'App.js' tab is active, indicated by a pink background. The code editor displays the following code:

```
burning.aftermath > src > JS App.js > ...
1 import React from 'react';
2
3 import './node_modules/bootstrap/dist/css/bootstrap.css';
4 import NavLinkRouter from './components/NavLinkRouter';
5
6
7 export default class App extends React.Component {
8   constructor(props) {
9     super(props);
10    this.state = {
11      characters: []
12    }
13
14
15
16  }
17
18  render() {
19    ...
20    return (
21      <React.Fragment>
22        <NavLinkRouter />
23      </React.Fragment>
24    );
25  }
26}
```

The code is a React component named 'App' that imports 'React' and 'NavLinkRouter'. It uses 'React.Fragment' to group its children. The component has a state 'characters' initialized to an empty array. The 'render' method returns the 'NavLinkRouter' component.



# PROMINEO TECH

```
JS character.js M | JS App.js M | JS index.js X | 
burning.aftermath > src > JS index.js
1 import React from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4 import App from './App';
5 import reportWebVitals from './reportWebVitals';

6
7 ReactDOM.render(
8   <React.StrictMode>
9     <App />,
10    </React.StrictMode>,
11    document.getElementById('root')
12  );
13
14 // If you want to start measuring performance in your app, pass a function
15 // to log results (for example: reportWebVitals(console.log))
16 // or send to an analytics endpoint. Learn more: https://bit.ly/CRA-vitals
17 reportWebVitals();
18
```

## Screenshots of Running Application:

### URL to GitHub Repository:

<https://github.com/JoleneMel/burning.aftermath.final/tree/master>