

GAME AND MONSTER MANAGEMENT APPLICATION

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Table of Contents	Alcohol Information9	Spellcasting Information	. 15
GAMMA1	Fish Information9	Spell Slots	. 15
About GAMMA1	Weapon Information 9	Miscellaneous	.15
GAMMA and Data1	Armor Information10	Spells	.15
About the Development1	Crafting and Dismantle10	Active Effects	. 15
Common Controls and Fields1	Magic Info10	Inventory and Crafting	. 15
Campaigns3	Crafting Components10	Equipment	. 15
Campaign List3	Acquired Components10	Inventory	. 15
Information Tab3	Enchanting Information10	Crafting	. 17
Gameplay3	Required Runes10	Enchanting	. 17
Combatants4	Spell Builder11	Animal Taming	. 17
Notes5	Basic Information11	Alchemy	. 17
Note Information 6	Casting Information11	Fishing	.18
Players 6	Spell Abilities11	Notes	.18
Player Information 6	Character Builder12	Note Information	.18
NPCs6	Character Header12	Audio	20
Packs 6	Information13	Music	20
Creatures and NPCs6	Proficiencies13	SFX – Sound Effects	20
Creature Builder7	Personality13	Other Tools	. 21
Base and Combat7	Attributes and Skills (Stats)13	Reports	.21
Base Information7	Attributes13	Shops	.21
Vitality and Defense7	Skills13	Treasure Chests / Loot Boxes	. 21
Attacks / Abilities 8	Other13	Loot Box Information	.21
Counters 8	Combat13	Loot Box Items	. 21
Attributes and Skills 8	Actions13	Image Scaler	.21
Attributes 8	Quick Notes14	Roll Tables	22
Skills 8	Attacks / Abilities14	Roll Table	22
Features and Traits 8	Counters14	Languages	22
Spellcasting8	Alterants14	Player Classes	22
Spell List8	Miscellaneous14	Active Player Class	22
Loot 8	Death Saving Throws14	Player Subclasses	22
Item Builder9	Conditions14	Active Player Subclass	22
Basic Information9	Minions14	Player Races	.23
Additional Information9	Traits15	Active Player Race	.23
Ingredient Information 9	Spellcasting15	Player Subraces	.23

Active Player Subrace23	Shop26	Name / I
Player Backgrounds23	Shop Types 26	Name
Active Player Background 23	General Information 26	Inform
Player Feats23	Backpack List 26	Race / Cl
Active Player Feat23	Items to be Sold List 26	Race a
Eldritch Invocations23	Items to be Bought List 26	Attrib
Weather Climates23	Shop Items List 26	Attrib
Active Weather Climate23	Multi-Object Selection27	Other
Game Calendars23	Encounter Multi-Target27	Skills .
Active Game Calendar23	Base Information27	Expert
Settings24	Target Information27	Feats.
Application Settings 24	Note Search 28	Other Pr
Autosave Settings 24	Item Transfer 28	Traits / E
Exitsave Settings 24	Additional Functionality 29 Equip	
Gameplay Settings 24	Player Building Block Features. 29	Chose
Audio Settings24	Feature Types 29	Grante
Sound Effect List 24	Custom Ability Form30	Trait C
Data25	Variables30	Set Tr
WebDriver Settings25	Pre-Output Actions30	Spellcast
Game / Character Selection25	Output31	
About GAMMA25	Post-Output Actions31	
Other Windows and Dialogs 26	Character Creator32	

Name / Info32
Name and Character Information32
Race / Class / Stats32
Race and Class Selection32
Attribute Points32
Attribute or Feat Selection32
Other Stat Selections32
Skills32
Expertise32
Feats32
Other Proficiencies32
Traits / Equipment33
Equipment Choices33
Chosen Equipment33
Granted Equipment33
Trait Choices33
Set Traits33
Spellcasting33

### **GAMMA**

### **Game and Monster Management Application**

### **About GAMMA**

This application is for use by players and dungeon masters of Dungeons and Dragons Fifth Edition. It provides the tools to enter relevant data for creatures, items, spells, characters, and much more in order to help streamline certain gameplay aspects and allow users to focus more on the game and role-playing directly.

This application also includes functionality for homebrew mechanics by the developer of the application, such as the consumption of alcohol and its effects on players, fishing, alchemy, animal taming, and more.

### **GAMMA** and Data

Data included by default with GAMMA is either homebrew for use with developer-made mechanics such as fishing and enchanting, or is part of the Standard Reference Document (SRD) for Dungeons and Dragons Fifth Edition. There are no current plans to include other official Wizards of the Coast material due to licensing.

## About the Development

This is a passion project made in my spare time. It initially started as a prototype called the DMTK (Dungeon Master's Tool Kit) but never really took off, and honestly probably a good thing since the UI theme of gray and green was kind of...awful. It was originally intended as only an initiative and basic info tracker for combat to be used by a DM, they could look up the creature info on screen and make manual rolls. As anyone can now plainly see, scope creep has manifested itself throughout this project and it now performs way more functions for both DMs and players.

I intend for this to always be a free project as my way of giving back to the D&D community for all the free fan made utilities that I've also made use of. If some day in the future I truly do not wish to continue development of this project I will make the full source code available to all so that someone else who is feeling ambitious can tackle this code base.

Thanks for taking the time to read this and I hope that GAMMA makes your D&D gaming experience more fluid, performing the heavy lifting for the mechanics so you can focus on the roleplay.

### Common Controls and Fields

These are controls that will appear throughout GAMMA that have the same expected functionality wherever they appear unless otherwise indicated in the user manual.

Obviously labeled fields such as Name and Description will also be omitted unless additional functionality needs to be explained.

## ${f R}$ Source / Sourcebook Field

This is the source of this data, such as Player's Handbook or Homebrew. This determines whether the data is wiped by the developer before release to ensure non-SRD data is not being shared.

## ✓ Data Validated Checkbox

This indicates that the data has been validated and is ready for use. For example, a creature that has not been validated will not appear for selection in other parts of the application such as Packs or Minions.

### + Add to Collection

Creates a new entry for a list of items.

## Sort Collection

Sorts a list of items alphanumerically by their name. Spells are first sorted by their level.

## X Delete Item from Collection

Deletes the item from the currently viewed collection.

## Noggle Edit Form

Displays the form for an item in a collection to be modified.

### Save Data

Saves the data for the currently viewed screen to its preset XML file in the Data directory for the application.

## **ा** Import Data

Import data to the currently viewed screen from an XML file.

## 🔑 Search

Indicates a text search field, typically to filter a viewed collection.

1

# Show Filters

Shows search filters for a collection.

① Show Information

Hovering over this will show a tooltip for additional information on the item.

## Campaigns

A campaign is a collection of Players, NPCs, Packs, Notes, and an Encounter tracker. This was added as an alternative to the classic Tracker in order to more easily keep track of multiple campaigns for a DM.

## Campaign List Information Tab

#### Weather

The weather system to be used for Gameplay.

#### Calendar

The calendar system to be used for Gameplay.

#### Start Time

The time (in minutes) of the campaign start date / time. Keep in mind that the smallest increment for updating time under the Gameplay is five minutes, so choose a time that ends in zero or five.

#### **Current Time**

The time (in minutes) of the campaign's current date / time.

## Gameplay

### Add Creatures

Opens a dialog window and allows the user to select validated creatures to add as combatants. (see Multi-Object Selection Window)

## **W** Add Pack

Opens a dialog window and allows the user to select a pack of creatures and NPCs to add as combatants.

## Add Players

Opens a dialog window and allows the user to select player characters from a list to be added to the combat tracker. (see Multi-Object Selection Window)

## Add NPCs

Opens a dialog window and allows the user to select NPCs to add as combatants. Only NPC entries who have a Base Creature selected will appear in the list. (see Multi-Object Selection Window)

### Roll Initiatives

Rolls initiatives for creatures in the combat tracker, and then automatically sorts the creatures by their initiative value. If the button is clicked again, only creatures who have not been rolled already will be assigned a new value.

#### Context Menu - Force Re-roll

Forces a re-roll of all creatures' initiative values. Useful when NPCs are traveling with the party and need values re-rolled.

### Resort by Initiative

Sorts the creatures in the tracker by their initiative value. This would typically be used after manually adjusting any player character initiative values.

Regardless of their initiative value, creatures marked as OOC (out of combat) or who have zero hit points remaining are sorted to the end of the initiative order.

## ₹ Rest NPCs

Resets the hit points and spell slots of NPCs marked as allies.

### clear All

Clears all creatures from the combat tracker.

### Clear the Dead

Clears all creatures that have been reduced to zero hit points.

### " Kill Enemies

Reduces the hit points of all creatures marked as an Enemy to zero.

## Loot the Dead

Rolls the loot tables of enemy creatures at zero hit points and displays the result in the Event History.

## SGroup Save

Opens a dialog window that allows the user to enter information indicating a large-scale attack that will target multiple combatants. (see Encounter Multi-Target Window)

### Roll Dice

Rolls a preset dice and displays the result in the event history.

# Flip Coin

Flips a coin and displays the result in the event history.

## Other Rolls

Opens a dropdown that shows other types of special rolls that a DM may require while running the game.

# 👫 Fall Damage

Calculates and rolls the fall damage for a creature based on the height (in feet) from which they fell.

## Custom Roll

Performs a custom roll based on the numbers entered.

## Time Change

A timer helps the user keep track of the in-game time and increment the time as needed. Every four hours that the time increments also updates the weather value.

#### **Event History**

Shows a history of messages generated by various actions in the Gameplay tab.

### Clear History

Clears the entire history log.

## Clear History > Right-Click > Clear After 10/50

Clears all messages past the latest 10 or 50.

### **Timestamps**

Helps the DM keep track of certain repeating event times, such as a party's last long rest, or a magic item that triggers daily.

## O Update Timestamp

Updates the day and time for a timestamp to the current.

#### Name

The name of the timestamp.

## Round Counter

Tracks the current round of combat for the encounter.

## Previous Combatant

Changes the Active Combatant to the creature prior to the one currently marked active. If the current active combatant is at the top of the initiative order, the round counter will decrement and then search for a valid combatant starting with the bottom of the initiative order.

### Next Combatant

Changes the Active Combatant to the creature next in the initiative order. If the current Active Combatant is last in the order, it will start at the beginning again and increment the round counter.

Both the Previous and Next Combatant actions will skip over creatures who are at zero hit points (dead) or are marked as OOC (out of combat). If no creature is currently marked as the Active Combatant, the first

valid creature in the initiative order will be marked as the Active Combatant.

### Reset Combat

Resets the round counter and selects the first valid creature in the initiative as the Active Combatant.

#### Combatants

### Base Information

### **Portrait**

The application will automatically search in the creature image directory for a PNG, JPG, or GIF file name that matches the name of the creature to display. Images are expected to be 128 x 128.

Portrait - Context Menu - Remove Player / Creature Removes this creature from the tracker.

### Portrait - Context Menu - Toggle Enemy / Ally

Changes the status of the creature as being an enemy or an ally.

### Portrait - Context Menu - Toggle OOC

Changes the OOC (out-of-combat) status for a creature. Creatures not in combat will be moved to bottom of the initiative order until re-toggled.

#### Mark / Unmark as NPC

Changes the NPC status of the creature, changing where the portrait image is retrieved from.

### **Display Name**

This is the name of the player character or creature. The creature card's Display Name can be edited, but it will retain the base name data for other features.

#### **Details**

Displays additional details about the player character or creature, such as their race, class, size, and whether they are an enemy or an ally.

### Status Indicators

Status indicators give a shorthand way of saying that a creature has certain information that may be pertinent for the user.

## Damage Vulnerability

Creature has a damage vulnerability value.

## Damage Resistance

Creature has a damage resistance value.

## Damage Immunity

Creature has a damage immunity value.

## Condition Immunity

Creature has a condition immunity value.

## • Concentration

Creature is concentrating on a spell.

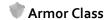
## **Active Effect**

Creature has an active spell effect.

## Condition

Creature has a condition marked.

#### Base Stats



Creature / player's armor class value.

## 🖲 Speed

The speed value for the creature.

## Passive Perception

The passive perception of the creature / player.

## Spell Save DC

The player's spell save DC.

## Initiative

The player's initiative value.

#### **Actions and Tools**

## **Hit Points**

The creature's current hit points out of their maximum. Opening this dropdown shows various buttons to adjust the health.

## X Attacks

Displays the list of creature attacks available. Rightclicking for a context menu gives options to use advantage or disadvantage.

## Spells and Active Effects

Displays the list of creature spells and active effects if available. This also displays the creature's available spell slots as well as a button for resetting them (assumed long rest).

### Skill Checks

Opens the list of skills that a creature can roll.

## Attribute Check

Opens the list of attributes that a creature can roll.

# Saving Throws

Opens the list of saving throws that a creature can roll.

## Roll Loot

Rolls the loot table for this creature. Once a creature has been looted, they cannot have their loot table rolled again.

## Conditions

Shows the conditions that a creature could be under.

## Notes

Text field for taking miscellaneous notes.

#### Notes

### Add Root Note

Adds a base level note to the tree view.

### Auto-Sort Notes

Automatically sorts the notes and sub notes in the following order:

- 1. Category Location
- 2. Category Faction
- 3. Category Vendor
- 4. Category Character
- 5. Category Quest
- 6. Category Miscellaneous
- 7. Header Text

### Paste Note

Pastes a copied note (if available) as a root note.

## Search Notes

Opens the Note Search dialog. (see Note Search Window)

Tree View Item – Context Menu – Add Sub Note Adds a sub note to this note.

**Tree View Item – Context Menu – Delete Note**Deletes this not and all contained sub notes.

Tree View Item – Context Menu – Copy Note Copies the note and all contained sub notes.

**Tree View Item – Context Menu – Paste Note**Pastes the copied note as a sub note.

### Note Information

### Category

The category of the note.

#### Header

The header of the note to be displayed.

#### Content

The content of the note.



Opens a file explorer window so that the user can select a file to attach to the note. A copy of the file is moved to the NoteAttachments folder. If a file of the same name already exists, the user will be prompted to overwrite the file and whether to link existing file to this note.

## Open Attachment

Opens the attached file in the default application on the user's computer for the file type.

### X Remove Attachment

Unlinks the file from the note and prompts the user if they want to delete the file from the NoteAttachments directory in Gamma.

## Add Sub Note

Adds a sub note to the current note, then makes the newly created sub note the currently viewed note.

## Delete Note

Deletes the note currently being viewed.

### **Players**

This is a list of what are technically CreatureModel data objects, but auto-set as a Player Character to simplify character setup for DM usage compared to the Creature Builder tab.

## **Player Information**

#### **Character Name**

The name of the character.

### **Player Name**

The name of the character's player.

### **Player Race and Class**

The race and class of the character.

#### **Armor Class**

The character's armor class value.

### **Passive Perception**

The character's passive perception value.

#### Spell Save DC

The character's spell save DC value.

### **NPCs**

Allows the user to create a list of mappings for a named NPC and the creature that their stats are based off of.

### **NPC Name**

The given name of the NPC. This is also used by Gamma to determine the image used for the encounter tracking card, a preview of which is displayed on this screen as well.

#### Based On

The creature that this NPC is based on for combat stats.

## Select Creature

Opens a dialog window to allow the user to select a single creature which will act as the base for this NPC.

This simply stores the name, so if the creature it is based off of has their name change, then it will be unable to be added in the encounter.

### Description

A description that will appear on the info card in the Gameplay tracker card.

### Is Friendly?

Indicates whether or not the NPC is friendly to the party by default. This will determine their initial enemy/ally status when added to an encounter.

### **Packs**

Allows the user to create preset groups of creatures to be added to encounters, such as a goblin tribe or bandit squad.

#### **Pack Name**

Name of the creature pack.

### Is Ally

Indicates that the group is friendly and will be marked as allies when added to combat.

### Creatures and NPCs

The list of creatures and NPCs that are added with this pack.

### Creature Builder

### DM Mode Only

The creature builder is used to set up the data for a creature to be used in the combat tracker.

#### Base and Combat

### **Base Information**

#### **Portrait**

Displays a portrait of the creature if available in the Images directory.

### Is Player Character

Indicates that the creature is a player character.

### **Player Name**

The name of the person playing the character.

### Player Race and Class

The race and class of the player character.

#### Miniature Data

This is for use by the DM to personally indicate if they have a miniature available for a creature, and provide a quantity and location information if available.

#### Has Miniature

Indicates that the DM owns a miniature for this creature.

#### Quantity

The number of this miniature that the DM owns.

#### Location

A location of the mini (ex: C2, A1)

### Category

The category of the creature.

### Subcategory

The subcategory of the creature.

#### Size

The size of the creature.

#### Alignment

The alignment of the creature.

### **Challenge Rating**

The challenge rating of the creature. This sets the proficiency bonus.

#### Languages

The spoken or understood languages of the creature.

### Vitality and Defense

#### **Hit Points**

The number and modifier of dice used to roll for the creature's health when they are added to the tracker. It also displays the averaged hit points.

#### AC

The armor class and type for the creature.

#### Movement

The various movement speeds for the creature.

Walking Speed

🛹 Swimming Speed

🥄 Flying Speed

Climbing Speed

Burrow Speed

#### Senses

The various creature vision ranges.

Passive Perception (auto-calculated)

Oarkvision

📤 Truesight

**Blindsight** 

Tremorsense

### Proficiency Bonus (Calculated)

The creature's proficiency bonus.

#### **Damage Type Proclivities**

The various damage types and how a creature relates to them. Each damage type can have one of the following options:

- Normal (default)
- Vulnerable (takes double damage)
- Resistant (takes half damage)
- Immune (takes no damage)
- Resistant if Non-Magical (takes half damage unless source is magic or magic weapon)
- Resistant if Non-Adamantine (takes half damage unless source is adamantine or magic weapon)
- Resistant if Non-Silvered (takes half damage unless source is silvered or magic weapon)
- Immune if Non-Magical (takes no damage unless source is magic or magic weapon)
- Immune if Non-Adamantine (takes no damage unless source is adamantine or magic weapon)
- Immune if Non-Silvered (takes no damage unless source is silvered or magic weapon)

#### **Condition Immunities**

Various conditions and whether or not the creature is immune to the effect.

### Attacks / Abilities

See Custom Ability section towards end of document.

#### Counters

This is used to track various other resources used by a creature, such as Legendary Actions or Legendary Resistances.

#### Name

The name of this counter.

#### Max Value

The maximum value for this counter / resource.

### Description

A description to appear in the info tooltip for this counter.

### Attributes and Skills

### Attributes

### Value

The value of the attribute.

#### Mod

The auto-calculated modifier for the attribute based on its value.

#### Save

Mark to indicate that the creature is proficient in making a saving throw with this attribute.

### Save Mod

The auto-calculated modifier for the saving throw of this attribute.

#### Skills

#### **Proficient**

Indicates that the creature is proficient in this skill.

Indicates that the creature is an expert in this skill.

#### Mod

The auto-calculated modifier for this skill.

### Features and Traits

#### Name

The name of the trait.

### Description

The description of the trait.

### Spellcasting

### **Spellcasting Attribute**

The attribute used to determine spellcasting values for the creature.

### Spell Save DC

The auto-calculated spell save difficulty.

### **Spell Attack Bonus**

The bonus for spell attack rolls.

### Spell Ability Modifier

The modifier for spell rolls where applicable.

### Is Innate Spellcaster?

Indicates that this creature does not require spell slots in order to cast from their Spell List.

### Spell Slots

The spell slots available to this creature at start.

### Spell List

The list of spells able to be cast by the creature.

#### Loot



### Add Loot

Opens a dialog window that allows the user to select an item to add to the creature's loot table.

## 🗽 Coin Drop

The maximum value in copper of currency to drop. The rolled amount will be displayed in tiered values for gold, silver, and copper. The minimum dropped amount is half of the maximum.

## Roll Loot

Performs a roll of the loot table for this creature, such as for testing purposes or looting a creature outside of combat (finding a corpse).

## Chance to Drop

The chance to drop one of these items.

## Max Quantity

The number of times to roll for this item.

### Item Builder

### DM Mode Only

The item builder is used to set up the data for an item to be added to a creature or player, or used as a material for crafting or casting a spell.

### **Basic Information**

#### Name

The name of the item.

#### Source

The source book or site the item originated.

#### Type

The type of item. Some field sets will only display depending on the type of item selected.

### Rarity

The rarity of the item.

### Weight

The item's weight in pounds.

#### Value

The item's value in copper pieces. The value in gold-silver-copper will be automatically calculated.

### Description

A description of the item.

#### Is Validated

Indicates that the item is ready for use.

### Additional Information

### Is Magic?

Indicates that this is a magic item.

### Ingredient Information

### **Environment**

The environment in which the ingredient is found.

#### **Alcohol Information**

### **Volume Size**

The size of the original container of this alcohol.

### **Drink Size**

The volume consumed during a Drink action from the player inventory.

### **Alcohol Percentage**

Used to determine the DC of Constitution Saving Throw in order to increase player intoxication level.

#### Fish Information

### Fishing Environment

The environment in which this fish can be found.

#### Difficult Catch?

Indicates that the player will need to make a Strength Saving Throw if this fish catches on their line. Typically for heavier weight fish.

### Difficulty Class (DC)

The DC of the saving throw for a difficult catch fish.

### Weapon Information

### Damage

The dice roll for the weapon's base damage.

### Hit / Damage + (Magic Item Only)

The bonus to hit and damage from this weapon.

### **Requires Ammo?**

Indicates that this weapon requires ammunition.

#### Is Finesse?

Indicates that this weapon can be wielded with Strength or Dexterity.

#### Is Heavy

Indicates that Small creatures have disadvantage when using.

### Is Light

Indicates that it can be wielded as an off-hand weapon.

### **Requires Loading**

Indicates that the weapon can only fire once per action due to loading time.

#### Has Range

Indicates that this is a ranged weapon and the normal and extended range.

### Has Reach

Indicates that the weapon has an additional 5 ft of melee range.

#### Can Be Thrown

Indicates that this weapon can be thrown.

#### Is Two Handed

Indicates that this weapon requires two hands to wield effectively.

#### Is Versatile

Indicates that this weapon can deal additional damage if wielded with both hands.

Note: 1 or 2 hand wielding variations are not calculated or enforced automatically by the character's equipped items to allow flexibility of weapon usage at DM discretion.

### **Armor Information**

### **Base Armor Class**

The base AC for a character wearing this armor.

### **Dexterity AC Limit**

The amount of a character's dexterity modifier able to be applied. For items without a dex limit, just set it to 10 or something they won't reach.

### Strength Requirement

The amount of character strength required to effectively wear this armor.

### Stealth Disadvantage

Indicates that the character has disadvantage to stealth while wearing this armor.

### Crafting and Dismantle

Item types Rune, Resource, and Ingredient are not allowed to be crafted as they are used for crafting and this prevents a circular dependency.

## Toolkit Required

The tool type that must be available for the player to craft or dismantle the item.

### Is Craftable

Indicates that this item is able to be crafted.

### **Crafting Difficulty**

Potions only. The DC of successfully brewing the potion.

### **Quantity Crafted**

The number of items created upon crafting, such as for ammo.

#### Can Dismantle

Indicates that this item is able to be crafted.

## Magic Info

### **Requires Attunement?**

Indicates that this magic item requires attunement by the character in order to use.

### **Stat Changes**

A list of stat bonuses that the character obtains while equipped with this item (and attuned if necessary).

#### Stat

The stat that gains the bonus.

#### **Bonus**

The bonus amount.

### **Crafting Components**

## + Add Crafting Component

Opens a dialog window that allows the user to select crafting components. For Potion item types this list is limited to Ingredient type items, for all other craftable items the list is Resource items. (see Multi-Object Selection Window)

## - Quantity Required

The quantity of the component required to craft.

### **Acquired Components**

## + Add Acquired Component

Opens a dialog window that allows the user to select acquired components, restricted to Resource type items. (see Multi-Object Selection Window)

## **Quantity Retrieved**

The quantity of the component acquired upon dismantle.

## **Enchanting Information**

### Creatable Through Enchanting?

Indicates that this item is creatable through the enchanting process.

### X Select Base Item

Opens a dialog allowing the user to select an item that the player must have as a base for enchanting.

### Required Runes

## + Add Enchanting Rune

Opens a dialog allowing the user to select the type/quantity of runes required to perform the enchanting.

## - Quantity Required

The quantity of the runes needed.

## Spell Builder

### DM Mode Only

The spell builder is used to set up the data for a spell to be added to a creature or player.

### **Basic Information**

#### Classes

The classes that are able to utilize this spell.

## **Casting Information**

### Spell Level

The base level for a spell. Zero for cantrips.

### **School of Magic**

The school of magic to which the spell belongs.

### **Casting Time**

The time it takes for the spell to be cast.

### **Spell Duration**

The duration of the spell.

### **Spell Range**

The range of the spell.

### Components - V S M

Indicate that a spell requires one or more of these components:

V – Verbal, S – Somatic, M – Material

#### **Materials**

The materials needed to cast the spell.

#### Concentration

Indicates that a spell requires concentration to maintain.

### Castable as Ritual

Indicates that a spell can be cast as a ritual.

### Manual Level Scaling

Indicates that a spell can be chosen to be cast at a higher level.

### **Area of Effect**

Indicates that a spell affects an area.

### AoE Range

The size of the affected area.

#### Shape

The shape of the affected area.

#### **Consumes Materials**

Indicates that a spell consumes materials upon casting and provides a list for items to be added.

### **Spell Abilities**

See *Custom Ability* section towards the end of the document for more information. Primary abilities are the abilities than can be performed as part of the base spell cast. Secondary abilities replace the Active Effects.

### Character Builder

The character builder is used to set the data for a player character and utilize them in game play.

#### Show / Hide Section

The character builder screen has some vertical toggle buttons that will display or hide certain sections from view.

## Add Character

Opens the Character Creator window for a new character.

## Import Characters

Imports characters from a selected file. If a duplicate character name is found, the user will be prompted to overwrite the existing one or not.

Upon character import, Gamma will also read the full directory to attempt to determine if you are importing from another Gamma install, at which point it will attempt to import anything in the NoteAttachments folder as well.

### **Character List Context Menu**

Each character in the list can be right-clicked to show additional actions:

- Delete Character: deletes this character
- Export Character: prompts for a save location for an XML file for this single character

### Character Header

### **Portrait**

An image of the character that is searched for automatically using the Name.

#### **Shorthand Information**

The character's level, class, alignment, and race.

## Switch to Previous Character

If more than one character has been viewed, this button will appear and allow the user to toggle to the prior character. Helpful when running 2 characters. If linked to Roll20, it will also attempt to update the Speaking As dropdown in Roll20.

#### **Character Health**

Health bar that indicates a character's remaining hit points. Also displays the actual number and a status for roleplay indication of condition.

Fine: 76% - 100%

Bruised: 51% - 75% Bloodied: 26% - 50% Wounded: 1%-25%

Dead: 0%

## Character Hit Points and Dice

Displays the character's details regarding current and max hit points, temp hit points, and hit dice sets.

## **4** Adjust Health

Various buttons allow for incremental changes to the character's current health, which cannot go below zero or above their Max Health.

### + Add Hit Dice Set

Adds an entry for character hit dice.

### Context Menu - Generate from Class Info

Will attempt to generate your hit dice from your class info. This will overwrite existing hit dice.

## Roll Hit Die

Rolls a hit die from the set.

### Roll Hit Die > Right-Click - Roll to...

These options allow you to roll to a certain threshold for hit points automatically. Roll to Near Max will roll enough to reach within a single hit die of maximum, so that the player can decide whether or not it is worth a roll to try to top off their hit points.

## X Remove Hit Dice Set

Removes the hit dice set from the character.

### Other Stats

Character's Armor Class, Passive Perception, Darkvision (if applicable), Speed, Backpack Currency, and Backpack Weight are displayed.

### **Action History**

A text history of the character's actions during play. This data is not saved.

## 🗚 🗸 Link / Unlink to Roll20

Indicates that actions, spells, and attacks that appear in the Action History will also attempt to be replicated in the linked Chrome window opened to Roll20 (see Settings for more details).

## Clear History

Clears the action history.

### Information

### Summary

Shows the character's name, class (with multiclass breakdown if applicable), alignment, race, background, height, and weight.



Creates a copy of the current character and opens the character creator, allowing the user to edit their character.

#### **Proficiencies**

### **Proficiency Bonus**

The calculated proficiency bonus from level.

### Languages

The character's proficient languages.

### Weapons and Armor

The character's proficient weapon and armor types.

#### **Tools**

The character's proficient tools.

### Personality

### **Backstory**

The character's backstory.

### **Personality Traits**

The character's personality traits.

#### **Bonds**

The character's bonds.

#### Ideals

The character's ideals.

#### **Flaws**

The character's flaws.

### Attributes and Skills (Stats)

### **Attributes**

#### **Attribute**

The name of the attribute.

### Score

The value of the attribute.

#### **Bonus**

Any additional bonus to the score.

### Mod

The auto-calculated modifier for the attribute based on its value.

#### Save

Indicates that the character is proficient in making a saving throw with this attribute.

### Save Mod

The auto-calculated modifier for the saving throw of this attribute.

#### Skills

#### Skill

The name of the skill.

#### **Proficient**

Indicates that the creature is proficient or an expert in this skill.

#### **Bonus**

Additional bonus to the skill if applicable, such as from a magic item or special trait.

#### Mod

The auto-calculated modifier for this skill.

#### Other

Displays other stat values for the character.

#### Combat

### Actions

### 🗳 Skills

Opens a menu allowing a character to make a skill check.

### Abilities

Allows the character to make an attribute check.

## Saving Throw

Allows the character to make a saving throw.

## Standard Actions

Allows the character to perform a variety of standard actions, some of which are dice rolls, static calculations, or simple flavor text meant to help remind players of different actions that can be made.

### Other Rolls

Allows the user to roll singular dice or flip a coin.

#### **Custom Rolls**

Allows the user to add named custom rolls.

## € Long Rest

Performs a long rest, resetting the current health,

current hit dice, applicable counters, and spell slots for a character.

### Roll Initiative

Allows a user to roll initiative for their character.

### Tool Check

This dropdown either shows a message that the character has no tools in their backpack inventory, or displays buttons for each tool available. Tools can be rolled normally or with advantage/disadvantage via the context menu. The roll is a normal d20 unless a tool of the same name is listed under the character's tool proficiencies.

### **■** Roll Tables

Allows the player to roll from a Roll Table in the Tools section that are marked as Available to Players.

#### **Quick Notes**

A simple text field that allows for miscellaneous notes for the character.

#### Attacks / Abilities

See Custom Ability section towards document end.

### Counters

### Decrement Current Count

Lowers the current value of the counter by 1.

## Tincrement Current Count

Raises the current value of the counter by 1.

#### Name

The name of the counter.

#### **Current Value**

The current value of the counter.

#### Max Value

The maximum value of the counter.

### **Reset on Long Rest**

Indicates that upon performing a long rest, the current value will reset to the maximum.

### **Reset on Short Rest**

Indicates that upon performing a short rest, the current value to will reset to the maximum.

### Description

A description of the counter to be displayed in the More Information tooltip.

### Alterants

Alterants are modifiers for the character that are able to be toggled on and off, for example a Barbarian's Rage. Alterants can affect base skill and stat values, or be used for ability conditions (read if active or not).

### Active Indicator

Indicates whether the alterant is active (green) on the character.

### Stat Changes

The stats affected by the alterant being active and the value to which they are raised / lowered.

#### Miscellaneous

### **Death Saving Throws**

#### Checkboxes

Indicates how many passes or fails for death saving throws a character has currently.

### Roll Death Save

Makes a death saving throw and marks checkboxes depending on the result.

## Reset Death Saves

Clears all of the Pass and Fail check boxes for the death saving throws.

#### Conditions

Displays the various conditions that a character could be affected by, along with an info icon in which hovering will display a tooltip describing the effects of the condition.

#### **Minions**



### Group Save

Opens a dialog window that allows the user to enter information indicating a large-scale attack that will target multiple minions. (see Encounter Multi-Target Window)

#### Icon

Icon based on the category of the minion.

#### Name

The name of the minion.

### Current and Max Hit Points

Hit points are rolled when the minion is added to the character, and the current hit points are able to be modified.

## Make Attack

Opens a menu allowing the minion to perform an attack.

## Cast Spell

Opens a menu allowing the minion to cast a spell.

### Skill Check

Opens a menu allowing the minion to make a skill check.

## Attribute Check

Opens a menu allowing the minion to make an attribute check.

## Saving Throw

Opens a menu allowing the minion to make a saving throw.

#### **Traits**

A list of traits for the character, either added automatically by the character creator or manually by the player.

## **Spellcasting**

### **Spellcasting Information**

### **Spellcasting Ability**

The character ability used to determine spellcasting save DC and attack modifier.

### Spell Save DC

The character's spell save DC.

### Spell Attack Mod

The character's spell attack modifier.

### **Spell Ability Mod**

The character's spell ability modifier.

### Spell Slots

The current and maximum spell slots available for each level of spell.

### Miscellaneous



Performs a long rest, resetting the current health, current hit dice, applicable counters, and spell slots for a character.

### Is Concentrating

Indicates that a character is currently concentrating on a spell.

### Spells

### **Prepared**

Indicates that a spell has been prepared for use.

### Icon, Level, and Name

Displays the icon related to the school of magic for the spell, its base level, and the name.

## **3** Cast Spell

Casts the spell at its base level if an appropriate spell slot is available.

### Context Menu - Cast at Level N

Allows for the casting of spells at higher levels if they are able and does so if an appropriate spell slot is available.

### Context Menu - Cast as Ritual

If a spell is Ritual Casting capable, this option will appear, allowing the character to cast the spell at its base level without the use of a spell slot.

#### **Active Effects**

Active effects created by spells are automatically added to this list and show the level at which they were cast. Hovering over the name of the effect will display additional information. Active effects dependent on concentration will automatically be removed if a new concentration spell is cast or if the Is Concentrating checkbox is cleared.

## Roll Active Effect

Rolls dice for the active effect if applicable.

## **Inventory and Crafting**

### Equipment

This section displays a character's equipped items for their hands, armor, and accessories, along with the magic items they are currently attuned to.

### Inventory

This section can contain up to six inventory tabs. Adding a new inventory is done by right-clicking in the inventory section and selecting the add option from the context menu. If the user attempts to add more than the limit, a message will display showing they are at the max. Existing inventories from prior Gamma versions will automatically be placed into the new inventory tab system.

#### Name

Allows the user to name the inventory page.

#### Is Carried

Indicates that this inventory page counts towards the character's carried weight.

## X Delete Inventory

Removes this inventory from the character. This will remove all items and currency permanently. The first inventory tab is unable to be deleted as it is utilized by other functionality that requires at least one inventory tab to be used.

### **Currency Denominations**

The number of platinum (if enabled), gold, silver, and copper pieces the character has in their backpack.

## 34 Add Currency

Opens a dialog window to add currency to this inventory.

## Subtract Currency

Opens a dialog window to subtract currency from this inventory.

## 🐉 Transfer Currency

Opens a dialog window that allows the player to transfer currency from current inventory into another (if available).

## Inventory Value

Shows the total value of items in this inventory page, along with the shop sale value.

## + Add Item Context Menu - Add Custom Item

Adds a new item to the character's inventory with default values set.

### Filtered / Total Indicator

As filters are applied or search text is entered, this will display the number of shown results out of the total in the system.

### Clear Search

Clears the item search text.

### Transfer Items

Opens the Transfer Items dialog window to facilitate rapid item transfer. (See Item Transfer Dialogue)

## a Open Shop

Displays a dropdown list of various shop types that a player can interact with. (see Shop Window)

#### Items

## - Quantity

Quantity of that item.

## Weight

Total weight of that item.

## Value

Total value of that item.

#### Active Item

### Type

The type of item.

#### Name

The name of the item.

### Quantity

The quantity of the item.

### Weight

The weight of the item.

#### Value

The value of the item.

### Description

A description of the item.

### ABV (Alcohol Only)

The alcohol-by-volume rating of the alcohol.

#### Volume

The volume remaining in the container, rated in gills.

## Transfer to...

Opens a dialog window allowing the user to move this item to another page. Defaults to max quantity available.

### Take a Drink

Takes a drink from the alcohol, rolling a Constitution Saving Throw automatically and increasing intoxication level condition as necessary. If the drink reduces the volume at or below zero, it will take the remaining volume out of the next quantity for that item. If the quantity becomes zero the item is removed from the player's backpack. There's a right-click action to pour out a drink, decrementing your volume but not rolling.

### Tequip Item

Equips the item to the indicated slot on the button. Items that have stat changes will apply those benefits to the character upon equipping. If it is a magic item that requires attunement, it will check that the attunement slots contain that item as well before applying the benefits.

## **T** Dismantle Item

Dismantles one of the items and adds the acquired components to the player's inventory.

## X Remove Item

Removes all of that item from the backpack.

### Crafting

## Craft New Item

Opens a dialog window with a dropdown list containing all non-potion items that have been designated as craftable. Upon confirmation, it will check that the character's backpack contains sufficient materials in order to craft the item. Upon failure, it will display a notification that the character is missing items. Upon success, the quantities of items needed will be deducted from the backpack. Items that go to zero quantity will retain an entry on the backpack tab.

### In Progress Items

### Name and Type

Displays the item name and the icon associated with the type of item.

### **Progress Bar**

Displays the progress to completion of crafting.

## Crafting Menu

Opens a list of time spans in which crafting can be focused on by the character. The various time spans indicate how many crafting rolls will be added to the progress towards completion, at 1 roll per hour.

## Enchanting

## 🕇 Enchant New Item

Opens a dialog window of magic items that have been marked as enchantable. Upon selection, player inventory will be checked for the Imbuing Lens tool and the runes required.

### **Enchantments in Progress**

The item cards will display the item name, progress bar, and action buttons.

## 🖐 Imbue Magic

Opens a dropdown menu displaying a list of spell level slots. Upon selection, the character will be checked to ensure they still possess an Imbuing Lens tool and have an available spell slot. Upon imbuing, the selected spell slot is consumed.

### **Animal Taming**

### 🖳 Add Creature to Tame

This will open a dialog displaying creatures that match the following criteria:

- Is validated
- Is not a player
- Has a category of Beast
- Is not an evil alignment

### Creature Pen

This list contains the creatures that are currently in the process of being tamed and displays their name, progress, and associated actions.

## 😇 🛡 Progress

The creature's progress towards being tamed. A fully tamed creature will be moved to the character's minion section, and a failed creature will become hostile. When a creature is first added to the creature pen, the progress is set to 40%, with the max value to be achieved being the creature's experience value.

### **W** Train

Makes a roll for a session of training for the creature, which can be made with advantage or disadvantage as well at DM discretion.

## X Remove from Pen

Removes the creature from the training pen.

### Alchemy

### Alchemy / Brewing

## Brew Potion

Opens a dialog window with a dropdown list containing potions that have been designated as craft-able. Upon selection, it will check that the character's backpack contains the materials in order to craft the item. Upon failure, it will display a notification that the character is missing items. Upon success, the items needed will be deducted from the backpack and a crafting attempt will be made. Upon success, the potion is added to the character backpack. Upon failure, the ingredients are still consumed but no potion is added to the character.

 $\perp$  /

### Herbalism / Gathering

#### **Environment**

The environment in which the character is searching.

## Find Ingredients

Rolls to find ingredients in the selected environment. It first rolls to determine the number of ingredients found, then rolls to determine which ingredient is found each time.

### **Gathering Result**

Displays the results of the gathering attempt. All displayed ingredients found are added to the character's backpack.

### Fishing

### **Environment**

The environment in which the player is fishing.

### **Fishing Bonus**

Any bonus to the roll for fishing. Proficiency with the Fishing Tackle toolkit is already accounted for, so this bonus would be from magical abilities or DM discretion.

## Go Fishing

Rolls a d20 + Tool Proficiency (Fishing Tackle) + Fishing Bonus, the result determines the rarity of the fish that is caught in the selected environment. If the fish is marked as a Difficult Catch the character will automatically make a Strength Saving Throw to attempt to catch the fish or object found. Items caught via fishing are automatically added to the character's backpack.

The character's backpack inventory will be checked for a Fishing Tackle tool available, and if not will prompt the user on whether or not to fish anyway, the assumption being that a yes means they are borrowing equipment from another player or NPC, not just fishing with their hands.

#### **Notes**

Add Root Note

Adds a base level note to the tree view.

### Auto-Sort Notes

Automatically sorts the notes and sub notes in the following order:

- 1. Category Location
- 2. Category Faction
- 3. Category Vendor
- 4. Category Character
- 5. Category Quest
- 6. Category Miscellaneous
- 7. Header Text

## Paste Note

Pastes a copied note (if available) as a root note.

## Search Notes

Opens the Note Search dialog. (see Note Search Window)

Tree View Item – Context Menu – Add Sub Note Adds a sub note to this note.

**Tree View Item – Context Menu – Delete Note**Deletes this not and all contained sub notes.

Tree View Item – Context Menu – Copy Note Copies the note and all contained sub notes.

Tree View Item – Context Menu – Paste Note Pastes the copied note as a sub note.

### Note Information

### Category

The category of the note.

#### Header

The header of the note to be displayed.

### Content

The content of the note.

## Attach File

Opens a file explorer window so that the user can select a file to attach to the note. A copy of the file is moved to the NoteAttachments folder. If a file of the same name already exists, the user will be prompted to overwrite the file and whether to link existing file to this note.

## Open Attachment

Opens the attached file in the default application on the user's computer for the file type.

## X Remove Attachment

Unlinks the file from the note and prompts the user if they want to delete the file from the NoteAttachments directory in Gamma.

# Add Sub Note

Adds a sub note to the current note, then makes the newly created sub note the currently viewed note.

# Delete Note

Deletes the note currently being viewed.

### **Audio**

### Music

## Play Music

Plays the currently chosen music. On application startup the play function is automatically started so that as soon as an item is selected it will begin to play.

### Pause Music

Pauses the music audio track.

## Stop Music

Stops the music and resets to the start of the track.

## Audio Files

Each .wav and .mp3 audio file found in the Audio/Music sub-directories of Gamma at startup will display here in alphanumerical order and grouped by folder name. Audio files in the root Music directory are ignored.

### SFX – Sound Effects

## Play Sound Effect

Plays the currently chosen sound effect. On application startup the play function is automatically started so that as soon as an item is selected it will begin to play.

### Pause Sound Effect

Pauses the sound effect audio track.

## Stop Sound Effect

Stops the sound effect and resets to the start of the track.

## Audio Files

Each .wav and .mp3 audio file found in the Audio/Sfx sub-directories of Gamma at startup will display here in alphanumerical order and grouped by folder name. Audio files in the root Sfx directory are ignored.

## Other Tools

### Reports

Reports give the user a condensed glimpse of various data collections in the application.

### **Creature Sources Report**

Provides the total count of creatures, validated count, and the count per unique Source value entered for creatures.

### **Fish Counts Report**

Shows the fish per environment and rarity available in the Item Builder data.

### **Shop Coverage Report**

Shows a list of item types that are not covered by any of the shops.

### **Spell Report**

Shows a report of the following spell information:

- Spell counts by School of Magic
- Spell counts by Spell Level
- Spells marked as validated but has zero classes

### **Shops**

## + Add Shop

Adds a new Shop to the list.

## Sort Shop s

Sorts the list of Shops by the given name.

## Save Shop s

Saves the list of Shops to a predetermined XML file.

## import Shops

Import shops from another XML file.

### Name

The name of the shop.

#### Icon

The icon to use for the shop. The dropdown is populated from a set list of suggested values, although there are more embedded in the application that a user can use if they know the name.

### **Item Types Handled**

Each item type checked indicates that the shop can buy / sell this type of item.

## X Remove Shop

Removes the shop from the list.

## Treasure Chests / Loot Boxes

## Add Loot Box

Adds a new lot box to the list.

### Sort Loot Boxes

Sort loot boxes by name.

## Save Loot Boxes

Saves the current list of loot boxes.

## **Import Loot Boxes**

Import loot boxes from another XML file.

### Loot Box Information

#### Name

The name of the loot box.

### Coinage (Minimum)

The minimum currency to be rolled from the loot box.

### Coinage (Maximum)

The maximum currency to be rolled from the loot box.

#### Loot Box Items

## + Add Loot Box Item

Opens a dialog window from which the user can select items to add to the loot box. (see Multi-Object Selection Window)

## Drop Chance

The chance for one of these items to drop.

## - Max Quantity

The number of times this item is rolled for.

## i More Information

Displays a tooltip with more information about the item.

## X Remove Item

Removes the item from the loot box.

## Roll for Loot

Rolls for currency and items, then displays the results in a popup.

### X Delete Loot Box

Removes the loot box from the list.

## Image Scaler

Allows the user to scale an image to determine visibility at altered resolutions. Primarily just an offshoot utility that does not impact other components of Gamma.

### **Roll Tables**

Series of tables that allow for rolling for different outcomes.

#### Roll Table

#### Name

The name of the roll table.

### **Has Modifier**

Indicates that there is a modifier for the table. When the table is rolled, a user will be prompted for the modifier.

### **Modifier Description**

Described the modifier used for this roll table.

### **Available to Players**

Indicates that the table will display in the roll tables dropdown on the character combat screen.

### Test Roll

Performs a roll on the table and notifies the user of the result. The range of the roll is automatically determined by the lowest LowValue and the highest HighValue among the rows.

#### Low Value

The low value for this row entry.

### High Value

The high value for this row entry.

#### Description

The result of rolling within the values for this row.

### Languages

### Language Type

Standard or Exotic

#### **Typical Speakers**

The type of creature that would typically speak this language as part of their background.

#### Script

The family of written script the language would resemble.

#### **Dialects**

Sublanguages that fall under this language as a dialect.

### **Player Classes**

### **Active Player Class**

#### **Hit Dice**

The class's hit die.

#### **Features**

[See Player Building Block Features]

### **Equipment**

### **Equipment Choices**

Shows the equipment choices granted by the class.

### **Spellcasting**

### Has Spellcasting

Indicates that this class grants spellcasting.

### **Spellcasting Ability**

The ability used to determine spellcasting DC and attack modifier.

### Spells Known per Level

Options of Set or Any, to determine if the class has a set number of spells known per level or if they are all known and only subsets can be prepared.

### Spell Slot Table

Table showing the Cantrips Known, Spells Known, and Spell Slots per Spell Level for the class levels.

## Player Subclasses

## Sort Player Subclasses

Sorts the player subclass list alphanumerically.

### Context Menu - Sort by Subclass Of

Sorts the player subclass list alphabetically by the Subclass Of value, then by name.

### **Active Player Subclass**

#### Subclass Of

Indicates which class this is a subclass for.

#### Features

[See Player Building Block Features]

### **Spellcasting**

### Has Spellcasting

Indicates that this subclass grants spellcasting.

### **Spellcasting Ability**

The ability used to determine spellcasting DC and attack modifier.

### Spells Known per Level

Options of Set or Any, to determine if the subclass has a set number of spells known per level or if they are all known and only subsets can be prepared.

### **Spell Slot Table**

Table showing the Cantrips Known, Spells Known, and Spell Slots per Spell Level for the class levels.

### **Player Races**

### **Active Player Race**

#### Age

A description of the age for this race.

### Alignment

A description of the typical alignment for this race.

#### Size

A description of the size for this race.

#### **Base Speed**

The base walking speed for this race.

#### **Darkvision**

The darkvision distance (if applicable) for this race.

#### **Data Validated**

Indicates that the data has been validated and is ready for use.

#### **Features**

[See Player Building Block Features]

## **Player Subraces**

## Sort Player Subraces

Sorts the player subrace list alphanumerically.

### Context Menu - Sort by Subrace Of

Sorts the player subrace list alphabetically by the Subrace Of value, then by name.

### Active Player Subrace

### Features

See Player Building Block Features

## Player Backgrounds

Active Player Background

#### Features

[See Player Building Block Features]

### Equipment

#### **Gold Pieces**

The number of gold pieces given by this background.

### Set Equipment

The items and quantities given by this background.

### **Equipment Choices**

The items the player must make a choice from when selecting this background.

#### **Feature**

#### Name

The name of the feature granted by this background.

### Description

A description of the feature granted by this background.

### **Player Feats**

### **Active Player Feat**

#### **Features**

[See Player Building Block Features]

### **Eldritch Invocations**

Collection of Eldritch Invocations available to Warlocks in character creation.

### Weather Climates

#### **Active Weather Climate**

#### **Weather Entries**

A preset list of weather entries and value ranges from one to one-hundred. A new weather entry will have these values auto-filled to the default weather system.

#### Game Calendars

#### Active Game Calendar

#### Weeks Per Month

The number of weeks in a month.

#### Use Eras?

Indicates that the years should be displayed in an era notation (3E456).

#### Years Per Era

The number of years until another era is incremented.

### Days

The list of days in a week.

#### Months

The list of months in a year.

## Settings

Settings are automatically loaded from the Settings.xml file upon startup and saved upon exiting the application.

### **Application Settings**

#### **DM Mode**

Indicates whether to make the Campaigns tab available.

#### DM Mode (Classic)

Indicates whether to make the Tracker and Notebooks tabs available.

#### **Show Data Tabs**

Indicates whether to make the Creatures, Items, Spells, and Other Tools tabs available.

### **Show Miniature Data**

Indicates whether to show the miniature status icon in the creature list.

### **Autosave Settings**

#### **Encounter Autosave**

Indicates that the encounter screen should autosave every 5 minutes.

#### **Character Autosave**

Enables the autosave timer to also save the characters section.

## **Exitsave Settings**

### **Character Exitsave**

Saves the character list upon application exit.

### (Character) Prompt?

Indicates if the system should prompt for the character Exits ave.

## **Gameplay Settings**

#### **Show Dice Rolls**

Indicates whether or not to include dice rolls in outputs or just the results.

### Critical Max Damage

Indicates whether to use additional damage dice or max damage for critical hits on attack rolls.

#### **Use Platinum**

Indicates whether or not to utilize the platinum coin denomination.

#### **Use Variant Encumbrance**

Indicates whether to use the tiered encumbrance variant ruleset instead of the standard limit.

### **Use Coin Weight**

Calculate coin weight into encumbrance.

### **Use Average Hit Points**

Indicates whether to roll hit points for creatures or to calculate the average for consistency. NPCs will always roll average regardless of this setting.

### **Use Experience Points**

Toggles whether or not to show characters' experience points field and if looting the dead rolls their experience values in the encounter tracker.

### **Enforce Spell Component Consumption**

Toggles whether or not to enforce that a character has the necessary items in their inventory to be consumed when casting a spell.

### **Enforce Creature Spell Slots**

Toggles whether or not to enforce that a creature has the necessary spell slots to cast.

### **Audio Settings**

### System SFX Volume

The audio level for Gamma sound effects.

### **Enable Sound Effects**

Indicates whether or not any sound effects should play in Gamma.

### Sound Effect List

#### Dice Roll

Plays a rolling dice sound at various places when making some type of dice roll.

#### Shop Item Move

Plays a coin drop sound when items are added / retracted in the lists for a shop.

### Shop Greeting / Farewell

Plays short dialogue when opening and closing the shop.

#### Data

## 

This will attempt to import all data from a prior GAMMA application, including Images, Audio, and NoteAttachments. Clicking this opens a folder selection dialog, select either the old GAMMA folder or the Data folder within to import (GAMMA recommended to get the other files as well, not just data XMLs). The application will attempt to merge this data with the existing data saved to XML in the current application, so unsaved changes will be discarded, therefore it is recommended to save all in progress work prior to import, although this is likely to only be used on the first use of a new version of GAMMA.

## SRD Release Cleanup

Removes data whose source has not been marked as keeping for public releases. Also removes the Music, Sfx, Images, and NoteAttachments folders. Restores Settings to their default values.

## 存 PT Release Cleanup

Removes Campaigns data along with the Music, Sfx, Npcs, and NoteAttachments folder. Restores Settings to their default values.

## Set Default Settings

This will convert all settings to the developer designated default values.

## Clear Log File

Clears the log.txt file in Gamma's directory.

## WebDriver Settings

## Open Roll20

Uses the Selenium WebDriver in conjunction with the included chromedriver.exe in order to open a web page that GAMMA can also interact with for player outputs.

The chromedriver.exe executable only works for a single version of Google Chrome, so if there is a mismatch, a new chromedriver.exe or Google Chrome will need to be installed / updated.

For each piece of data filled in for the WebDriver settings, Gamma will attempt to automatically bring the user that far into Roll2o. If all data is filled, it will also automatically bring you to the character builder screen and make the selected character active.

## Reset WebDriver

Performs the Quit function of the web driver.

#### Roll20 Email and Password

When opening to Roll20 with the WebDriver it will attempt to user these entered values to automatically log you in. **WARNING:** these items are stored as plain text in the settings ini file. It is heavily recommended that you use a password that is not shared with other accounts, or just to not use these fields at all.

#### Clear Password on Close

Indicates that when the application closes the password field should be wiped out first to prevent it from saving.

### Game / Character Selection

Allows the user to have multiple listings for a Roll20 game and their character.

## + Add New Pair

Adds a new row to the game and character selection list.

### Selection Checkbox

Indicates that this is the game / character combo to attempt to access when Roll20 is opened.

### Mame Name

The name of the Roll20 game to access.

## **Character**

The name of the character to access.

### About GAMMA

Displays brief information about the GAMMA version and development.

## **View User Manual**

Opens the PDF User Manual for GAMMA

## View Change Log

Opens the text file Change Log for GAMMA

## Visit on Patreon

Opens a web page to https://www.patreon.com/gammatoolkit

## Visit on Reddit

Opens a web page to https://www.reddit.com/r/GammaToolkit

# Other Windows and Dialogs

### Shop

The shop window allows the player to barter with items and currency to sell or buy supplies. Certain shop types only deal with certain item types.

### **Shop Types**



Potions, Ingredients

## **\*** Blacksmith

Melee Weapons, Ranged Weapons, Armor, Ammo

## Curator

Arcane Focus, Magic Items, Magic Weapons, Runes, Book, Key

## General Goods

Adventuring Gear, Tools, Food & Drink, Instruments, Resources

### Jeweler

Jewelry, Treasure, Gemstone

### **General Information**

## Player Currency

The player's currency available for barter.

## 💸 To Player / Vendor

The amount of currency being exchanged depending on the items to be bought and sold.

## Confirm Purchase

Executes the current transaction as long as the player is able to pay for the items purchased if applicable. Purchased items are automatically added to the player's inventory.

## Cancel Purchase

Cancels the current transaction.

### **Backpack List**

The backpack list shows items that the character has in their backpack that this vendor is willing to purchase based on their type.

## - Quantity

The quantity available on the character.

## i More Information

Informational tooltip about the item.

### Offer for Sale

Places 1 of the item in the Items to be Sold list. Items at Quantity of zero cannot have more offered, and if are at zero when the sale is concluded, their entry will be removed from the player's backpack. Right clicking the button will display a menu allowing for higher quantities to be used.

### Items to be Sold List

This list shows items that are currently being offered for sale by the player to the vendor at 60% of their base value.

## - Quantity

The quantity being offered for sale.

## • More Information

Informational tooltip about the item.

### X Retract Item

Reduces the quantity offered by 1 and re-adds it to the player backpack. Items that go to zero quantity are removed from the Items to be Sold list. Right clicking the button will display a menu allowing for higher quantities to be used.

### Items to be Bought List

This list shows items that are currently being considered for purchase from the vendor at 100% of their base value.

## - Quantity

The quantity being considered for purchase.

## • More Information

Informational tooltip about the item.

## X Retract Item

Reduces the quantity to be bought by 1. Items that go to zero quantity are removed from the Items to be Bought list. Right clicking the button will display a menu allowing for higher quantities to be used.

### Shop Items List

This list shows items being offered by the shop for purchase. Their quantity in the shop screen is limited, although you may want to discuss with your game master before buying larger quantities of certain items.

### ltem Cost

The cost of the item to purchase.

## • More Information

Informational tooltip about the item.

## Purchase Item

Adds 1 of the item to the Items to be Bought list. Right clicking the button will display a menu allowing for higher quantities to be used.

Alcohol type items will also have a drink option in the right-click menu, enabling a character to take a drink without having to add the alcohol to their inventory first. The assumption being that they are drinking from another character's bottle or taking a shot at the tayern.

### Multi-Object Selection

This is the list of objects available for selection. The type of objects displayed will be dependent on where this dialog is opened from to contain creatures, spells, or items, which may also be further filtered.

## Search Objects

Text entered here will filter down the displayed list of Source Objects. The number displayed out of the max available will be updated.

## Clear Search Text

Clears the search text and re-displays all available Source Objects.

## **7** Filter Objects

Filters the objects based on Type / Category.

## 🛨 Add Object

Adds one of the objects to the Selected Objects list.

## X Remove Object

Removes one of the objects from the Selected Objects list. Items reduced to zero quantity have their line removed.

## Submit

Confirms the Selected Objects are to be added to the list for which this window was called.

### **Special Cases**

There are instances where different behavior is displayed in this dialog window.

### Player Selection

When selecting players for an encounter, only a single quantity of each can be added.

### **Encounter Multi-Target**

#### **Base Information**

### Save Ability

The type of saving throw to be made by a target creature.

### Save Difficulty Class (DC)

The difficulty value of the saving throw that a creature must match or exceed to pass.

### **Effect Type**

Attack

Displays the fields for entering damage values.

#### Other

Displays no additional fields.

### Attack Type Fields

### Damage on Fail (Primary and Secondary)

The amount of damage a creature will take upon failing the saving throw.

### Half on Save?

Indicates that even a creature that passes will take half of the damage, rounded down.

### Damage Type (Primary and Secondary)

Indicates the type of damage dealt.

### Magic Weapon?

Indicates that the source of the attack is magical.

### Adamantine Weapon?

Indicates that the source of the attack is an adamantine weapon.

### Silvered Weapon?

Indicates that the source of the attack is a silvered weapon.

#### Condition on Fail

Indicates that a creature who fails will have this condition marked as true unless they are immune to that condition. If "Special" is selected, an additional text field will display. The contents entered in this text field will be added to a creature's Notes upon fail.

### **Target Information**

### **Target Name**

The name of the target. Targets are listed alphanumerically instead of by their initiative order so that they are easier to find.

#### Adv

Indicates that this creature is making their save with advantage.

### Dis

Indicates that this creature is making their save with disadvantage.

## Reset Target Selections

Unchecks all targets and their Adv / Dis selections in the list.

### Note Search

### Search Text

Text to search for in the notes.

#### **Use Case Match**

Whether or not to match the casing of the Search Text.

#### Look in Header

Search the note's header for a text match.

#### **Look in Content**

Search the note's content for a text match.

## 🔎 Search

Performs a search on the associated notes section. Matching notes display an icon to indicate they are a match. All notes are collapsed aside from what is needed to display found matches.

### Item Transfer

At least two inventory tabs must exist for a character in order for the Item Transfer dialogue to be opened. All changes are saved upon close.

### Inventory 1 / 2

These are which inventory tab is displayed in the list. If you attempt to select the same for both tabs, it will flip the other to a different tab.

## 🥰 Transfer Item

Transfers 1 quantity of this item to the other list, creating a new entry if applicable or just incrementing the quantity. If the source quantity drops to zero the line is removed.

## Done

Saves the changes to the inventory and returns to the main window.

## Additional Functionality

## Player Building Block Features

### + Add Feature

Adds a new feature to the list.

### Sort Features

Sorts the features in the list by level, then name, giving precedence to certain suggested names, such as grouping Ability Score Improvement items.

#### Name

The name of this feature.

#### Level

The class level or total level (in instance of race features) at which this feature is available for the character.

### Type

The type of feature that this is. This selection will determine additional fields that display.

### Choices Allowed (type dependent)

Determines the number of choices the user can make from a set or preset list determined by the type.

### Details (type dependent)

Details or description of the feature, such as for a single trait like Uncanny Dodge.

### Choices / Set Items (type dependent)

Allows the user to set a list of set items or a list of items to choose from, depending on the feature type selected, as well as the quantity for that choice if applicable.

If any choices or set items have been selected for the list, changing the type will clear the list.

### [Bracketed Values]

While selecting choices for various features, you will sometimes see items that are within brackets, these are values that in some instances will be translated into other values / choices, for example selecting [Exotic Languages] for language proficiencies will produce the list of all languages marked as Exotic during character creation to choose from.

### Feature Types

### [Item] Proficiencies – Choice / Set

Allows the character to select from a choice of items to be proficient in, such as skills, tools, or languages, or have a set list assigned to them. Multiclass variants are assigned when the class is not the primary on a character.

### **Ability Score Improvement**

Indicates that this is a level in which the character is able to make a selection between two ability score improvements or the selection of an additional feat.

#### **Additional Feat**

Indicate a number of additional feats able to be added to the character.

### **Additional Known Cantrips**

Indicate how many cantrips of which spellcasting classes you are able to know in addition to the spellcasting table.

#### **Eldritch Invocations Known**

Allows the character to select from the Eldritch Invocations list.

### Expanded Spell List (Class)

Adds a set list of spells to the normally allowed list of spells available for that class for selection.

### Extra Known Spells - Set

Adds a list of known spells that do not count against the Known Spells limit of the class's spellcasting table.

### Extra Spells Known – Choice (Any)

The number of spells that the character can also choose to know from the entire spell list.

### Extra Spells Known - Choice (Class)

The number of spells that the character can also choose to know that is available to their class.

### Multiclass Ability Prerequisite - And

Indicates that this class requires that all listed ability score thresholds be met in order to be a secondary class.

### Multiclass Ability Prerequisite - Or

Indicates that this class requires at least one of the listed ability score thresholds be met to use this as a secondary class.

### Saving Throws - Set

The abilities to be marked as being proficient in saving throws.

### Skill Expertise - Choice

The number of skills allowed to be marked as an expert in.

#### Stat Bonuses - Choice / Set

Additional bonuses to ability scores, skills, or specialty stats like additional hit points per level that some races provide.

#### Trait

A single trait.

#### Traits - Choice

Allows the character to select up to a limit from a provided list of traits with names and descriptions, such as a Paladin's Fighting Style.

### **Custom Ability Form**

### **Use Ability Button**

The icon for this button is based on the ability Type selected and while available wherever this form is displayed is not usable in all locations.

## Tt Type

The type of ability.

## Tt Quantity

The number of times the ability is repeated, used for spells such as Magic Missile or Scorching Ray.

## Tt Scales?

Used for spell abilities, scales with the level that the character casts it at.

## Tt Rate

The rate at which the quantity scales.

## ${ m Tt}$ Description

A description of the ability that shows in a tooltip.

#### Variables

Variables are the stored data values tracked while an ability is being processed.

## Tt Type

The type of variable.

Number – a numerical value such as a dice roll Text – a text value to provide additional info Toggled Option – true / false value

#### Include Half?

For number types, also outputs a half value, typically used for spells that deal half damage on a successful saving throw.

### Output?

Indicates that this variable should output as an additional line when processing. It will display the final numerical result and the roll if enabled in the settings.

### **Pre-Output Actions**

Pre-output actions are the calculations made to update the variables for outputting.

Right-clicking the action header will display options to move the action up or down in the list. Actions are performed sequentially and a mis-ordered series of actions can cause unwanted results when processing the ability.

#### Action

The action to be performed. Certain variable types can only have certain actions performed. Users will be displayed warning messages when an ability fails to process due to a variable type / action mismatch.

Add Roll – adds a set dice roll

Add Set Value – adds a set value

Add Stat Value – adds a value from a character or creatures ability score or modifier

Add Calculated Value – adds a value after performing a calculation

QA Prompt – Provides fields to ask a question and store the response to a text variable, such as Animate Dead and asking Skeleton or Zombie

Make Attack Roll – makes an attack roll based on the selected ability, can be affected by Advantage / Disadvantage options

Numeric Value Prompt – asks the user for a numeric value

#### Conditions

Conditions allow for the ability to dictate whether or not an action will be performed if it meets certain criteria.

If the variable to be checked is not found it will then check the alterants or try to process it as a raw value. Any failure to do so will automatically mark as a failed condition. Preset [variables] always exist in an ability without having to be set up by a user.

### Output

A block of text to be outputted when the ability is processed. {Bracketed Text} can be included and will be swapped when able to a variable's value upon name match.

### **Post-Output Actions**

Post-output actions are special events that occur as the result of using an ability. Similar to pre-output actions, these can be dictated by condition matching. Each action may display additional fields if needed as well.

Activate Concentration – marks the character or creature as concentrating on a spell Activate Alterant – marks an alterant as active if not already so

Add Minions – adds minions to the character's minions section

Add to Current HP – adds to the creature or characters current hit points

Add to Temporary HP – overwrites the character's temporary hit points if a higher value, since temporary hit points do not stack from multiple sources as per D&D rules.

Add Active Effect – adds a secondary ability from a spell to the character or creature's active effects list Expend Counter – decrements the current value of a character or creature counter by the given amount. A pre-check is performed to verify that enough of that counter exists prior to ability processing Subtract from Current HP – subtracts the amount from creature or character's current hit points

### **Character Creator**

### Name / Info

### Name and Character Information

#### **Character Name**

The name of the character.

### Height

The height (in inches) of the character, used to calculate standard actions such as high jump.

### Weight

The weight (in pounds) of the character, used to determine if your party can carry you away when you've had too much mead at the tavern.

### Alignment

Your character's moral alignment.

### Backstory

Your character's backstory prior to adventuring, edgy origins are optional.

### Personality Traits / Bonds / Ideals / Flaws

What makes your character unique and shows us who they really are.

### Race / Class / Stats

### Race and Class Selection

#### Race

Your character's race.

#### **Subrace**

Your character's subrace (if applicable, will be populated based on race selection)

### **Background**

Your character's background.

#### **Total Level**

Your character's total level based on class selection.

### **Proficiency Bonus**

Your character's proficiency bonus based on their total level.

#### Classes and Levels

Your character's list of classes, levels in that class, and their selected subclass.

### + Add Class

Adds a new entry to the Classes and Levels list.

#### Class

The character class.

#### Level

The number of levels the character has in this class.

### **Subclass**

The subclass for this class. Although subclasses are assigned in the rules at different levels depending on the class, in GAMMA they are selected at level one, but additional bonuses / stats will not be granted until the appropriate level.

## X Remove Class

Removes the class from the Classes and Levels list.

#### **Attribute Points**

This section allows the user to use the Point Buy method of assigning ability scores to their character, as well as viewing the total scores and final modifiers at the end after accounting for racial or other bonuses.

### Attribute or Feat Selection

At certain levels for player classes, they get what is called the Ability Score Improvement feature, which allows for either the choice of ability scores to be added onto, or an additional feat to be selected if the DM is using the feat rule variant.

### Other Stat Selections

Allows the character to select from a choice of various stat bonuses, such as Variant Human being able to select two different ability scores to increase by one.

### Skills

The set skills for a character as well as any choices they can mark for proficiency. Duplicate skills cannot be marked.

#### Expertise

Allows the character to mark skills as being expertise.

#### **Feats**

Allows the character to mark feats from the list granted they have the points to do so. Feats are added to the character's traits upon completion.

### Other Proficiencies

The character's set and chosen weapon, armor, language, and tool proficiencies.

### Traits / Equipment

### **About Equipment**

Starting equipment will only be added to a character's backpack the first time they complete character creation.

### Starting Gold

The amount of gold pieces that the character begins with from their selected background.

### **Equipment Choices**

The equipment choices available to the character from their selected class and background. Clicking on the button for each row brings up the Multi-select window with all items listed. Characters are not limited strictly to the items in the choice in case they wish to substitute certain items at their DM's discretion.

### Chosen Equipment

Shows the list of equipment chosen.

### **Granted Equipment**

Mandatorily granted equipment from a character's background.

### **Trait Choices**

Allows the character to make a selection from various traits, such as a Paladin's Fighting Style or a Dragonborn's Draconic Ancestry.

#### Set Traits

Set traits from other player character selections.

### Spellcasting

Shows the selection of spells and cantrips known. A limit is enforced for classes that have a set limit such as Ranger or Bard, but others who simply choose spells to prepare, such as Cleric, or those who have advanced rules, such as Wizard, will not have a limit and it will be up to the player and DM to determine the appropriate number of selections to make based on the character's level and implied experiences.

## Finish Character

Validates the character creation form, displaying any errors if found and preventing the user from moving on if critical issues are found. Some items will display a warning, these will not outright prevent completion, and will instead prompt the user if they wish to continue.

## Cancel Character Creation

Deletes the character (if new) or reverts changes made to existing character (technically deletes the copy it made of existing character so that original data is never affected during the character creation or editing process).