

Instructions

The Coin Converter can be opened from the Character Sheet Inventory Tab. The button is located in the TREASURE header.



The screenshot shows the Character Sheet Inventory Tab. The interface includes a character profile section with a name field (Tester123) and an INSP field (000). Below this is the EQUIPMENT section with a header bar showing 0/3 items. The TREASURE section is highlighted with a red box, and a 'Coin Converter' button is visible within its header. The TREASURE section also displays currency values: PP (0), GP (6), SP (20), and CP (0). The ENCUMBRANCE section shows a maximum weight of 150, a lift/push/drag weight of 300, and a current weight of 0. A vertical sidebar on the right contains tabs for Main, Skills, Abilities, Inventory, Notes, Log, and Actions.

The Coin converter window shows the current currency held by the character. On the right-hand side of the window, enter the number of coins to convert, the From, and To currency types, then press the Convert button.



When a currency conversion is successful, a message will be output to the chat for the GM and the Player showing how many coins were converted. If there is an issue, an error message will be displayed to the Player only.

