

DMFI Player Guide to the HotU DM Wand Package

A “How to” reference for a community provided DM tool

By Demetrious

Introduction:

This is a reference guide for players to utilize functions available in modules that have the DMFI Wand package installed. It should be correct for any HotU DM wand package. Recent (1.05 and up) packages should have an in game book that will covers the information in the quicksheet. Ask your DM for a copy if you don't have one.

A Player's Perspective:

Your game must have the DMFI Wand Package installed for any of this to work. If you have access to language widgets or to a PC emote wand or to a PC dicebag, odds are that this package is installed but this needs to be clarified with your DM. The package is simply a set of scripts and tools that will allow players and DMs much more freedom to roleplay within the NWN game engine.

The system has two primary paths that players can use within the game to increase roleplaying and bring the game closer to a traditional PnP session. The first tools are 3 items (PC emote, PC dicebag and PC autofollow wands). The second tools are the voice functions.

Item Basic Structure:

PC Dicebag:

This item will open a conversation driven menu. The menu is two tiered and will allow you to simply roll dice (for a DM driven action), skill checks, and ability checks. A final option will allow you change the “broadcast” settings.

All rolls are colored (default is cyan) so that players and DMs can distinguish between “faking” of rolls and true DMFI rolls. All rolls are reported to DMs regardless of your player broadcast settings.

Local – You will “speak” the result – range is just like talking in game.

Global – You will “shout” the result. Result is heard across the module.

Private – You and the DM only see the result.

Item Basic Structure: (continued)

PC Emote Wand:

It is a very similar structure to the dicebag. It will allow you to perform emotes that are not on the BW radial menu. It includes every BW animation available. Continuous emotes will fire until they are stopped (unlike BW's implementation in 1.62 for worship as an example). Many common emotes are continuous and are found in the second tier so if you don't see something, look there.

Finally there is an option to turn off your ability to use *emotes* (see below). It is on by default but you can set this up for your own personal preferences.

PC Autofollow Widget:

This is a simple widget that will allow you to follow another player easily. Just target the player and you will follow that player. It will not work across transitions.

Voice Basic Structure:

There are two main types of uses for players. Category one is the *emote* functions. These allow you to perform actions simply by typing text. Examples are given below.

The second category is "hidden voice" functions. These commands are delivered on the DM channel. These functions serve to alter or change your text to the other players. This group includes languages as well as the ability to "throw" your voice to your familiar or summoned creature.

Category 1: *emotes*

Bracketing text between two * will attempt to perform an action. This does NOT need to use the DM channel. This applies to simple spoken text by the PC. This text will appear just as any other spoken text above your character. This will work for DM possessed creatures or for players. The action will be taken by the speaker.

Two Primary Uses:

- skill checks or ability checks - ie *uses strength to move rock*
- emotes - ie *bows to the leader of the town*

Skill checks and ability checks are really efficient when performed using this functionality. This combines a number of things into the skill check. First it provides a good description for better atmosphere within the engine.

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Voice Basic Structure: Category 1: *emotes* (continued)

Second, it alerts the surrounding players that a roll is being performed for an action outside the game engine, letting them know to wait for the result. Finally, it serves as the roll and serves to alert the DM without the need for private messages on the DM channel.

Note that the whole text you enter between the two * is searched for a possible match. The emotes are capital insensitive. EX: *Wisdom*, *STRENGTH*, *taunts* all work.

Category 2: “Hidden” Voice Functions

These commands “hide” your player voice to achieve 2 types of effects:

- Speak in a language
- Throw your voice to your familiar or companion or summoned creature

Structure is “/dm SPACEKEY” The SPACE is mandatory.

The basic structure is to use the DM channel to "hide" the throwing of your voice. There is NO way to not spam the DM channel.

Languages – All creatures have a default language based on race and/or class. (ie an Elf will speak elven). To speak a language other than your default language you need to use a language widget (DM granted widget) – simply target yourself to set your language to match the widget. Any text spoken within [] will appear as normal text to players who speak that language and will appear as untranslated text to the remaining players.

When “throwing” your voice, your avatar will speak on the DM channel only. This is not seen or heard by other players. The target speaks as a talk and that text is the only “seen” text giving the appearance that the target spoke.

Voice Basic Rules:

- Rule 1: There MUST be an NPC, summoned creature, familiar or "voice" within range for these functions to work (and the toggle must be on – see PC emote wand).
- Rule 2: Repeated text is ALWAYS ignored (ie in testing hi, hi, hi). This really cannot be emphasized enough. *Repeated text is ignored.*
- Rule 3: The system must be initialized by a DM to work, so if something is not functioning, report your problem to your DM.

DMFI Player Quicksheet for the HotU Voice Functions:

Emotes that perform animations:

agree	giggle	smokes
beg, plead	greet	snore
bends, stoops	hum	spasm
bored, scratch	laugh, chuckle	spellcast
bow	nap	steal
cantrip	nod	swipe
cheer, hooray, celebrate	peers, scans	talks, chats
demand, threaten	pray, meditate	taunt, mock
drink , sip	read	tired, fatigue, exhausted
drunk, woozy	salute	wave
ducks, dodge	search	whistles
fall back	shakes head	worship
fiddle	sing	yawn, stretch
fidget, shift	sit	
flop, prone	sits on floor or ground	

Skill and Ability Emotes:

All skills and abilities are included with this feature. Be certain to spell the skill as it is listed on your character sheet. EX: *use magic device to figure out this glowing pink wand*

Table of Hidden Voice Commands: (note the space between /dm and the next character)

General format	Action
/dm [your typing here]	You will speak your "native" language. If you have more than one, use the language widgets to determine the language you will be speaking.
/dm ;your typing here	Your familiar or companion will say your text.
/dm ,your typing here	Your summoned creature will say your text.

Available Languages:

- Abyssal
- Animal
- Celestial
- Draconic
- Drow
- Dwarven
- Elven
- Gnome
- Goblin
- Halfling
- Infernal
- 13375p34k
- Orcish
- Thieves' Cant (limit of 25 characters, will display emotes instead of text)