

Using the PCGen Ability LST File Generator

Contents

About the PCGen Ability LST File Generator	1
Defining a Simple Custom Ability	2
Saving Abilities to a Homebrew LST file.....	3
Loading Your Homebrew Abilities into PCGen.....	6

About the PCGen Ability LST File Generator

This program is designed for PCGen users who are not comfortable with coding but who would like to be able to create simple custom abilities (feats, traits, and GM-awarded abilities) for their characters. It provides a GUI to define, edit, and save abilities, as well as modifications (“MODs”) to existing abilities. It provides very minimal support to coding mechanical bonuses due to the virtually infinite complexity of potential mechanical effects that can be coded. However, it allows a user to create a custom ability description that is displayed alongside other abilities on their character sheet, as well as specifying prerequisites for the ability.

The program itself contains tooltips that briefly explain various fields and functions, but this document provides walk-throughs of basic functionality.

If you have any questions, feedback, bug reports, etc., please refer them to Tamdrik#0553 on the PCGen Discord server.

Defining a Simple Custom Ability

In the program, specify the attributes of the ability you want to create in their associated text fields. The minimum required fields are Ability Name, Type of Ability, and Description. Unique Key should be specified if the Ability Name is (potentially) not unique to avoid conflicts, but otherwise it defaults to being the same as the Ability Name.

The screenshot shows the 'PCGen Homebrew Ability Generator' window. The 'Abilities' tab is selected. The 'Ability Name' field contains 'GM's Favor' and the 'Type of Ability' dropdown is set to 'GM_Award'. The 'Description' field contains the text: 'Once per session, the character may perform one of the following: reroll a failed check or saving throw and choose which result to keep, add 5 feet to their movement for one round, or convert the damage from one attack against them from lethal to nonlethal. This ability is lost for the session if the player fails to bring the GM an acceptable snack.' A red arrow points to the 'Add Ability' button at the bottom.

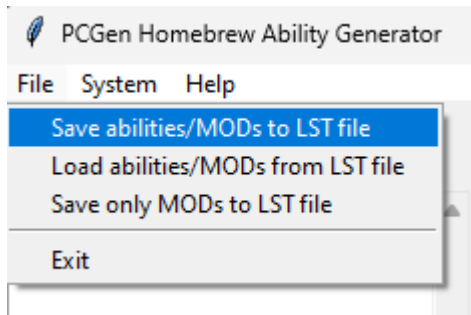
Once you're satisfied with the ability specification, click the "Add Ability" button at the bottom. It should appear in the list to the left.

This close-up shows the 'Abilities' list on the left side of the interface. The list contains the entry 'GM's Favor'.

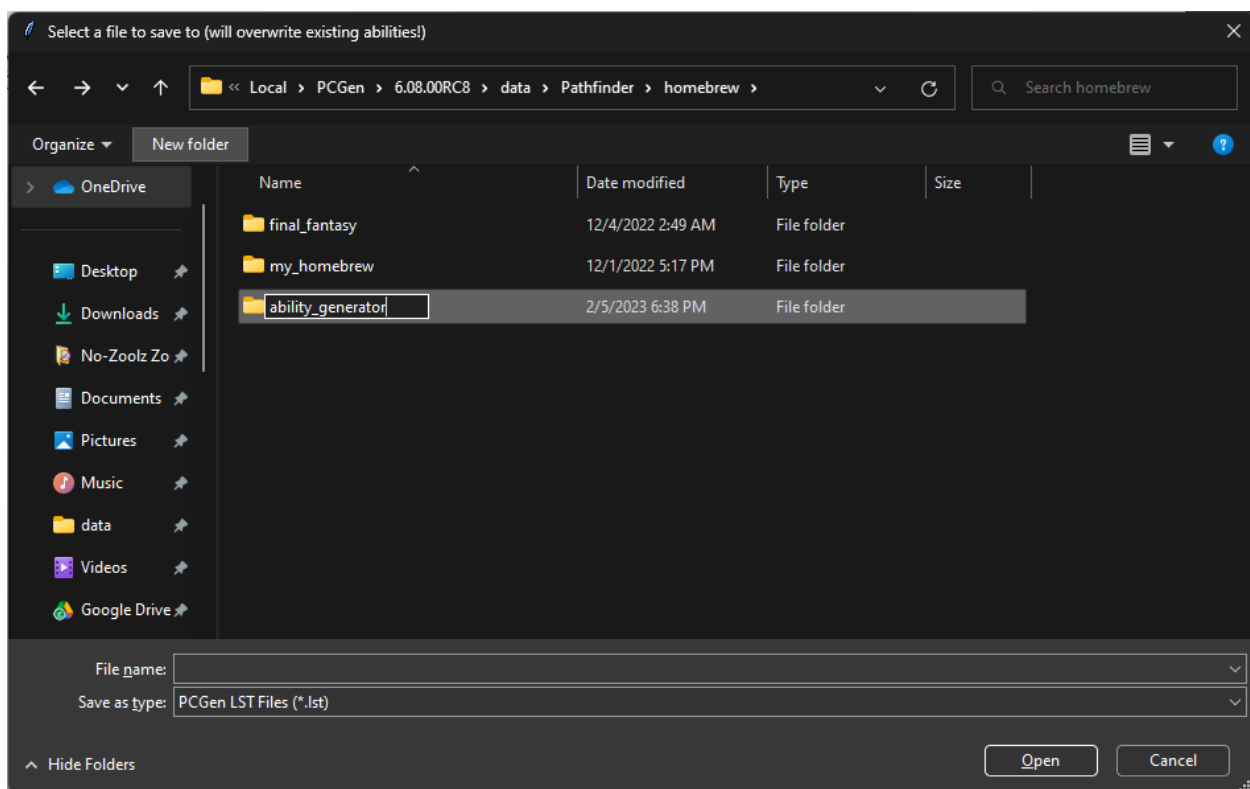
Saving Abilities to a Homebrew LST file

Once you've defined all your abilities, you can save them to a .lst file by selecting:

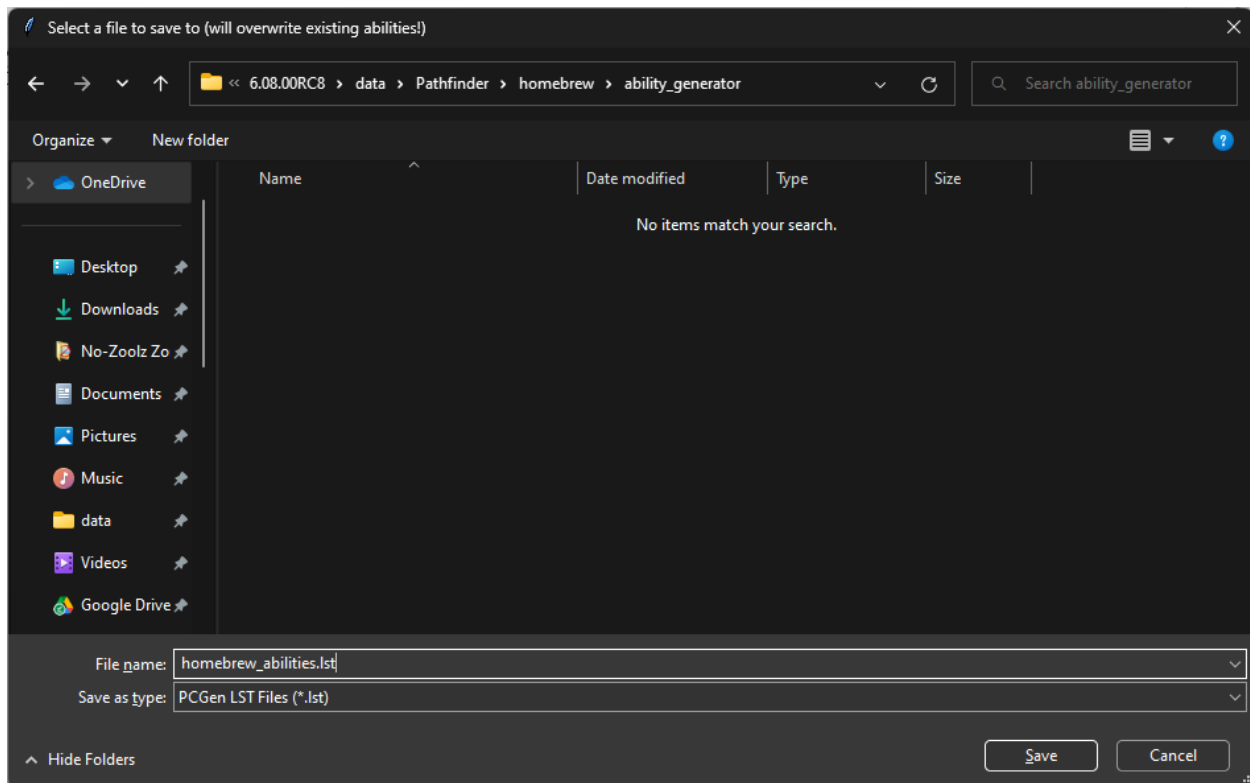
File → Save abilities/MODs to LST file.



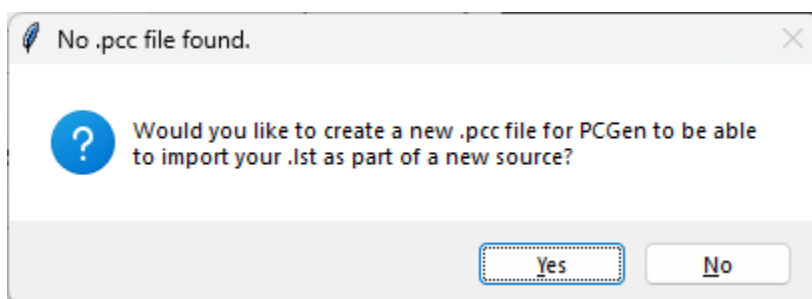
To keep your sources organized, I recommend you create a new folder in an appropriate location under your PCGen data folder.



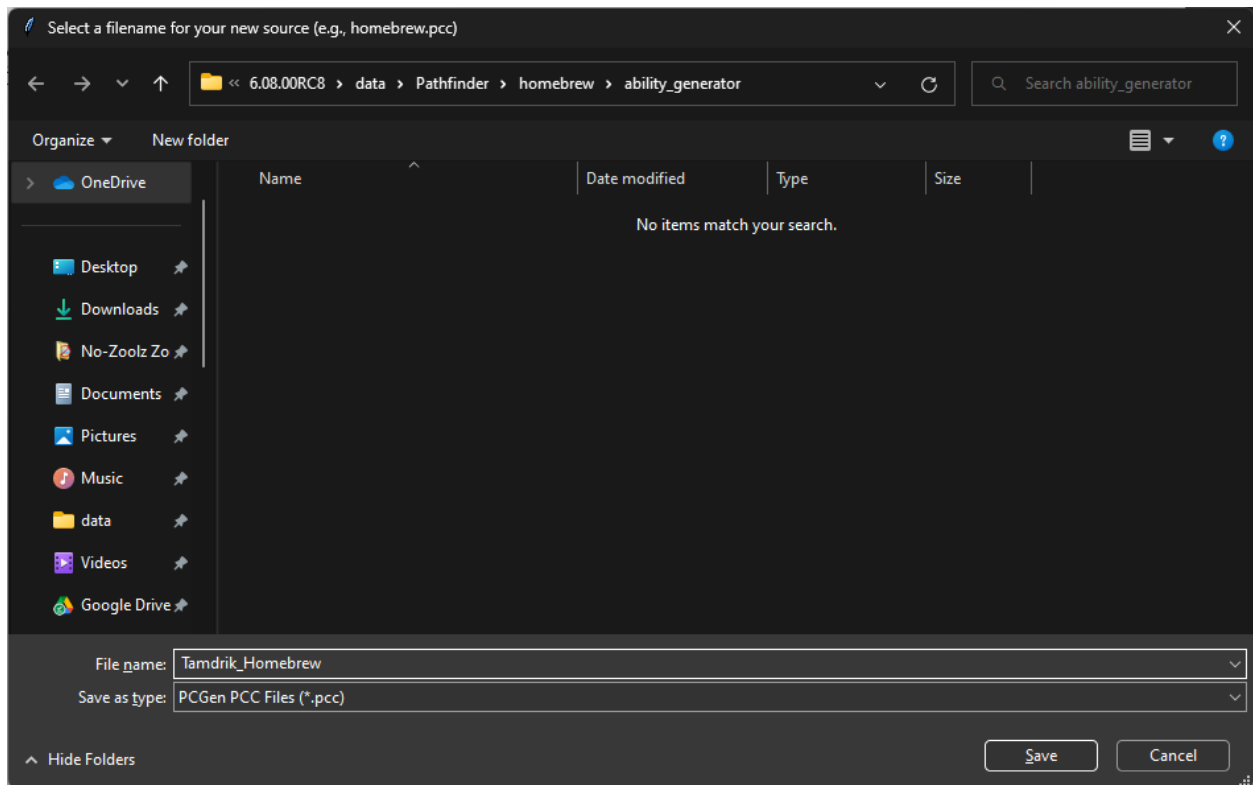
Open that folder in the chooser dialog and enter a name for your new abilities .lst file. By convention, it's recommended that it have "abilities" in the filename somewhere, since this new source could potentially contain other .lst files like for spells or equipment in the future.



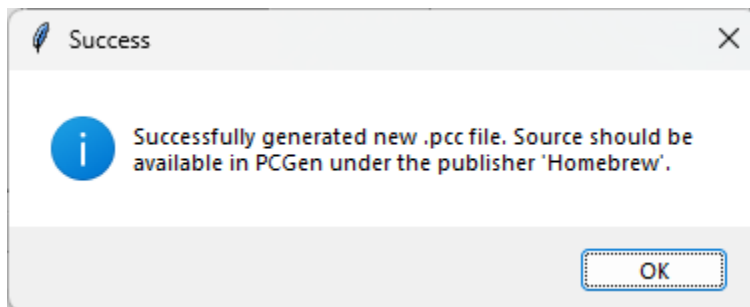
You should get a success dialog. Once you acknowledge it, since this is a new source, it will ask if you'd like to create a new .pcc file that will load your .lst file. This file specifies all the .lst files associated with your new source, which for now only contains one abilities .lst file, but could contain spells, equipment, or even other abilities .lst files. Select "Yes".



Enter a name for your new .pcc file. It should be in the same folder as your .lst file. For the sake of simplicity, the program will assign the name of your new source to be the same as the filename you choose.



You should get a success dialog that informs you to look under the “Homebrew” publisher when loading your new custom source.



Loading Your Homebrew Abilities into PCGen

Once you've created your homebrew .lst and .pcc files, you can load them into PCGen in the Select Sources menu, under the Advanced tab. Go to the "Homebrew" publisher and select the source with the same name you selected for your .pcc file.

