# Roll20 Enhancements

August 2017

Introduction

I have created a number of enhancements for Roll20 for playing HERO System games (IE> Champions, Fantasy HERO, Traveller HERO, etc.) These are in the form of 'API Scripts', which are called from Macros. This document steps you through how to set up your macros to make use of these enhancements.

Macros are edited from the Macro menu on the right-hand side of the playing area:
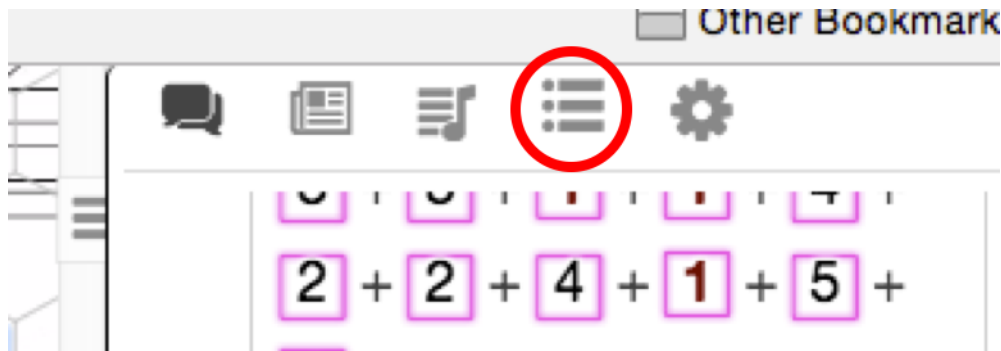
The second icon from the right.

To Hit Rolls

This macro automates the process of determining if a hit has happened or not.

To set up the macro, click on the '+ Add' button to the right of the 'Macro' title. A window will appear where you can add the macro:

Edit Macro ✕

Name (Don't include the # or spaces in the name)

ToHit

Actions (One command/roll per line)

!ahit ?{DCV} ?{OCV} ?{Def. Skill Levels} ?{Off. Skill Levels} ?{Die-roll Modifiers}

Type @ to insert variables from Characters
Type # to insert other macros
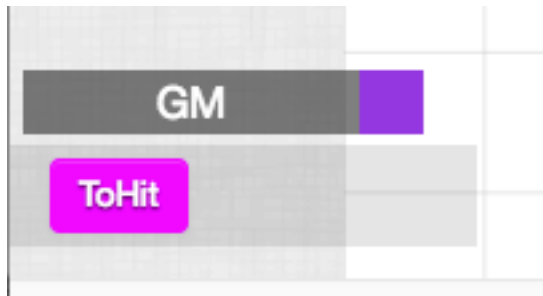
Test Macro

☐ Show as Token Action?

Save Changes   Cancel

Give it a descriptive name, and cut/paste the following into the 'Actions' box:

```
!ahit ?{DCV} ?{OCV} ?{Def. Skill Levels} ?{Off. Skill
Levels} ?{Die-roll Modifiers}
```

Once you have entered this text, click on the 'Save Changes' button. Back at your list of Macros, you might want to select the 'In Bar' option to place a Macro Button on your screen.

(right click on the button to set its color…if you want something rather than the default white.)

Then when you want to roll a To Hit, just click the button and it prompts you for the needed values.

If you want to know what it all means: (if not, skip to the next section)

'!ahit' -- is the name of API script that is called from the macro. This is what does all the work.
'?{DCV}' -- Prompts for the target's base DCV.
'?{OCV}' -- Prompts for the attacker's base OCV.
'?{Def. Skill Levels}' -- Prompts for any skill levels the target is applying to the attack.
'?{Off. Skill Levels}' -- Prompts for any skill levels the attacker is applying to the attack.
'?{Die-roll Modifiers} -- Prompts for any other modifiers to the attack roll (like Range Modifiers, Cover Modifiers, etc.)

These prompts appear one at a time until all five have been presented and acted upon. DCV and OCV must have a value. The rest will default to '0' if no entry is made.

Results:
When the script run, it uses the Roll20 Dice roll methods from the Chat window to do the dice rolls. The script actually intercepts the output before it can be presented in the Chat window and uses those results to compute if a hit was made or not.

The results show you what was rolled, what you needed based on OCV, DCV, and the modifiers, and if the roll resulted in a HIT or a MISS.

Normal Attack Dice

This macro rolls all your attack dice and computes STUN and BODY for you.

To set up the macro, click on the '+ Add' button to the right of the 'Macro' title. A window will appear where you can add the macro:

Edit Macro ✕

Name (Don't include the # or spaces in the name)

Normal-Attack

Actions (One command/roll per line)

!hrn ?{Number of Dice}

Type @ to insert variables from Characters
Type # to insert other macros

Test Macro

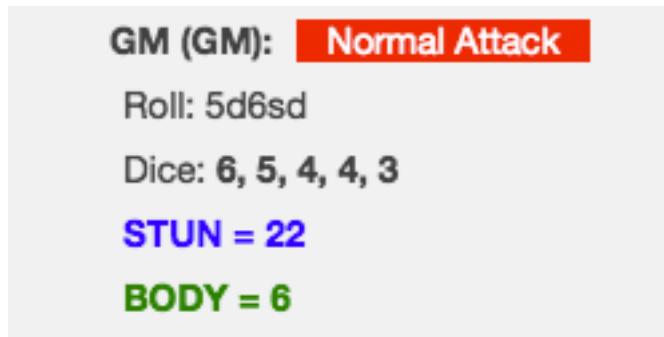☑ Show as Token Action?

Save Changes   Cancel

Give it a descriptive name, and cut/paste the following into the 'Actions' box:

```
!hrn ?{Number of Dice}
```

Once you have entered this text, click on the 'Save Changes' button. Back at your list of Macros, you might want to select the 'In Bar' option to place a Macro Button on your screen.

When you click the Macro Button, it will ask for how many dice your attack was.

Results:

The results show you what was rolled, and the computed STUN and BODY value automatically.

Killing Attack Dice

This macro rolls all your attack dice and computes STUN and BODY for you.

To set up the macro, click on the '+ Add' button to the right of the 'Macro' title. A window will appear where you can add the macro:

Edit Macro ✕

Name (Don't include the # or spaces in the name)

Killing-Attack

Actions (One command/roll per line)

!hrk ?{Number of Dice}

Type @ to insert variables from Characters
Type # to insert other macros

Test Macro
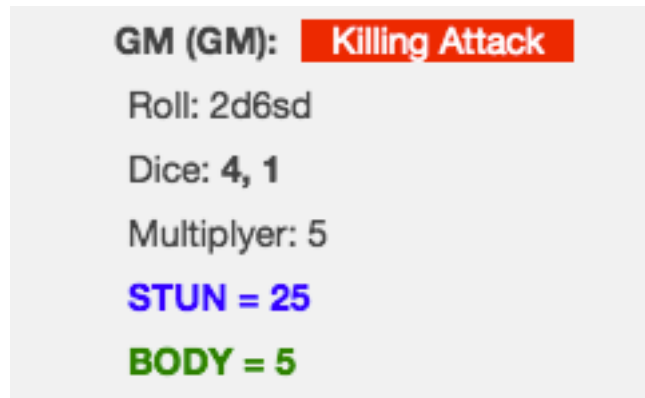
☐ Show as Token Action?

Save Changes   Cancel

Give it a descriptive name, and cut/paste the following into the 'Actions' box:

```
!hrk ?{Number of Dice}
```

Once you have entered this text, click on the 'Save Changes' button. Back at your list of Macros, you might want to select the 'In Bar' option to place a Macro Button on your screen.

When you click the Macro Button, it will ask for how many dice your attack was.

Results:

The results show you what was rolled, and the computed STUN and BODY value automatically. This API script has the option to use either a 1d6 STUN multiplier, or a fixed STUN multiplier, that can be configured by the GM.

Skill Rolls

This macro allows you to setup any skill rolls as a macro. Example would be Perception Rolls, Science Skill Rolls, Knowledge Skill Rolls, etc.

To set up the macro, click on the '+ Add' button to the right of the 'Macro' title. A window will appear where you can add the macro:

Edit Macro

Name (Don't include the `#` or spaces in the name)

Perception-Roll

Actions (One command/roll per line)

!skr 11 ?{Perception Roll Modifiers} Perception Skill Roll

Type `@` to insert variables from Characters
Type `#` to insert other macros

[Test Macro]

☐ Show as Token Action?

[Save Changes] [Cancel]

Give it a descriptive name, and cut/paste the following into the 'Actions' box:

```
!skr 11 ?{Perception Roll Modifiers} Perception Skill Roll
```

In this example, the character has a perception roll of -11, so an '11' is the first value in the command. The second value prompts for any modifiers to the roll. The third value is the text to use for the result title.

Once you have entered this text, click on the 'Save Changes' button. Back at your list of Macros, you might want to select the 'In Bar' option to place a Macro Button on your screen.

Result:

GM (GM): **Perception Skill Roll**

Modifiers: 0

Needed: 11 or less

Dice: **4, 6, 1** Total=11

Result: **Made It!** (by 0)

The results will show you the dice rolled, if you 'Made It!' or 'Missed', and if you made it, by how much (as the GM might need to know that.)

If you have other skills that you think you might be rolling at lot, you can create Macros for them as well.

For Example, a Doctor with Medical Skill:

```
!skr 15 ?{Medical Roll Modifiers} Medical Skill Roll
```

GM (GM): **Medical Skill Roll**

Modifiers: -2

Needed: 13 or less

Dice: **3, 5, 2** Total=10

Result: **Made It!** (by 3)

Or a Xenobiologist:

```
!skr 16 ?{Xenobiology Roll Modifiers} Xenobiology Skill Roll
```

GM (GM): `Xenobiology Skill Roll`

Modifiers: 0

Needed: 16 or less

Dice: **3, 3, 2** Total=8

Result: **Made It!** (by 8)