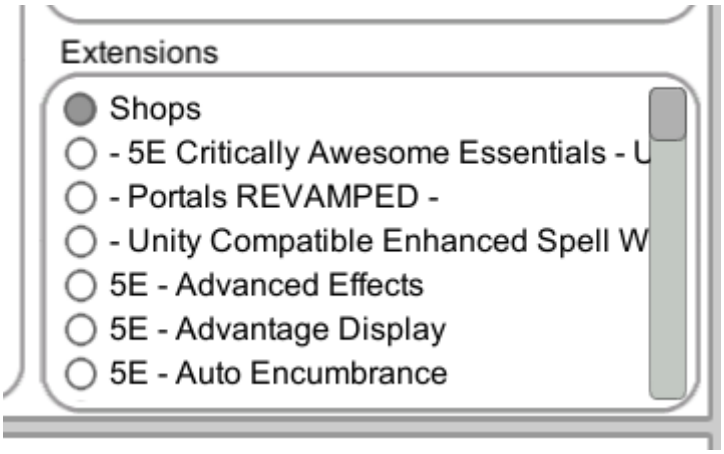
Shops

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Preparation

Load the Shops extension in your campaign by selecting it in the extensions selection window of the launcher.



Once the campaign is loaded, you will see the Shops category appear in the sidebar in the Campaign section.



Before attempting to use or create a shop, ensure that the currencies are defined in the options. Many rulesets will have these already defined for you.



Creating Shops

1. Create a new shop in the Shops window. Add items to the shop inventory list on the right hand side. You can add items or parcels by dragging and dropping them onto the list.

The Markup value at the bottom of the window scales the price up or down depending on its value. The value in the markup field is multiplied by the base price of the item to produce a purchase price.

Items with a range in the price field are common in some source books. For example, in the D&D 5e Dungeon Masters Guide, magic items typically have prices listed like "101gp-500gp". When an item with a range in the price is dropped onto the shop inventory, a random price will be generated from that range.

Shop Layout



1. Shop Inventory Window
2. Cart Window
3. Remove Items from Cart, restore to shop.
4. Add item to cart for purchase
5. Quantity of the item in the shop inventory. A negative value such as -1 means there is no limit to the number of items that may be purchased.
6. Excluded. When this check mark is checked, the item is not added to the characters inventory when purchased. This is useful for transient items like

food/drink/lodging/services that would just clutter up the inventory.

7. ID All button. Marks all shop entries as identified.
8. Shop Markup. A multiplier applied to the cost of each item in the shop. A value of 1 means the sale price is 100% of the items base cost. A value of 0.5 and 1.5 means the sale price is 50% and 150% of the item base cost respectively.
9. Items and Parcels can be dropped onto the inventory window to populate the shop
10. Purchase items in the shop. Player purchases will be added to the character inventory. DM purchases will be added to a newly generated parcel.

Using the Shop

Important

Shops contained within modules cannot be used to purchase items. In order to use a shop from a module, you must make a COPY of that shop first, and use the copy. When a shop is opened from a module, you will not be able to interact with it. A "Copy to Campaign" button will appear at the top right which will copy the shop to your campaign. The new copy can be used.



Before first using a shop, it is important that the player make sure that they have the campaign currencies defined on their character sheet. If a character sheet does not have the currencies defined by default, you can easily populate them by dragging an empty parcel to their sheet.

A shop may only be used by ONE player at a time. If more than one player opens the shop record, they will be able to interact with it, remove items, and otherwise disturb the shopping process. Its best to just share the shop with single individuals who will use it, or facilitate taking turns.

Usage

When a player opens a shop, they may add items to the cart using the arrow buttons next to the item record. The total cost of items in the cart is displayed below the cart. The player may click the empty cart button to return all items to the shop, or may return single items using the arrow buttons. The player may click BUY to purchase items in the shop. This extension will not make change, so the player needs to ensure that they have enough coin for the purchase. When the player clicks the BUY button, all items in the cart will be transferred to the current active characters sheet.