

Bell Effects Setup Guide

How to Add Each Effect Number

Edit the `characters` object in `script.js`. Each character has a `rolls` array where you add roll objects.

Simple Effects (No Extra Data Needed)

Most effects just need the roll number:

javascript

```
{ num: 2 } // Death Toll
{ num: 3 } // Cracked Essence
{ num: 4 } // Silent Chime
{ num: 5 } // Frozen Veins
{ num: 6 } // Bell's Price
{ num: 7 } // Marked by Sound
{ num: 8 } // Withering Body (auto-calculates -5 HP per stack)
{ num: 9 } // Time Taken
{ num: 10 } // Shattered Luck
{ num: 11 } // Cold Endurance
{ num: 12 } // Bellbound Reflexes
{ num: 14 } // Lingering Echo
{ num: 15 } // Everwatchful
{ num: 16 } // Second Breath
{ num: 17 } // Bell's Insight
{ num: 18 } // Hardened by Winter (auto-calculates +1 CON per stack)
{ num: 19 } // Resonant Strikes
{ num: 20 } // Fortune's Ring (auto-calculates luck points, max 3)
{ num: 21 } // Everwarm Soul
{ num: 22 } // Hero's Chime (auto-calculates +5 HP per stack)
{ num: 24 } // Unbreakable Will
{ num: 25 } // Fractured Fate
{ num: 27 } // The Bell Knows You (auto-calculates +2 to hit per stack, max +10)
{ num: 29 } // Shattered Destiny (auto-calculates crit failures)
{ num: 30 } // The True Chime
```

Effect #13 - Borrowed Power (Feat + Ability Loss)

Requires: feat link, feat name, ability loss, loss amount

```
javascript

{
  num: 13,
  feat: 'https://www.dndbeyond.com/feats/alert',
  featName: 'Alert',
  abilityLoss: 'WIS',
  lossAmount: '1'
}
```

Example with multiple #13 rolls:

```
javascript

rolls: [
  { num: 13, feat: 'https://...', featName: 'Alert', abilityLoss: 'WIS', lossAmount: '1' },
  { num: 13, feat: 'https://...', featName: 'Lucky', abilityLoss: 'INT', lossAmount: '1' }
]
```

Effect #23 - Spell Echo

Requires: spell link, spell name

```
javascript

{
  num: 23,
  spell: 'https://www.dndbeyond.com/spells/2299-web',
  spellName: 'Web'
}
```

Example with multiple #23 rolls:

```
javascript
```

```
rolls: [  
  { num: 23, spell: 'https://www.dndbeyond.com/spells/2299-web', spellName: 'Web' },  
  { num: 23, spell: 'https://www.dndbeyond.com/spells/2618-misty-step', spellName: 'Misty Step' }  
]
```

Effect #26 - Ascendant Strength (Ability Gain/Loss)

Requires: ability gain, ability loss

```
javascript
```

```
{  
  num: 26,  
  abilityGain: 'STR',  
  abilityLoss: 'INT'  
}
```

Multiple #26 rolls:

```
javascript
```

```
rolls: [  
  { num: 26, abilityGain: 'STR', abilityLoss: 'INT' },  
  { num: 26, abilityGain: 'DEX', abilityLoss: 'WIS' }  
]
```

Effect #28 - Toll of Suffering (Curse)

Optional: curse number (1-100)

javascript

```
{ num: 28 } // Basic - just links to curse list
```

// OR with specific curse tracked:

```
{  
  num: 28,  
  curseNum: 42 // Shows "Curse #42" in the display  
}
```

Multiple #28 rolls:

javascript

```
rolls: [  
  { num: 28, curseNum: 7 },  
  { num: 28, curseNum: 23 },  
  { num: 28, curseNum: 91 }  
]
```

Complete Character Example

javascript

```
keaden: {
  name: 'Keaden',
  rolls: [
    // Spell Echo with Web
    { num: 23, spell: 'https://www.dndbeyond.com/spells/2299-web', spellName: 'Web' },

    // Resonant Strikes (stacks automatically)
    { num: 19 },
    { num: 19 },

    // Everwarm Soul
    { num: 21 },

    // Hardened by Winter (shows "+1 CON")
    { num: 18 },

    // The Bell Knows You (stacks automatically)
    { num: 27 },
    { num: 27 }, // Shows "Enemies have +4 to hit on first round"

    // Borrowed Power - Alert feat, lose 1 WIS
    {
      num: 13,
      feat: 'https://www.dndbeyond.com/feats/alert',
      featName: 'Alert',
      abilityLoss: 'WIS',
      lossAmount: '1'
    },

    // Ascendant Strength - +2 STR, -2 INT
    { num: 26, abilityGain: 'STR', abilityLoss: 'INT' },

    // Toll of Suffering with curse #42
    { num: 28, curseNum: 42 }
  ]
}
```

Quick Reference by Effect Number

Number	Extra Data Needed	Example
2-12	None	{ num: 7 }
13	feat, featName, abilityLoss, lossAmount	{ num: 13, feat: 'url', featName: 'Alert', abilityLoss: 'WIS', lossAmount: '1' }
14-22	None	{ num: 18 }
23	spell, spellName	{ num: 23, spell: 'url', spellName: 'Web' }
24-25	None	{ num: 24 }
26	abilityGain, abilityLoss	{ num: 26, abilityGain: 'STR', abilityLoss: 'INT' }
27	None	{ num: 27 }
28	curseNum (optional)	{ num: 28, curseNum: 42 }
29-30	None	{ num: 29 }

Stacking Behavior

The tracker automatically handles stacking:

- **Auto-calculates:** 8 (HP loss), 18 (CON bonus), 20 (Luck points), 22 (HP bonus), 27 (to-hit penalty), 29 (crit failures)
- **Shows stack count:** All effects show "×2", "×3", etc. when rolled multiple times
- **One permanent, rest temporary:** 14, 19, 24, 25
- **Cannot stack:** 4, 5, 10, 11, 12, 15, 16, 17, 21, 30

Adding a New Character

javascript

```
const characters = {  
  // ... existing characters ...  
  
  newCharacter: {  
    name: 'Character Name',  
    rolls: [  
      { num: 12 },  
      { num: 23, spell: 'https://...', spellName: 'Fireball' },  
      { num: 28, curseNum: 15 }  
    ]  
  }  
};
```

The character will automatically appear in the grid!