

```
# Configure Rolls
rollFormula = "2d6"

# Define roll result ranges.
[rollResults]
[rollResults.failure]
  range = "7-"
  label = "Task failure"
[rollResults.partial]
  range = "8-10"
  label = "Partial success"
[rollResults.success]
  range = "11-12"
  label = "Task success"
[rollResults.critical]
  range = "13+"
  label = "Superior success!"

#####
## CHARACTERS #####
#####
# Define the character group.
[character]

# Define stats.
[character.stats]
  str = "Strength"
  agi = "Agility"
  inf = "Influence"
  wit = "Wits"
  arc = "Arcane"
  luk = "Luck"

# Define attributes.
[character.attributesTop]
[character.attributesTop.health]
  type = "Resource"
  label = "Health"
[character.attributesTop.harm]
  type = "Number"
  label = "Harm Reduction"
[character.attributesTop.armor]
  type = "Number"
  label = "Armor"
[character.attributesTop.test]
  type = "Number"
  label = "Evasion"
[character.attributesTop.hold]
  type = "Number"
  label = "Mastery"
[character.attributesTop.xp]
  type = "Number"
  label = "Experience"

# Define sidebar details.
[character.attributesLeft]
[character.attributesLeft.harmConditions]
  type = "ListMany"
  label = "Dying State"
  options = [
    "Weakened",
    "Unconscious",
    "Dead",
  ]
[character.attributesLeft.look]
  type = "Resource"
  label = "Luck / Haunt Points"

[character.attributesLeft.special]
  type = "LongText"
  label = "Ongoing Effects"

[character.attributesLeft.basic]
  type = "LongText"
  label = "Basic Improvements"

[character.attributesLeft.advanced]
  type = "LongText"
  label = "Advanced Improvements"

# Define groups for moves.
[character.moveTypes]
  specific = "Class Specific"
  basic = "Basic Moves"
  peripheral = "Advanced Moves"
  class = "Innate Tasks"

# Define groups for equipment.
[character.equipmentTypes]
  loot = "Armor"
  weapon = "Weapons"
  armour = "Tools"
  gear = "Consumables"

[statToggle]
  label = "Mastery"
  modifier = "0"

#####
## NPCS #####
#####
# Define stats.
[npc]

# Define attributes.
[npc.attributesTop]
[npc.attributesTop.harm]
  type = "Resource"
  label = "Harm"
[npc.attributesTop.test]
  type = "Number"
  label = "Harm Reduction"
[npc.attributesTop.armor]
  type = "Number"
  label = "Armor"
[npc.attributesTop.health]
  type = "Number"
  label = "Evasion"
[npc.attributesTop.damage]
  type = "Text"
  label = "Size"

[npc.attributesLeft]
[npc.attributesLeft.conditions]
  type = "Text"
  label = "Weaknesses"
[npc.attributesLeft.traits]
  type = "Text"
  label = "Resistances"
[npc.attributesLeft.abilities]
  type = "Text"
  label = "Immunities"

# Define logical groups for moves.
[npc.moveTypes]
  class = "Tags & Behaviors"
  gm = "Creature Moves"
  passive = "Creature Passives"
  ability = "Creature Abilities"
```