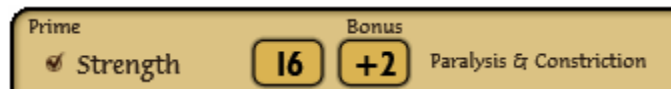


Castles & Crusades for Fantasy Grounds II FAQ/How To

Characters

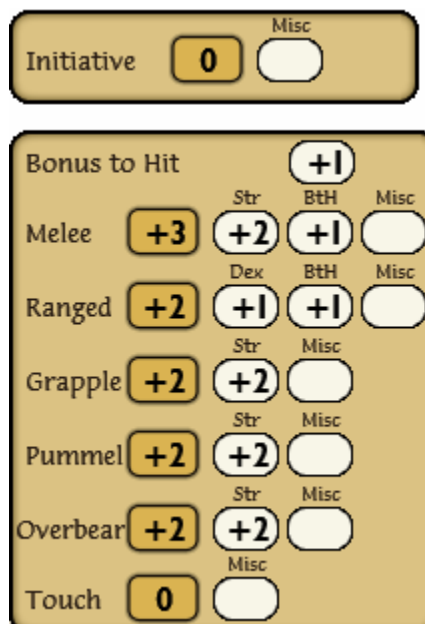
Main Tab

- Setting a character's Strength ability as a Prime will adjust the character's Encumbrance Rating on the 'Inventory' tab.



Combat Tab

- The following fields can be dragged, as dice, onto the Chat Window: 'Initiative', 'Melee', 'Ranged', 'Grapple', 'Pummel', 'Overbear', and 'Touch'.



Personalities

- To add an entry from the "Monsters and Treasure" module to the Personalities List:
 - Open the "Monsters and Treasure" module from the Library.
 - Click on the 'Monsters' link.



- Scroll thru the monster list until the desired entry is found.
- Drag and drop the monster entry from the list into the Personalities window.



- To add a new monster to the Personalities List:
 - Create a new Personality using the standard FGII radial menu (right-click and click on the 'Add' radial button).
 - Open the 'New Personality' entry. At the top of the frame, you will see a small checkbox labeled 'monster'. Click this checkbox and the monster-specific input fields in the frame are revealed.

The screenshot shows a 'New Personality' form with a title bar containing a checkbox and the text '« New Personality »'. Below the title bar, there is a small icon and the text 'monster'. The form contains several input fields and checkboxes:

Field	Value
# Encountered	
Size	
HD	
HP	<input type="radio"/> ?
Move	
AC	
BtH	<input type="radio"/>
Attack	
Special	
Saves	
Intelligence	
Alignment	
Type	

On the right side of the form, there is a vertical tab labeled 'Main' and 'Combat'. At the bottom right, there is a small icon of a treasure chest.

- To auto generate Hit Points for a Personality:
 - First ensure the 'HD' field has a valid value (the format for the 'HD' field is X (dx). Ie. '2 (d6)').
 - If the format of the HD string is recognized, a dm-die should be visible to the right of the 'HP' field.







The screenshot shows the 'Aboleth' monster entry form. The form is titled 'Aboleth' with a small icon and a 'monster' tag. The fields are as follows:




# Encountered	1-4
Size	Large
HD	9 (d8)
HP	<input type="radio"/>  Roll HP (double-click or drag to chat window)
Move	10 ft, 60 ft. (swim)
AC	16
Bth	+9
Attack	4 Tentacle (1d6+8)
Special	Enslave, Spell-Like Abilities, Slime, Darkvision 60 ft, Mucus Cloud
Saves	M
Intelligence	High

- Double-clicking on the die image will cause the creature's HP to be random rolled and the resulting value displayed in the HP field. Alternatively, you can drag/drop the die image on the Chat frame to roll for the creature's hit points. Once the result is displayed in the Chat frame, you then drag this value to the HP field to assign the number to the HP field.

Combat Tracker

- When drag/dropping an attack to the Chat frame, the creature's BtH is automatically added to the attack roll. For example, if 'Creature A' has a BtH +3 and attacks with 2 claws and a bite, then the dragged attack strings will roll 1d20+3 for each of the three attacks. The Castle Keeper does not need to manually add in the creature's BtH to the attacks.

Name	Init	HP	Wounds
 Creature A		 0	 5
AC 14	Saves P		
Move 30 ft.	Atk 2 Claw (1d3), Bite (1d6)		
BtH +3	Special Rend, Twilight Vision		
	 0		

GM: Claw	?  3 +3
GM: Claw	?  14 +3
GM: Bite	?  15 +3

Chat