

Foundry Macros

These macros can be imported into the Foundry VTT.

Character creation

For [character creation](#).

Method I

Submitted by Dev.

```
{
  "folder": "R3uzVVKNb8NnIaKa",
  "name": "Method I",
  "type": "chat",
  "author": "SZfm4jW1GauPq0Ap",
  "img": "icons/svg/dice-target.svg",
  "scope": "global",
  "command": "Ability Scores. Assign as you please.\n[[4d6dl]], [[4d6dl]],\n[[4d6dl]]</br>\n[[4d6dl]], [[4d6dl]], [[4d6dl]]",
  "flags": {
    "exportSource": {
      "world": "idyllshire",
      "system": "ars",
      "coreVersion": "11.313",
      "systemVersion": "2023.11.01"
    }
  },
  "_stats": {
    "systemId": "ars",
    "systemVersion": "2023.07.03",
    "coreVersion": "11.302",
    "createdTime": 1687468316462,
    "modifiedTime": 1690066450768,
    "lastModifiedBy": "SZfm4jW1GauPq0Ap"
  }
}
```

Method II

Submitted by Dev.

```
{
```

```

"folder": "R3uzVVKNb8NnIaKa",
"name": "Method II",
"type": "chat",
"author": "SZfm4jW1GauPq0Ap",
"img": "icons/svg/dice-target.svg",
"scope": "global",
"command": "/r {3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh6 # Note your highest six rolls and assign as you please.\n</br>",
"flags": {
  "exportSource": {
    "world": "idyllshire",
    "system": "ars",
    "coreVersion": "11.313",
    "systemVersion": "2023.11.01"
  }
},
"_stats": {
  "systemId": "ars",
  "systemVersion": "2023.07.03",
  "coreVersion": "11.302",
  "createdTime": 1687468459459,
  "modifiedTime": 1690066464382,
  "lastModifiedBy": "SZfm4jW1GauPq0Ap"
}
}

```

Method III

Submitted by Dev.

```

{
  "name": "Method III",
  "type": "chat",
  "scope": "global",
  "author": "SZfm4jW1GauPq0Ap",
  "img": "icons/svg/dice-target.svg",
  "command": "Strength: [[{3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh]]</br>\nIntelligence: [[{3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh]]</br>\nWisdom: [[{3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh]]</br>\nDexterity: [[{3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh]]</br>\nConstitution: [[{3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh]]</br>\nCharisma: [[{3d6, 3d6, 3d6, 3d6, 3d6, 3d6}kh]]</br>",
  "folder": "R3uzVVKNb8NnIaKa",
  "flags": {
    "exportSource": {
      "world": "idyllshire",
      "system": "ars",
      "coreVersion": "11.313",
      "systemVersion": "2023.11.01"
    }
  }
}

```

```

},
  "_stats": {
    "systemId": "ars",
    "systemVersion": "2023.07.03",
    "coreVersion": "11.302",
    "createdTime": 1687467250477,
    "modifiedTime": 1690066471908,
    "lastModifiedBy": "SZfm4jW1GauPq0Ap"
  }
}

```

Method IV

Submitted by Dev.

```

{
  "folder": "R3uzVVKNb8NnIaKa",
  "name": "Method IV",
  "type": "chat",
  "author": "SZfm4jW1GauPq0Ap",
  "img": "icons/svg/dice-target.svg",
  "scope": "global",
  "command": "Peruse and select the desired array.\n-----
-----\n1st Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n2nd Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n3rd Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n4th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n5th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n6th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n7th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n8th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n9th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n10th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n11th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----\n12th Array\nStr, Int, Wis\n[[3d6]], [[3d6]],
[[3d6]]</br>\nDex, Con, Cha\n[[3d6]], [[3d6]], [[3d6]]\n-----
-----",
  "flags": {
    "exportSource": {

```

```

    "world": "idyllshire",
    "system": "ars",
    "coreVersion": "11.313",
    "systemVersion": "2023.11.01"
  },
  "_stats": {
    "systemId": "ars",
    "systemVersion": "2023.07.03",
    "coreVersion": "11.302",
    "createdTime": 1687469062457,
    "modifiedTime": 1690066567551,
    "lastModifiedBy": "SZfm4jW1GauPq0Ap"
  }
}

```

Age

Submitted by Dev.

```

{
  "folder": "R3uzVVKNb8NnIaKa",
  "name": "Age",
  "type": "chat",
  "author": "SZfm4jW1GauPq0Ap",
  "img": "icons/svg/dice-target.svg",
  "scope": "global",
  "command": "Adjustments by Category\n- Young: W-1, C+1\n- Mature: S+1, C+1\n- Middle Aged: I+1, W+1\n- Old: S-2, D-2, C-1, I+1, W+2\n- Venerable: S-3, D-3, C-2, I+2, W+3\n\n*Multi-class PCs take the oldest possible result among their classes.\nDwarf: C [[2d20+250]], F [[5d4+40]], T [[3d6+75]]\n</br>\nElf: C [[10d10+500]], F [[5d6+130]], MU [[5d6+150]], T [[5d6+100]]\n</br>\nGnome: C [[3d12+300]], F [[5d4+60]], MU [[2d12+100]], T [[5d4+80]]\n</br>\nHalf-Elf: C [[2d4+40]], F [[3d4+22]], MU [[2d8+30]], T [[3d8+22]]\n</br>\nHalfling: F [[3d4+20]], T [[2d4+40]] </br>\nHalf-Orc: C [[1d4+20]], F [[1d4+13]], T [[2d4+20]] </br>\nHuman: CDT [[1d4+18]], F [[1d4+15]], P [[1d4+17]], R [[1d4+20]], MU [[2d8+24]], I [[1d6+30]], A [[1d4+20]], M [[1d4+21]]",
  "flags": {
    "exportSource": {
      "world": "idyllshire",
      "system": "ars",
      "coreVersion": "11.315",
      "systemVersion": "2024.05.03"
    }
  }
},
  "_stats": {
    "systemId": "ars",
    "systemVersion": "2024.05.03",
    "coreVersion": "11.315",

```

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"createdTime": 1717776002765,  
"modifiedTime": 1717776637691,  
"lastModifiedBy": "SZfm4jW1GauPq0Ap"  
}  
}
```

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