

# RPGsh User Manual

TheMohawkNinja

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## 1 Disclaimer

This project is entirely developed independantly. I am not associated in anyway with Wizards of the Coast, Paizo, or any other game development company. To any lawyers eyeing me up, I will not be adding information that would negate the need for players to purchase your products (e.g. spell descriptions).

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## 2 Introduction

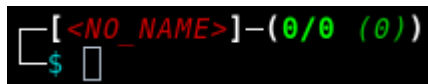
The Role-Playing Games Shell, `rpgsh`, is an interactive and extensible shell purpose-built for augmenting player and DM gameplay for table-top RPGs like Dungeons and Dragons©, Pathfinder©, and more!

`rpgsh` provides users with capabilities similar to those found in conventional shells like `bash` or `PowerShell` a la command execution and variable assignment/modification.

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## 3 The Prompt

When interacting with the shell directly, you will be presented with a prompt that will look similar to the following:



```
[ <NO_NAME> ]-(0/0 (0))
$ █
```

The prompt contains the currently loaded character's name (`<NO_NAME>`) along with their `current/max` (`temp`) hitpoints.