Note: Can inject <mainChar> as a tag and there are also other tags as well

Commands:

CreateCharacter(characterName or "Character Name if has spaces" -e or -enable bool -i or -immediate bool) creates character by characterName and enables on screen immediately or transitionally

wait(float) waits for seconds amount float

Show(characterName characterName or "Character Name if has spaces" -i or -immediate bool -spd or -speed float) shows created character immediately or transitionally at speed float can have multiple character names in one function

characterName.Show(same parameters as above) can only do one character at a time

Hide() does opposite of show

characterName.Hide()

MoveCharacter(characterName or "Character Name if has spaces" -x float -y float -spd or -speed float -sm or -smooth bool -i or -immediate bool) moves character to (x,y) location with speed float and does it either smoothly with lerping or without and immediately or not

characterName.Move()

Sort(characterName or "Character Name if has spaces") sets priority in order can have multiple characters

characterName.SetPriority(float)

characterName.SetColor(-c color -spd or -speed float -i or -immediate bool) sets the character to a certain color at a certain speed or immediately

Highlight(characterName or "Character Name if has spaces" -i bool -o or -only bool) can highlight multiple characters immediate is usual only function is there to see if you want to also highlight invisible characters or not defaulted to true

Unhighlight() same as above but opposite

characterName.Highlight(-i bool) highlight character immediately or not

characterName.Unhighlight(-i bool) unhighlight character

characterName.Flip() flip character

characterName.SetSprite(-s or -sprite spriteName -l or -layer int -spd float -i bool) changes the current sprite of a sprite character to specified sprite name on specified layer at speed and can be immediate ONLY WORKS FOR SPRITE CHARACTERS

[wait]Command which will wait for the duration of the command

SetLayerMedia(panelName or "panel name if has spaces" -l or -layer int -m mediaName or "media name if has spaces" or "~/full file path" -spd or -speed float -i or -immediate bool blendTexName or "blend tex name if has spaces" -aud or -audio bool) Sets images or videos with or without audio on screen either immediately or transitionally with a blend tex

ClearLayerMedia(panelName or "panel name if has spaces" -l or -layer int -spd or -speed float -i or -immediate bool blendTexName or "blend tex name if has spaces") clears out an entire panel if no layer is specified or clears a specified layer on a panel either immediately or transitionally with blend tex

PlaySFX(SFXName or “SFX name if has spaces” -c or -channel int -v or -vol or -volume float -p or -pitch float -l or -loop bool) plays SFX of specified name at certain volume pitch and loops or not

StopSFX(SFXName or “SFX name if has spaces”) stops SFX specified for voices too

PlayVoice(VoiceSFXName or “voice sfx name if has spaces” -v or -vol or -volume float -p or -pitch float -l or -loop bool) plays voice sfx of specified name at certain volume pitch and loops or not

PlaySong(SongName or “song name if has spaces” -l or -loop bool -v or -vol or -volume float (max volume) -sv or -startvolume float -p or -pitch float) plays song of specified name looping or not or not max volume starting volume pitch if you want immediate effect have start volume at same level as max volume

PlayAmbience() same as play song just on a different channel layer default 0 song default to 1

StopSong(SongName or “song name if has spaces”) stops song you can also not specify a name if there is only one song playing so just StopSong()

StopAmbience() stops ambience same as stop song

Can use them for transition scenes ShowDB will auto run if there is dialogue to show

HideDB(-spd or -speed float -I or -immediate bool) hides dialogue box

For fading the dialogue system as a whole

ShowUI(-spd or -speed float -I or -immediate bool)

HideUI() same as ShowUI

Load(“Text file name” -e or -enqueue bool) loads new file if enqueue is true loads after current file ends else loads immediately

Logic Lines:

input “title of question for user”

Can nest choices in choices

choice “title of question for user”

{

-choice1

Subconversation dialogue that is in the same format as other dialogue files

-choice2

Subconversation

ETC.

}

Can be bools, ints, floats, strings

$variable = 10

$variable += or -= or /= or \*= or = !$variable

$money = 50

if($money > 55)

{

lines

}

else //optional

{

lines

}

Skills: Levels go from passive effect (zero), active effect (single), double, triple, quadruple, quintuple, sextuple, septuple, octuple, nonuple, decuple, undecuple, duodecuple

Passive effect will be stat buff like addition and then active will make an effect happen once then double make it happen twice and triple thrice and so on but will also multiply mana or stamina cost

Skills will level up as they are used and reduce the cost of mana or stamina to cast them also upgraded skills will unlock as certain requirements are met

MC can combine skills from different classes to form stronger skills like fire and earth magic for meteor and can learn any and all skills after meeting unlock requirements

Level Up Requirement: use ability 10 to 100 to 1000 times scaling per level

Unlock Requirement: analyze/see ability used 100 times

Set Trap – Lay down a bear trap to lock opponents in place

Piercing Shot – Shoot an arrow that goes through your target to the one behind

Double Shot – Shoot two arrows on either one target or two different targets

Raining Arrows – Damage enemies in an area with a flurry of arrows raining down

Never Miss – Guaranteed hit on enemy in range

Light – Cures darkness and causes blindness which lowers accuracy/hit chance

Distort Light – Create a sphere of distorted light that temporarily makes target invisible/untargetable

Laser Beam – Attack in a straight line that goes through enemies

Light Mirage – Create a double or mirror image that draws aggro

Summon Einherjar – Summons otherworldly light beings to fight with you

Darkness – Creates an area of dark that reduces accuracy

Shadow Shroud – Creates an area of darkness that follows an ally making them more difficult to hit

Dark Orb – Sphere of dark energy that explodes in an area

Suck Lifeforce – Heals user for half the amount of damage dealt

Shadow Warriors – Summon dead soldiers that will fight with you

Call Beast – Call an animal friend to fight with you

Restrain – Immobilize enemy so they can’t move or attack

Pull – Use whip to pull allies/enemies/objects

Tame Beast – Tame wild beasts/monsters

Mimic Beast – Use a beast ability that the user has seen before

Flame Lance – Creates a lance of fire that pierces through target

Firewall – Creates a wall of fire that damages those in it and those that walk through it

Flame Arrow – Create a bow and arrow of fire that acts like a normal bow but lights ground on fire on impact

Fireball – Long range explosion in an area

Flame Walk – Allows user to walk a certain distance lighting the areas they walk over on fire

Water Ball – Single target ball of water that knocks opponents back

Water Wall – Wall of water that knocks opponents up and back and is impassible but is targetable with magic

Water Jet – Spray a jet of water in a straight line piercing through enemies

Water Prison – Trap a target in a ball of water that damages over time

Tsunami – Summon a tidal wave that knocks all enemies backwards

Piercing Icicle – Creates icicle that pierces through target

Ice Wall – Creates a wall of ice that is impassible but targetable to weapons and magic

Ice Shield – Create a shield of ice around an ally to increase resistance

Blizzard – Creates an area of effect snowstorm that damages enemies in it over time

Ice Walk – Creates a trail of ice wherever the user walks and can be used to walk over water

Pitfall – Creates a pit in the ground that can be jumped if jump stat is good enough

Earth Wall – Creates a wall of earth that can be stood on can be targeted by weapons and magic

Rock Shot – Shoots a rock at high speed damaging a single target

Rockslide – Creates an AOE that damages over time

Terraform – Can shape the battlefield by lowering/raising tiles

Lightning Bolt – Bolt of lightning that damages in a straight line

Lightning Blast – Ball of lightning that damages in an area

Electromagnetism – Creates a point where all metalic objects will be pulled towards or away from

Fast as Lightning – Increases movement speed/range

Thunderstorm – Large area that gets struck by lightning periodically in random locations

Air Slash – Blade of air that damages in a straight line and knocks back

Wind Shield – Shield that increases defense

Vacuum Prison – Creates a vacuum sphere that damages over time and silences

Tornado – Pulls enemies to a point that moves

Air Walking – Gives temporary ability to walk through the air avoiding obstacles

Past Injuries – Recreates the last attack that was taken

Haste – Increases movement speed and speed stat

Slow – Decreases movement speed and speed stat

Freeze Time – Freeze a single enemy in time

Rewind Time – Rewind anything to the state it was in in the previous turn

Reposition – Moves anything anywhere in range

Swap Positions – Swaps the position of any two things in range

Vertical Drop – Teleports enemies above the tile they are standing on dealing fall damage

Black Hole – Creates a small black hole that damages a single target

Portal – Creates a portal that leads from one location to another

Heal – Recovers small amount of hp

Cure – Cures status effects

Regen – Regenerates a small amount of MP

Recover – Heal/Cure/Regen in one

Revive – Allows a unit to come back to life once

Concoct – Use ingredients to create potions

Throw – Can throw items

Recreate – Can create an ingredient previously seen

Transmutation – Can change any ingredient to any other ingredient previously seen

Disintegration – Deals damage to a single target in melee range

Slash – Hits enemies in the three tiles in front

Thrust – Pierces through enemy

Spin – Deals damage in area around user

Energy Blade – Long range slash of energy

Counterattack – Stance that allows user to counter any attacks received

Hilt Hit – Hits in front normally and behind

Javelin – Throws spear for long range attack

Pierce Defense – Ignore defenses of target by aiming at cracks in armor

Bulldoze – Run through enemies and end up on the other side

Cardinal Thrust – Hits in all four directions

Kick Back – Kick that knocks enemies back

Single Target Combo – Deals large amount of damage to a single enemy

Multi Target Combo – Choose targets to split damage between

Play With Your Food – Taunt enemies then dodge/parry all incoming attacks

Redirect Projectile – Can deflect physical projectiles to other tiles in range

Smash – Hit that knocks back and is effective on objects

Enhance/Bulk Up – Increases strength stat while decreasing accuracy

Axe Toss – Long range axe attack

Earthquake – Hit on the ground to damage an area around user

Rampage – Greatly increases strength but lose control of character for duration

Crash Landing – Fly into the sky and dive down to deal damage in an area

Divine Smite – Increases damage of single attack more effective against “evil” beings

Carry/Drop – Pick up or drop off anything that can move

Breath – Dragon breath attack

Phalanx – Defensive position that is immune to knock backs and pierce attacks

Iron Wall – Increases the defense of allies in a line to the left and right

Stealth – Become invisible and mobile for duration

Throwing Knife – Ranged knife attack

Accel – Grants user another turn right after

Pass By – Walk through or next to enemies damaging each in the same turn

Assassinate – Chance to one shot enemy

Maintenance – Maintain weapons to increase attack damage

Build – Can build ladders/bridges/etc using wood and stone

Daze – Hammer hit on the head that dazes/confuses/concusses enemies

Forge – Can build things from ore/metal like traps/turrets

Automaton – Creates a magically moving robot using materials

Charm – Temporarily turns enemy to ally

Dance – Grants another turn to an ally

Rally – Grants a stat boost to all stats

Fan Dance – Damages a single target

Blade Dance – Damages enemies in an area

Armor – Increases defense stat

Taunt – Draws aggro

Shield Bash – Attack that knocks back

Jump to Ally – Dashes to ally granting both increased defense

Invulnerable – Invulnerable to damage for duration