

# COP - NPC Threat Fields

- [Instructions](#)

# Instructions

This extension was originally developed by Lord Taser. Upon request of the original author, ownership and future development was transferred to mattekure.

The COP - NPC Threat extension is designed for D&D 5E. The extension adds a visible threat range indicator to maps for NPC attacks and powers.

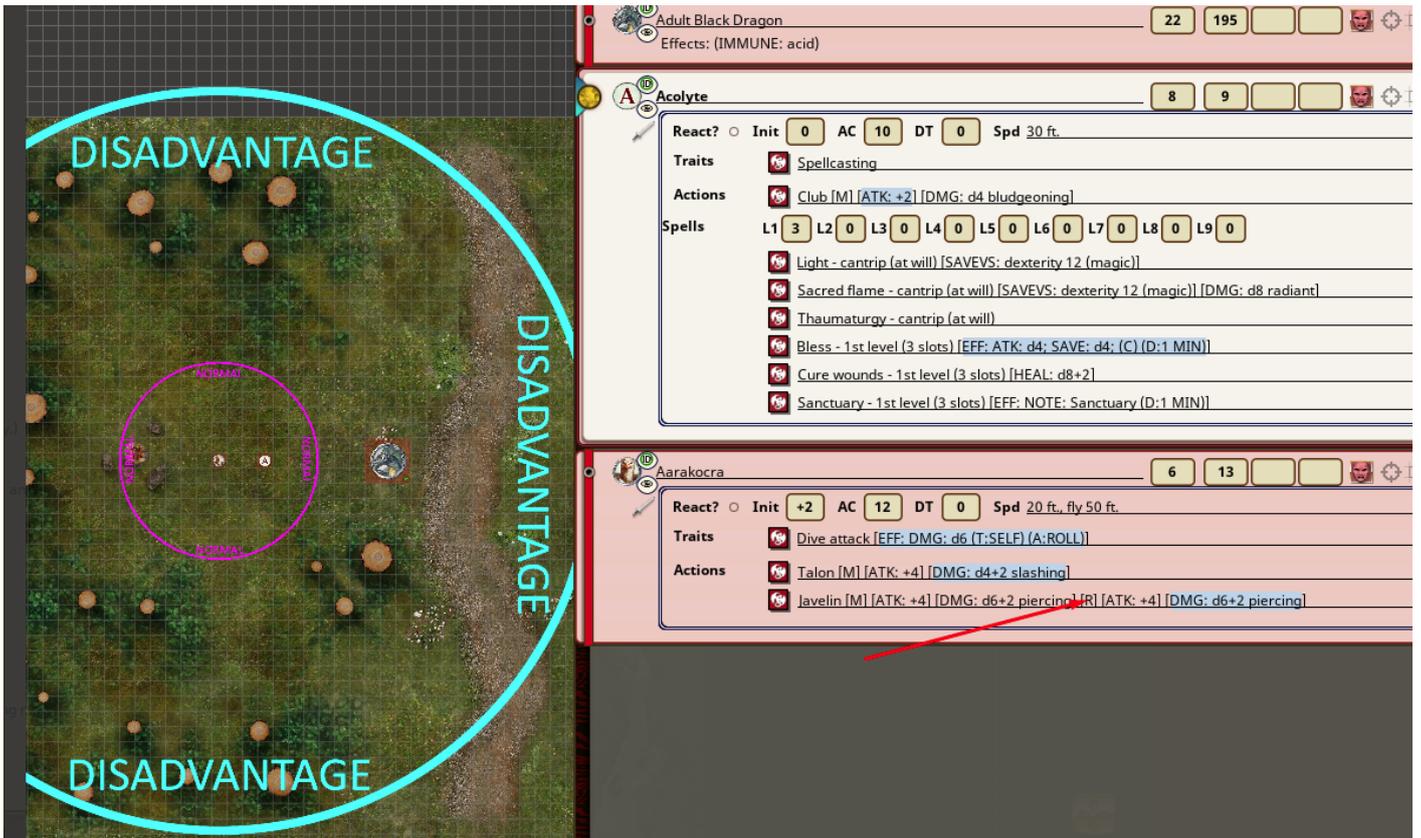
The range indicator can be displayed by mousing over the power in the NPC's entry on the Combat Tracker. The threat range will be displayed for Actions, Bonus Actions, Legendary Actions, Lair Actions, and Spells. The drawn threat ranges will only be visible to the GM.



Mouse over NPC Action

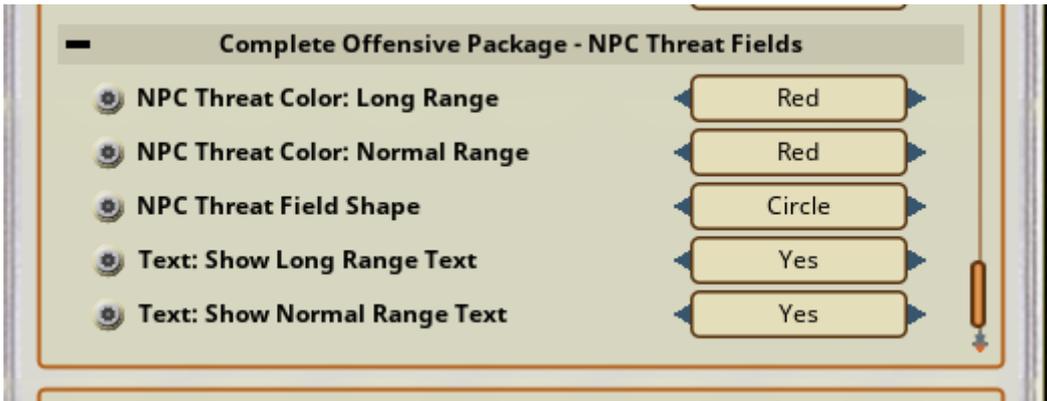


Mouse over NPC Spell



Mouse over ranged attack

# Options



## Options

### **NPC Threat Color: Long Range**

Description: Sets the threat range color for Long Range on Ranged weapon attacks

Default Value: Red

Available Options: Red, Lime, Blue, Yellow, Cyan, Magenta, Silver, Gray, Maroon, Olive, Green, Purple, Teal, Navy, Orange, Pink, Black, White

### **NPC Threat Color: Normal Range**

Description: Sets the threat range color for normal range, melee attacks and spells.

Default Value: Red

Available Options: Red, Lime, Blue, Yellow, Cyan, Magenta, Silver, Gray, Maroon, Olive, Green, Purple, Teal, Navy, Orange, Pink, Black, White

### **NPC Threat Field shape**

Description: Sets the shape used to draw the threat field.

Default Value: Circle

Available Options: Circle, Square

### **Text: Show Long Range Text**

Description: Option to set whether the text "Disadvantage" appears in the Long Range threat field.

Default Value: Yes

Available Options: Yes, No

**Text: Show Normal Range Text**

Description: Option to set whether the text "Normal" appears in the Normal Range threat field.

Default Value: Yes

Available Options: Yes, No