

Quick Syntax Rules

Colons (:)	follow the main keyword
Commas (,)	separate types within the same keyword
Semicolons (;)	separate different keywords on the same line

Damage Modifications

Resistance	RESIST: fire, cold
Vulnerability	VULN:
Immunity	IMMUNE:

Works for Conditions: blinded, charmed, deafened, frightened, grappled, incapacitated, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Exception: !magic, !silver

Dice Roll Modifications

Attack Rolls	ADVATK: / DISATK:
Specific Attacks	ADVATK: melee / DISATK: ranged
Saving Throws (all)	ADVSAV: / DISSAV:
Ability Saves	ADVSAV: dexterity / DISSAV: wisdom
Ability Checks	ADVCHK: strength / DISCHK: wisdom
Skill Checks	ADVSKILL: stealth / DISSKILL: perception

Damage Types

acid
bludgeoning
cold
fire
force
lightning
necrotic
piercing
poison
psychic

Damage Types (cont)

radiant
slashing
thunder

Special Utility Tags

Attacker has Advantage on Attacks	GRANTA-DVATK
Attacker has Disadvantage	GRANTD-ISATK

Combat & Stat Modifiers

Attack Rolls (+2 on all Attacks)	ATK: +2
Melee only	ATK: +2 melee
Damage Rolls	DMG: 1d6 / DMG: 3
Damage Type Specific	DMG: 1d4 fire
Armor Class	AC: 2
Saving Throw	SAVE: 2
Saving Throw Specific	SAVE: 2 constitution
Ability Check	CHECK: 2
Skill Checks	SKILL: 2 perception

Core Attributes

Strength	STR: 4
Dexterity	DEX: -2
STR, DEX, CON, INT, WIS, CHA	



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