

# Aura Customizer

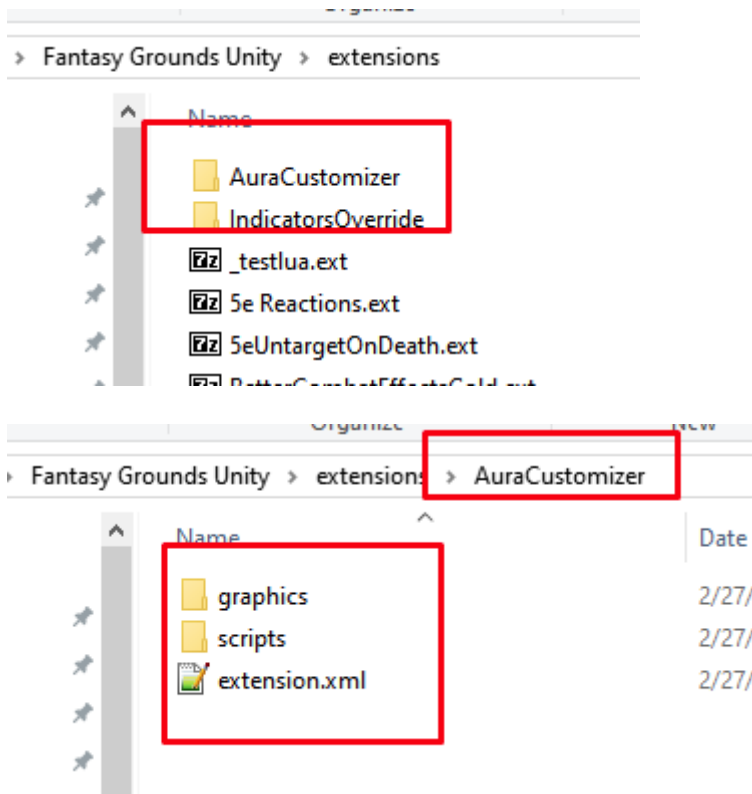
The Aura Customizer extension is a free, optional enhancement to the Auras Visualized extension. This extension is intended to be edited by the user, and so is not packaged in the traditional .ext format. Aura Customizer can be downloaded at the link below. The reason this extension is not offered on the forge is that any changes made to the forge product could be overwritten by the FG update process.

One of my favorite art packs that contains many images that work well is the Dungeons and Dragons 5e spell tokens pack by G Jensen. Get the art files here: [DUNGEONS AND DRAGONS 5e Spell Tokens 2.1](#) For easy setup, I have included instructions and the files in the **Spell Tokens Setup** section below.

## Download and Install

Download the extension zip file <https://mattekure.com/overrideExts/AuraCustomizer.zip>.

Extract the zip directly to the Fantasy Grounds **extensions** folder. This should create a new folder "AuraCustomizer" in the **extensions** folder that contains the files.

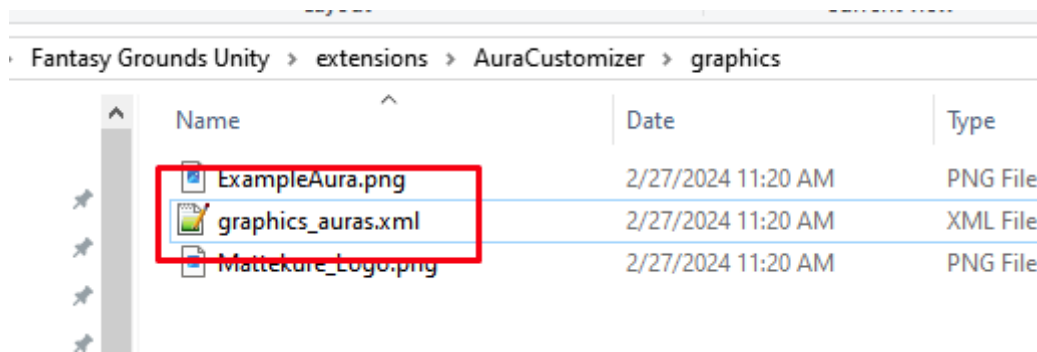


# Adding a new custom Aura

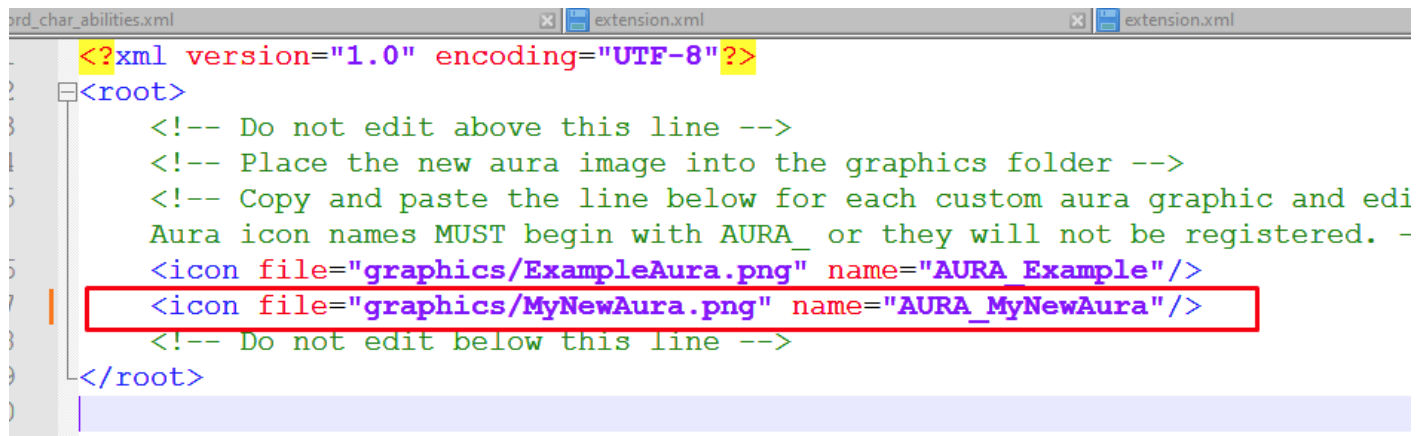
Use the following process to add new aura images.

Copy the new Aura Image into the graphics folder.

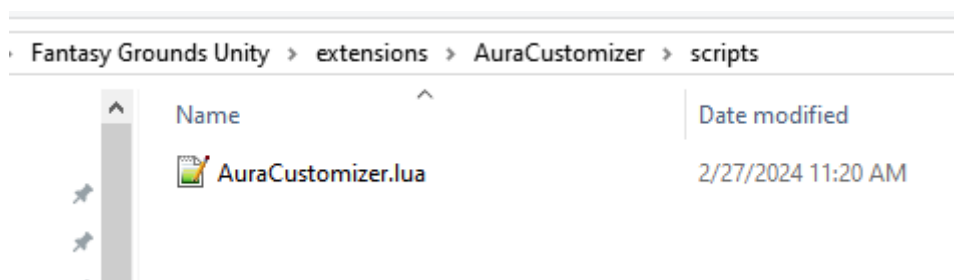
Using a text editor such as notepad++ (recommended), open the AuraCustomizer/graphics/graphics\_auras.xml file for editing located in the graphics folder.



Copy and paste the icon example line. Then edit the newly created line. Change the **file=** section to point to the newly added image. Change the **name=** section to give your new aura a unique name. The name must begin with "AURA\_" and the name should consist of only letters. No spaces, numbers, or special characters.



Using a text editor such as notepad++ (recommended), open the AuraCustomizer/scripts/AuraCustomizer.lua file.



Copy and paste the example line, then edit the newly created line. Change "example" to be a new unique name that will identify your specific aura image. The name should consist of letters only, it should contain no spaces, numbers, or special characters. This name will be used for the Aura Effect as a modifier.

**DO NOT** use any of the existing modifier words including color names, "cube", "point" or any of the modifiers defined by the Aura Effect extension. Also do not use any word which could be interpreted as an 8 character hexadecimal number (8 characters consisting of 0-9A-F)

Change "AURA\_Example" to be the same name defined in the graphics\_auras.xml file.

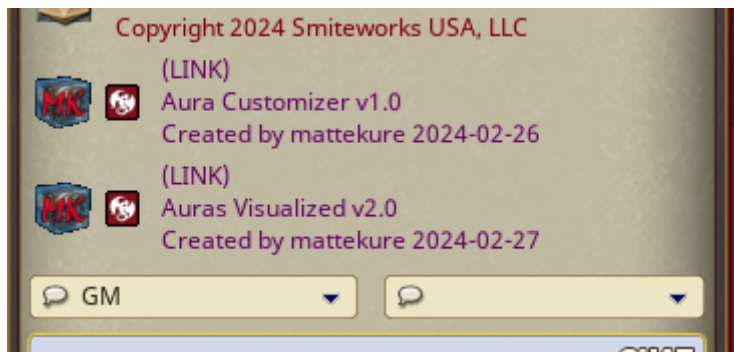
```
AuraVis.registerCustomAura("example", "AURA_Example")
```

```
-- iconName This is the name of the icon resource defined in the graphics_auras.xml
name="AURA_xxx" field. All AURA graphics must be named AURA_XXX where xxx is a uni
AuraVis.registerCustomAura("example", "AURA_Example")
AuraVis.registerCustomAura("water", "AURA_MyNewAura")
do not edit below this line
end
end
```

## Enable the Extension

As with all extensions, this extension is enabled on the campaigns load screen.

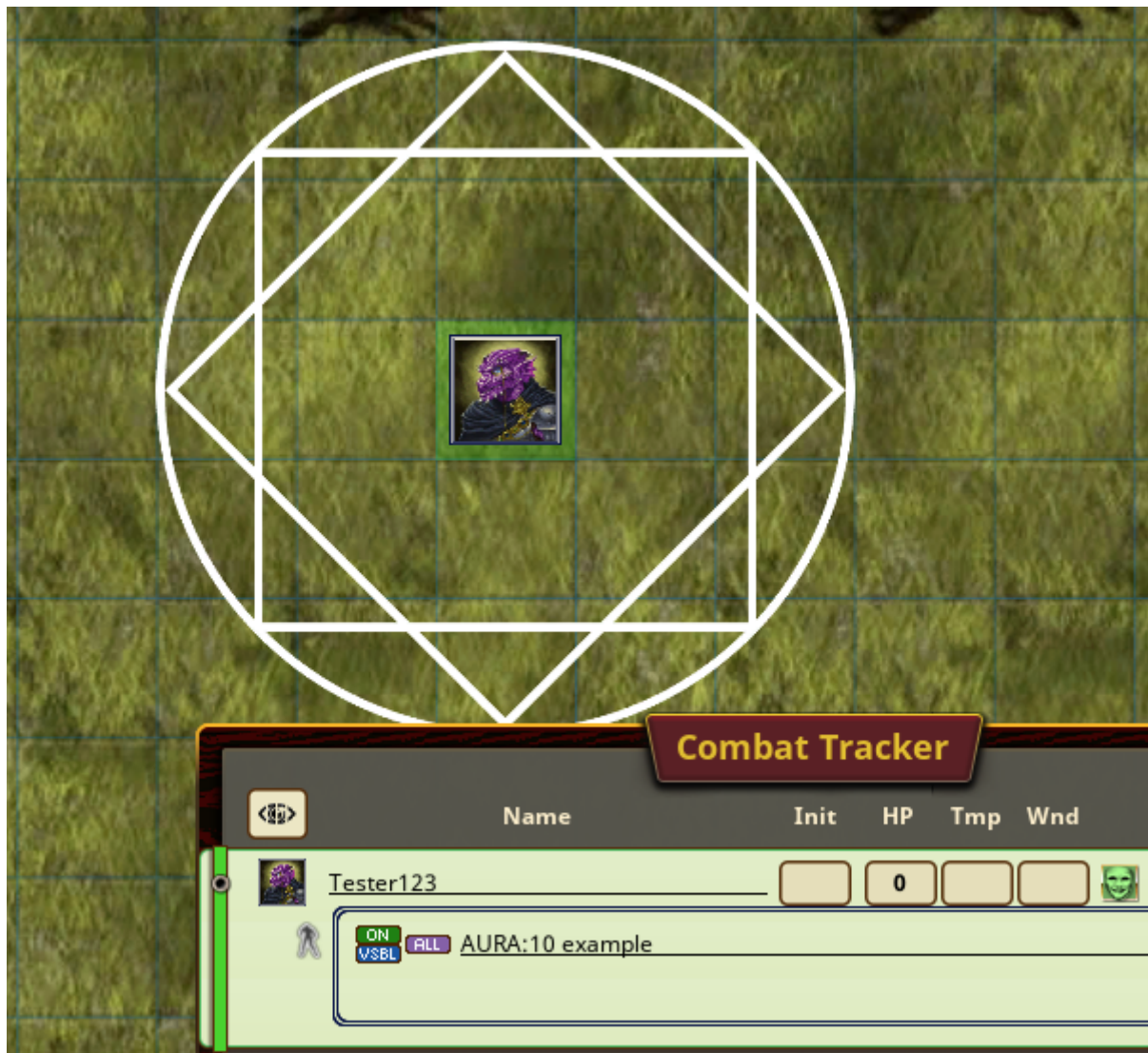
The screenshot shows the campaign load screen interface. On the left, under "Select Campaign", there is a list of campaigns: "Dev - 3.5E - 3.5E-monsters", "Dev - 5E - DD5E SRD Bestiary", "SWADE", "Test4E", and "test5E" (which is highlighted). On the right, there are settings for "Ruleset" (set to "Dungeons and Dragons (5E)"), "Password" (set to "<Password>"), and "Server Type" (with "Cloud" and "LAN" options, and a port number "1802"). Below these settings is an "Extensions" section with a dropdown menu set to "ALL". A red box highlights the first two extensions: "Feature: Aura Customizer" and "Feature: Auras Visualized", both of which are selected with radio buttons. Other extensions listed include "Feature: Absorb Effect", "Feature: Auto Encumbrance", "Feature: Calendar Generic Day Handl", "Feature: Coin Converter", and "Feature: CT Open as Turn".



## Using the new Aura

With both the Auras Visualized and Aura Customizer extensions enabled, you can use your newly defined auras on tokens. Add the newly defined aura modifier to the AURA effect. Included in the extension is an example aura using the modifier "example".

AURA: 10 octogram



The newly created auras can be used in the same way as the default auras, including adding color, shape, point, modifiers etc.

AURA: 10 octogram,red

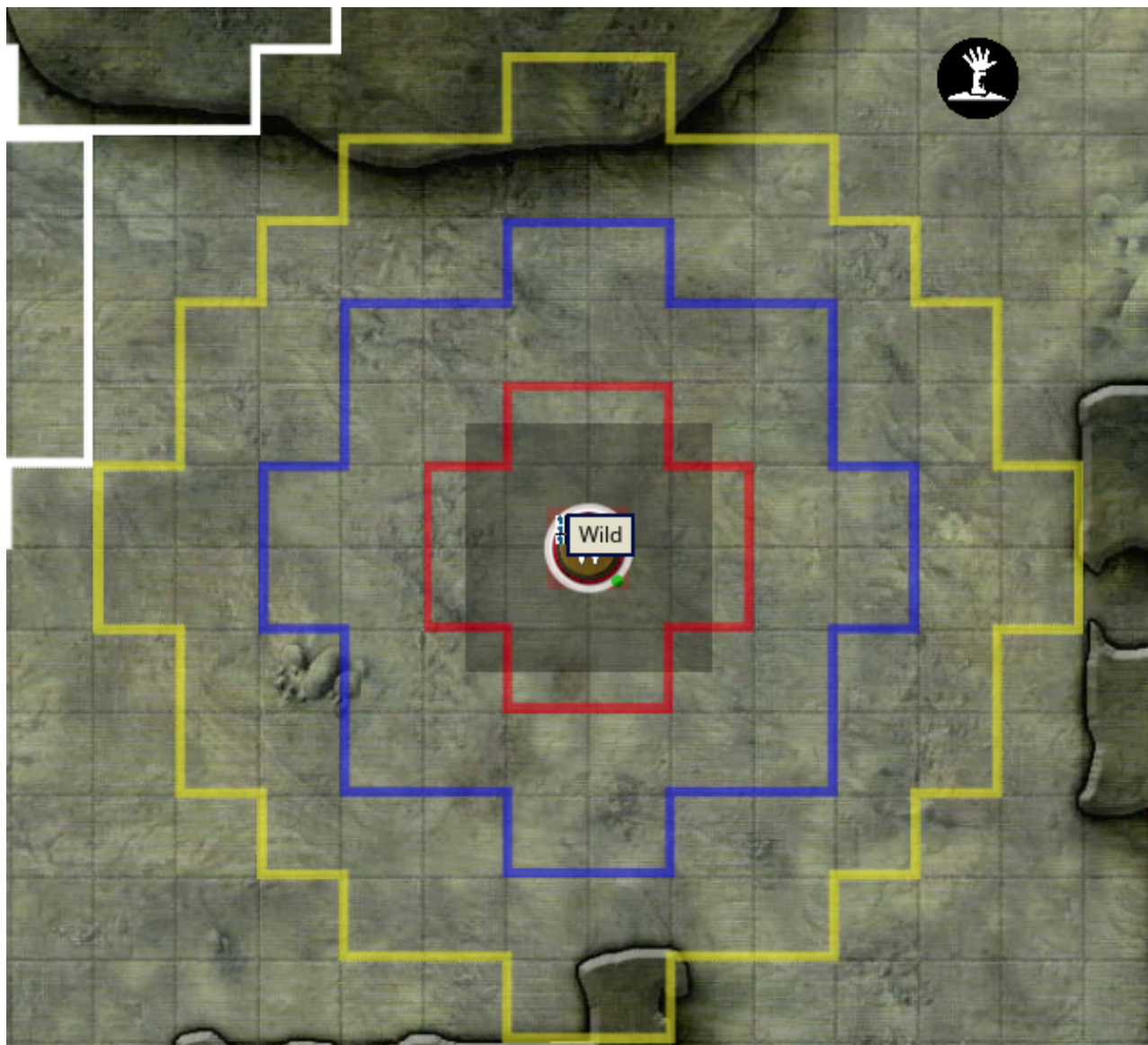


## Spell Circle Templates

As of 5/31/2024, the Aura Customizer now includes some common spell templates for games using a 5' grid. This draws a spell template to show what tokens are included/excluded from the circle aura. There are templates for Point auras, Medium emanations (auras emanating from a medium size creature or smaller), and Large Emanations. Colors can be applied as with all other auras. The following are included.

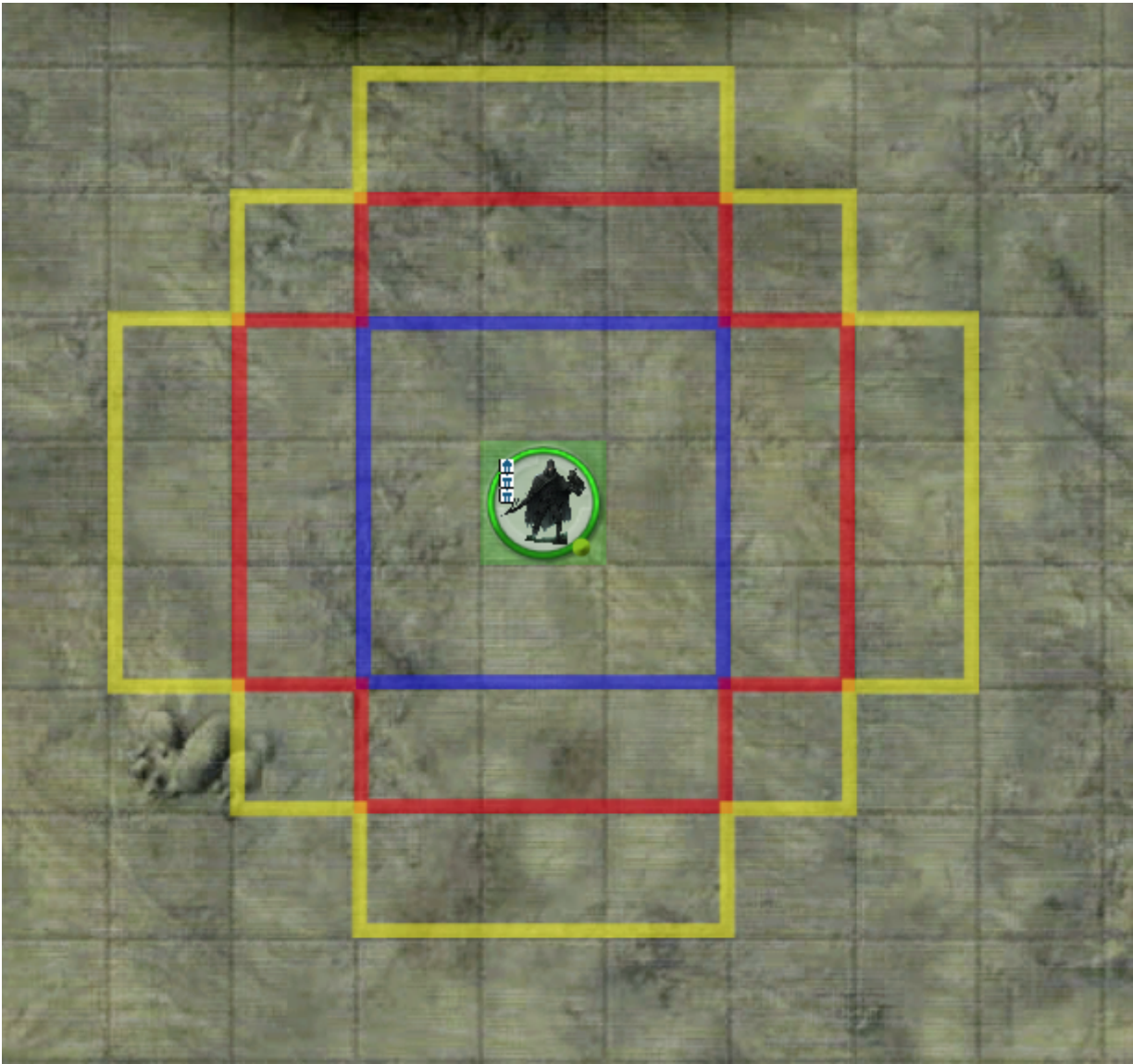
**Point Auras** - For point auras, your aura definition must include the point keyword. In order for a point spell template to align to the grid, the origin must be located at a grid intersection.

5' - AURA: 5 point, stp05  
10' AURA: 10 point, stp10  
15' AURA: 15 point, stp15  
20' AURA: 20 point, stp20  
25' AURA: 25 point, stp25  
30' AURA: 30 point, stp30  
60' AURA: 60 point, stp60



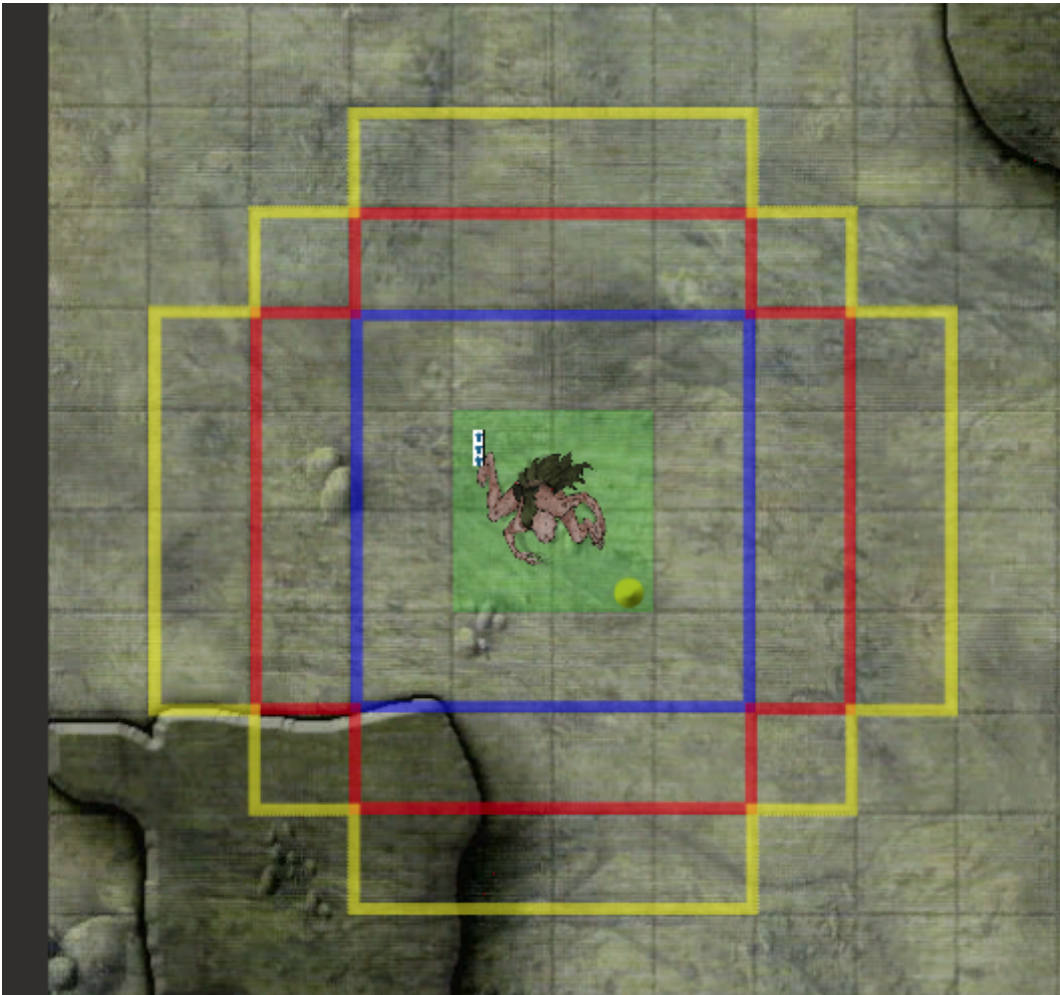
**Medium (or Smaller) Emanation** - these auras surround a medium or smaller creature.

5' AURA: 5 stme05  
10' AURA: 10 stme10  
15' AURA: 15 stme15



**Large Emanation** - These auras surround a large creature

- 5' AURA: 5 stle05
- 10' AURA: 10 stle10
- 15' AURA: 15 stle15



# Spell Tokens Setup

The instructions below are for easy setting up the Aura Customizer with the Spell tokens pack  
[DUNGEONS AND DRAGONS 5e Spell Tokens 2.1](#)

1. Download the zip file version of the spell tokens.

<https://mattekure.com/overrideExts/AuraCustomizerSpellTokenVersion.zip>



Quick Preview

## DUNGEONS AND DRAGONS 5e Spell Tokens 2.1

From G Jensen

Multiple Formats

\$6.00 \$10.00

You Have Purchased This Title

(Dungeons\_and\_Dragons\_5e\_Spell\_Tokens\_Small.mod)

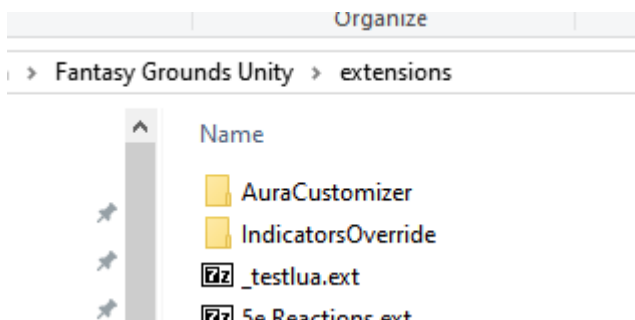
(SPELL\_TOKENS\_2.1.pdf)

(SPELL\_TOKENS\_2.1.zip)

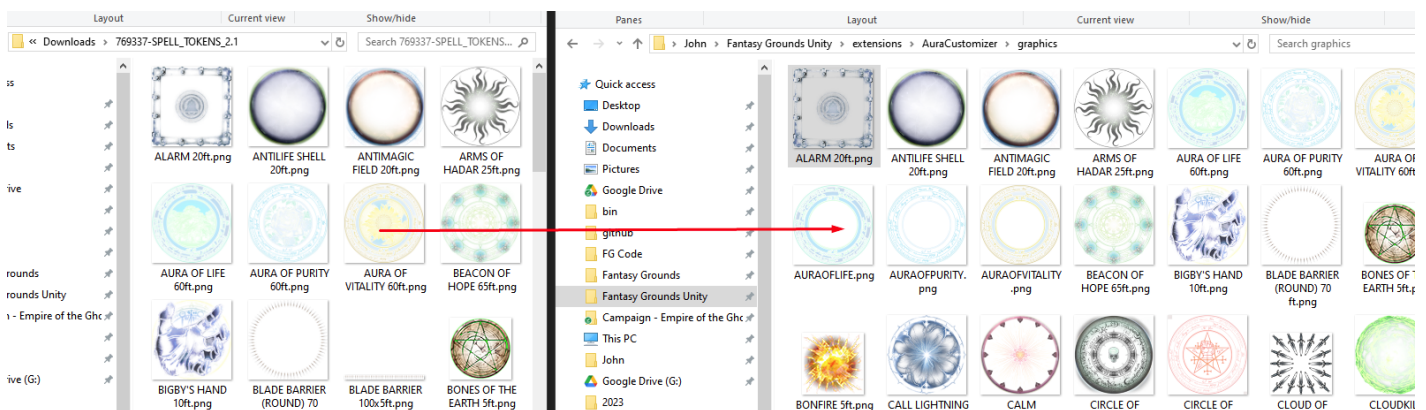
(SPELL\_TOKENS\_2.1.mod)

### 2. Download this version of the extension

As described above, extract the extension into the Fantasy Grounds Extension Folder. It should remain as a folder with all the contents inside.



### 3. Copy the graphic files from the zip file into the AuraCustomizer/graphics folder.



### 4. Reload Fantasy grounds and enable the extension.

This version does not include definitions for all spell token images as some do not make sense, such as straight line wall images. But it includes all of the obvious square/round type images.

In fantasy grounds, you can define your auras using these keywords

octogram  
alarm  
antilifeshell  
antimagicfield  
armsofhadar  
auraoflife  
auraofpurity  
auraofvitality  
beaconofhope  
bigbyshand  
bladebarrier  
bonesoftheearth  
bonfire  
calllightning  
calmemotions  
circleofdeath  
circleofpower  
cloudofdaggers  
cloudkill  
controlwinds  
crownofmadness  
crownofstars  
crusadersmantle  
dansemacabre  
darkness  
dawn  
daylight  
delayedfireball  
destructivewave  
divinefavor  
druidgrove  
dustdevil  
earthbind  
ensnaringstrike  
entangle  
eruptingearth  
blacktentacles  
faeriefire  
fear  
fireshieldcold  
fireshieldhot

fireball  
firestorm  
flamingsphere  
fogcloud  
forcecage  
gate  
globeinvulnerability  
graspingvine  
grease  
guardianoffaith  
hailofthorns  
hallow  
healingspirit  
holyaurea  
holyweapon  
hungerofhadar  
hypnoticpattern  
iceknife  
icestorm  
illusorydragon  
immolation  
incendarycloud  
insectplague  
investitureflame  
investitureice  
investiturestone  
investiturewind  
tinyhut  
light  
maddeningdarkness  
maelstrom  
magiccircle  
magicmouth  
minutemeteors  
mightyfortress  
moonbeam  
mordfaithfulhound  
mordsword  
privatesanctum  
resilientsphere  
prismaticwall  
shadowofmoil  
shatter  
sickeningradiance  
silence  
sleep

sleetstorm  
snowballswarm  
spikegrowth  
spiritguardians  
stinkingcloud  
stormsphere  
sunburst  
synapticstatic  
templeevil  
templegood  
floatingdisc  
thunderwave  
transmuterock  
wallfire  
wallforce  
wallice  
wallthorns  
wallwater  
wardingwind  
waterysphere  
web  
whirlwind  
wrathofnature  
zoneoftruth

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Revision #12

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