I am attaching all the files for my web app again. Clear out all other code so you have space for this definitive version.

{name} should just be the equivalent to what is currently {the\_name}. {a\_name} isn't needed and can be removed. D&D statblocks will always refer to The goblin lord or Demogorgon. if 'Proper name' is selected, only the first word of the name should be used in {name} and it should always be capitalised.

I also think that capitalisation should be handled in this way: clicking a button gives the lower case version, and shift-clicking gives the capitalised version. Obviously the lower case version is still overridden by unique and proper name.

With this in mind, the button count can stay at 5 but this will cover all options. The Quick reference can therefore change to explain how to use the buttons and shift clicking.

When i tried to use the new feature, it didn't replace the token in the Description box. I got "{The\_name} has advantage on saving throws against spells and other magical effects."

When we go, only do 1 phase at a time. Wait for my approval before starting the next.

Wait for GO to start coding.

Update the version number in the metadata to 0.06.00.