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Events

● Aura Entered

Gates

Variables

Thermal Nimbus Damage

● Aura Entered

Event

Aura Slug

Enemies

Only Current Turn

Include Origin

Out

Target

Aura Source

Say we want to handle the Kineticist's **Thermal Nimbus** damage.
First, and like for any trigger, we want to add an **Event Node**.

Here we want the **Aura Entered** event which triggers
when a token enters an **aura**. For it to work, you need to provide at the
minimum the **slug** of the aura which we will be gathering next.

TRIGGER
EVENT

● Aura Entered
Event

Aura Slug	Out ➤
Enemies ▼	Target ○
Only Current Turn ▼	Aura Source ○
Include Origin ☐	

In the case of **Kinetic Aura**, we find it in the **Aura** rule element.
But if the rule element doesn't have a **slug**,
then it is simply the **slug** of the effect item.

Effect: Kinetic Aura 🔍 Refresh X Close

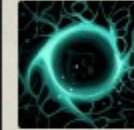


EFFECT: KINETIC AURA

LEVEL 1

	Description	Details	Rules
UUID ⓘ	Item.pLurcSPQb2gjAzoP		
Source ID ⓘ	Compendium.pf2e.feats-effects.Item.pLurcSPQb2gjAzoP		
Slug ⓘ	effect-kinetic-aura		
View Roll Options ⓘ			
⋮ 99 ✎ 🗑			
⚙ Basics ▶ Effects 🎨 Appearance			
Radius	@item.flags.system.rulesSelections.auraRadius		
Level ⓘ	@actor.level		
Traits	Primal x Merge Existing ⓘ ✓		

Effect: Kinetic Aura 🔍 Refresh X Close



EFFECT: KINETIC AURA

LEVEL 1

	Description	Details	Rules
<pre> 1 { 2 "key": "Aura", 3 "level": "@actor.level", 4 "priority": 99, 5 "radius": "@item.flags.system.rulesSelections.auraRadius", 6 "slug": "kinetic-aura", 7 "traits": [8 "primal" 9] 10 }</pre>			
Close		Apply	

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Events

● Aura Entered

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Variables

Thermal Nimbus Damage

● Aura Entered

Event

kinetic-aura

Enemies

Only Current Turn

Include Origin

Out

Target

Aura Source

The other options are fine as is for our purpose, so we don't have to modify the default ones.

We now want to make sure that the **Aura Source** has the **Thermal Nimbus** aura currently active.
There are multiple ways to do that:

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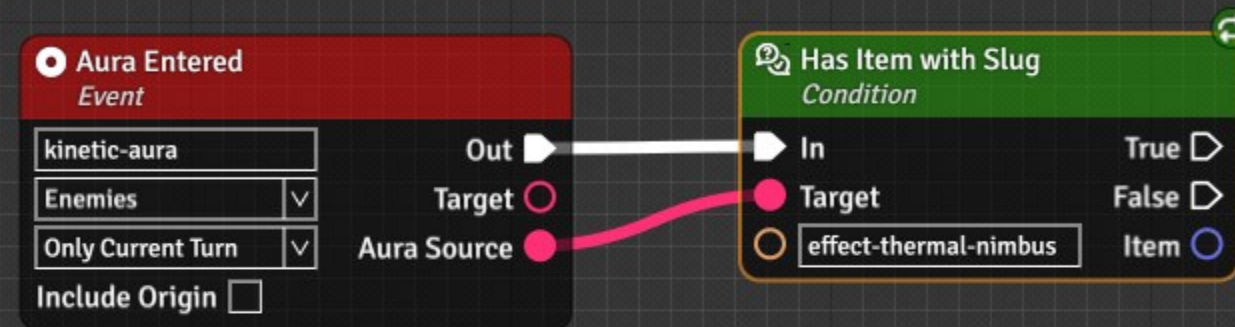
Events

● Aura Entered

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Thermal Nimbus Damage



We could do it by checking if it currently has an **Item** with the **slug** “effect-thermal-nimbus”.
Using the **Has Item with Slug** condition node.

TRIGGER
ENGINE

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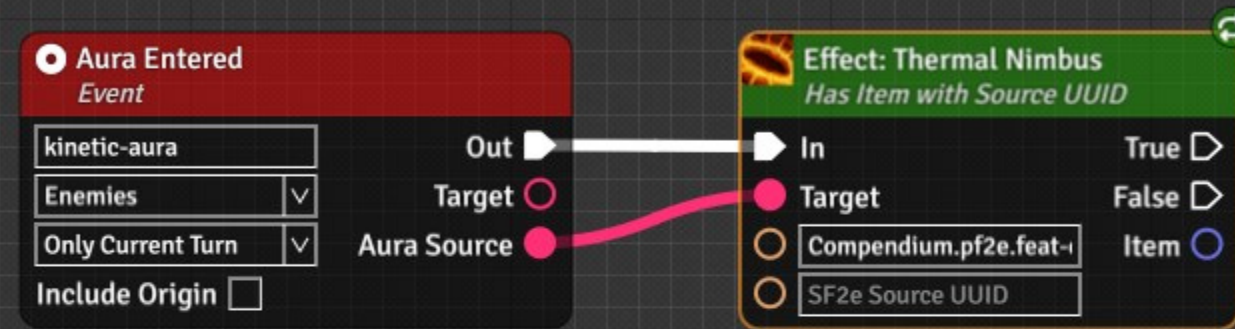
Events

● Aura Entered

Gates

Variables

Thermal Nimbus Damage



Or to make sure we don't conflict with another **Item** that could have the same **slug**.
We use the **Has Item with Source UUID** condition node.
And we provide the compendium effect's uuid.

TRIGGER
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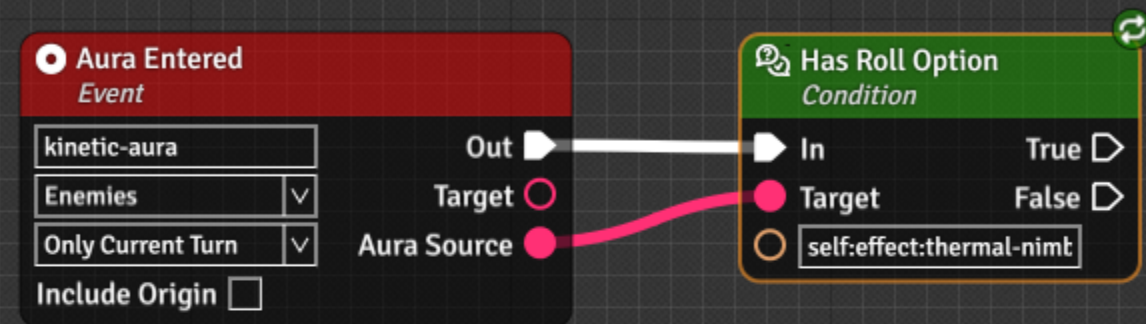
Events

● Aura Entered

Gates

Variables

Thermal Nimbus Damage



Or we could directly check if the **Actor** has the “self:effect:thermal-nimbus” **Roll Option** currently in its data using the **Has Roll Option** condition node.

TRIGGER
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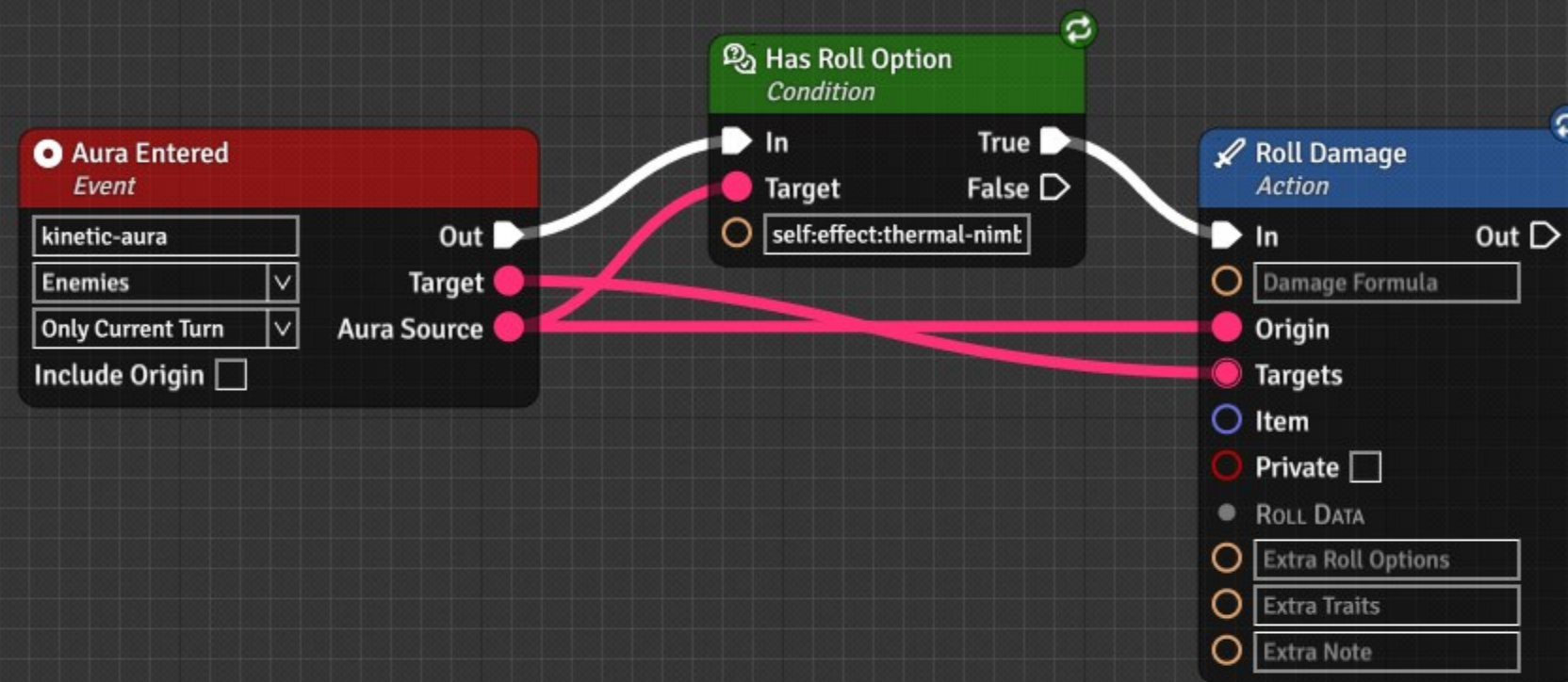
Events

● Aura Entered

Gates

Variables

Thermal Numbus Damage



Now for the last part of our logic, we want to roll the damage using the **Roll Damage** action node with the **Aura Source** has the **Origin** while forwarding our trigger **Target**.

TRIGGER
ENGINE

Thermal Nimbus Damage

Thermal Nimbus

COMMON FIRE IMPULSE KINETICIST PRIMAL STANCE

Feat/Feature Summary Description Details Rules

Category Class Feat

Format

You direct waves of warmth into or out of your kinetic gate to drastically shift the temperature around you. Choose cold or fire. You and allies in your kinetic aura gain resistance equal to your level to damage of that type. Any creature that starts its turn in your kinetic aura or moves into your aura during its turn takes @Damage[(floor(@actor.level/2))[@actor.flags.system.kineticist.thermalNimbus]] damage. Elemental resistance from a gate junction is cumulative with resistance from Thermal Nimbus.

Roll Damage Action

In Out

(floor(@actor.level/2))[(

Origin

Targets

Item

Private

ROLL DATA

Extra Roll Options

Extra Traits

Extra Note

For the **Damage Formula**, we can provide it directly by copying it from the description of the **Thermal Nimbus** feat. While making sure to only copy the actual **formula** and not the surrounding **@Damage[]**

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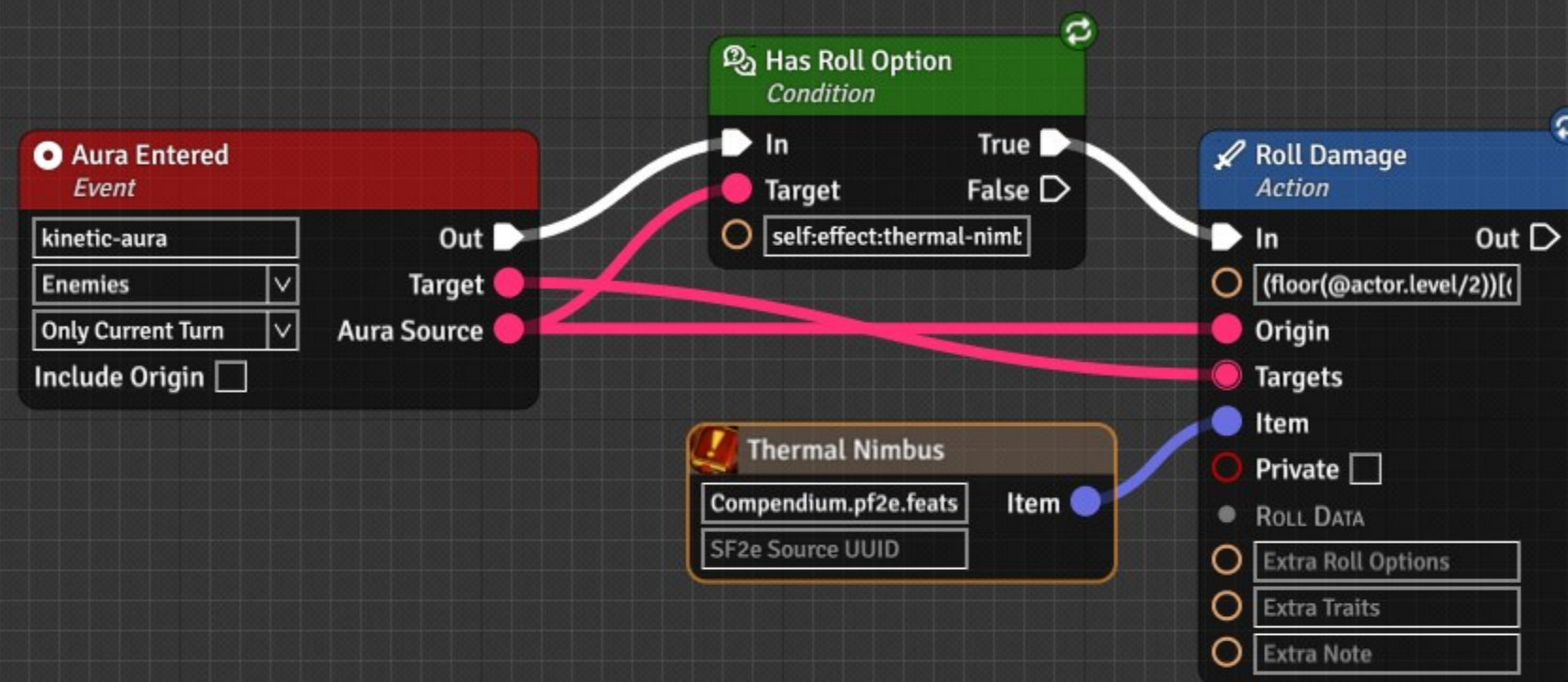
Events

● Aura Entered

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Variables

Thermal Nimbus Damage



To finalize the **Roll Damage** node, we add a reference to the **Thermal Nimbus** feat to it, this will provide extra data to the **Check** roll (e.g. **Traits**)

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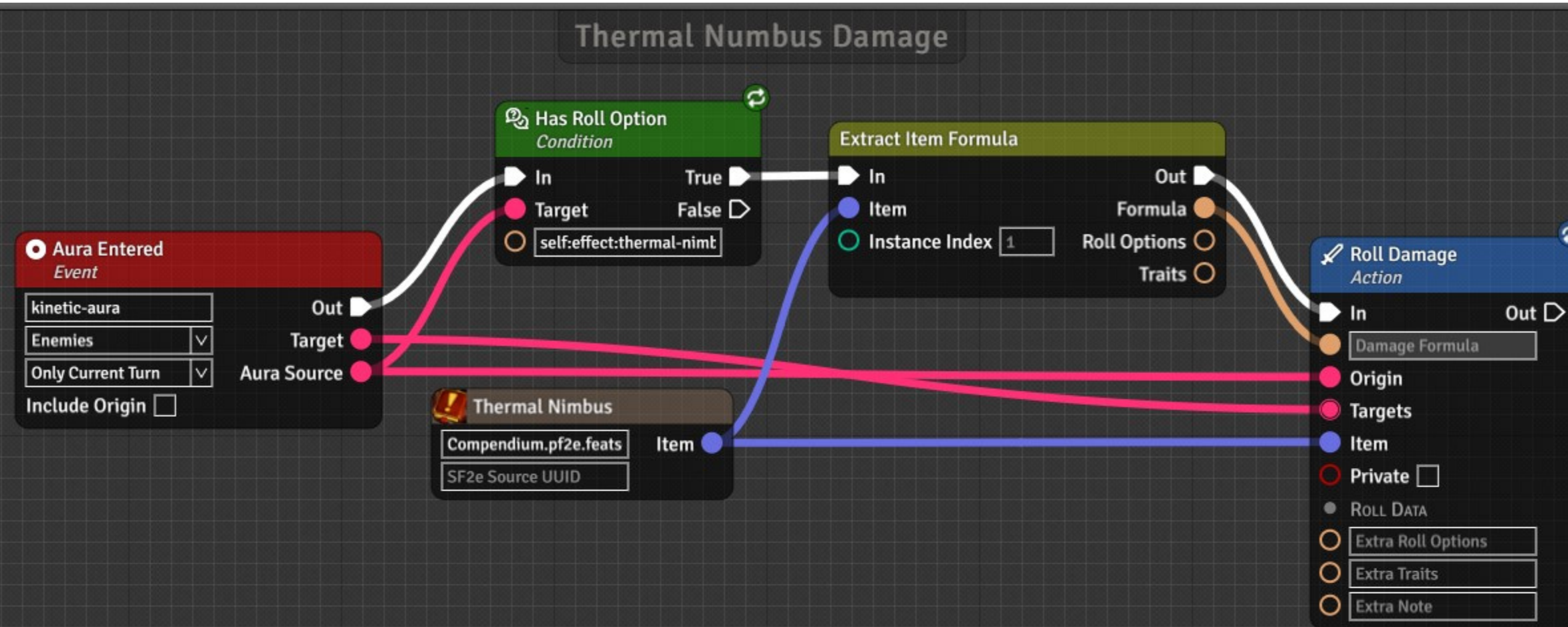
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Events

● Aura Entered

Gates

Variables



But now that we have the reference for the effect, we can use it to automatically pull the **Damage Formula** from its description using the **Extract Item Formula** extractor node. Here it will parse the first instance of **inline** damage link in the description and return its data for you to use.

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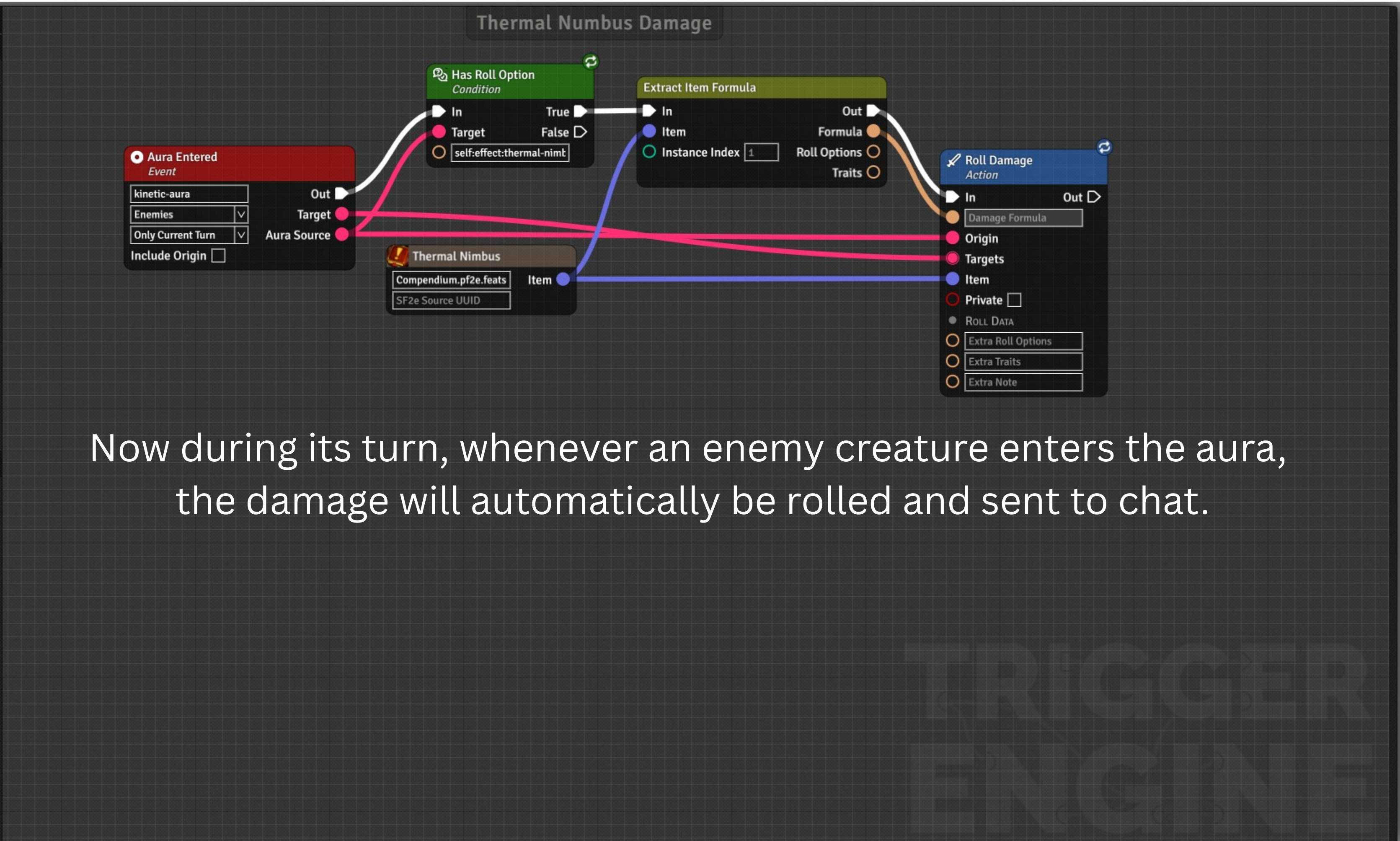
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Events

● Aura Entered

Gates

Variables



Now during its turn, whenever an enemy creature enters the aura, the damage will automatically be rolled and sent to chat.

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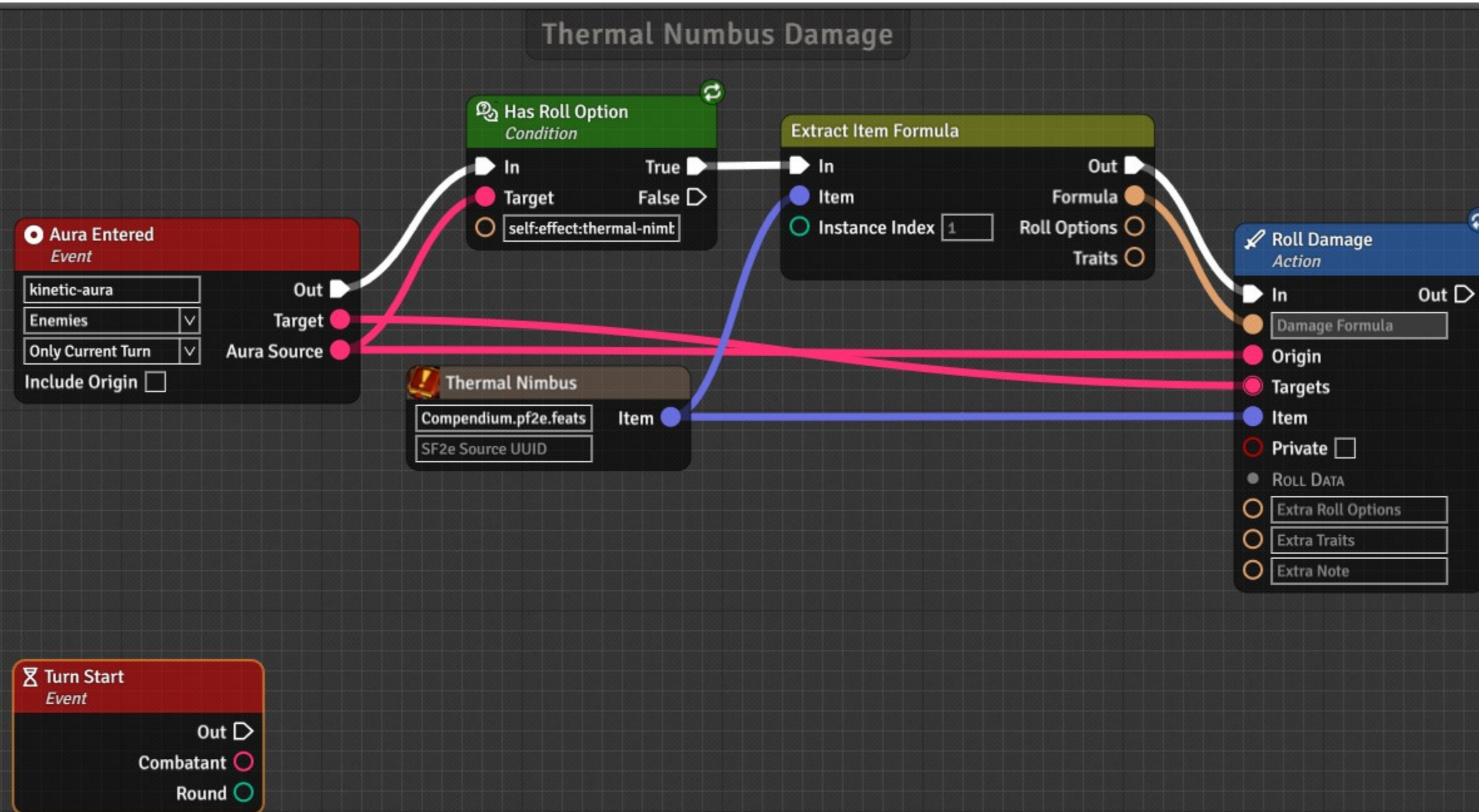
Events

● Aura Entered

⌚ Turn Start

Gates

Variables



But we aren't done, we now need to handle the other part that is triggered when a creature starts its turn inside the aura. To do that, we first add the **Turn Start** event node.

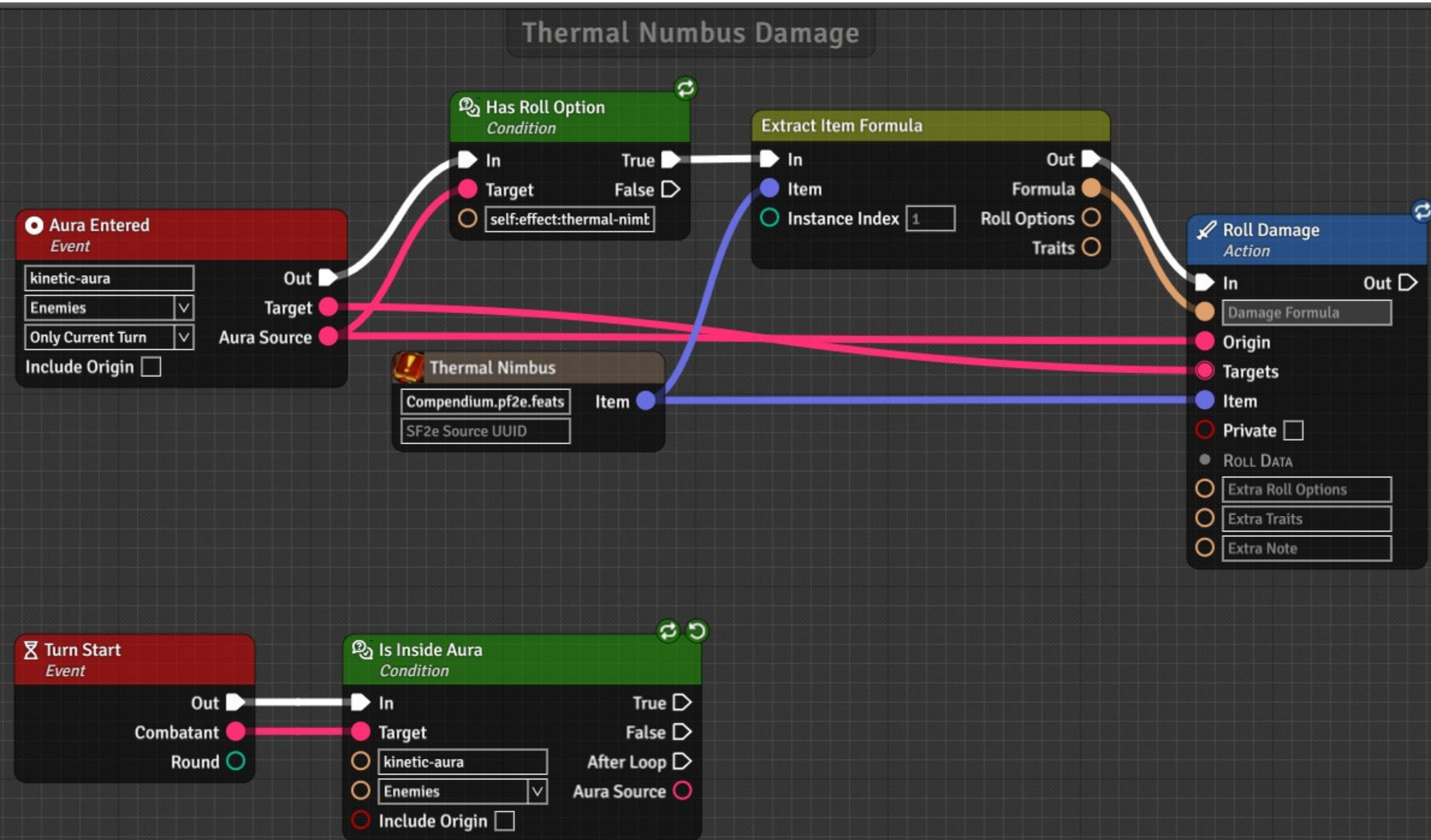
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Events

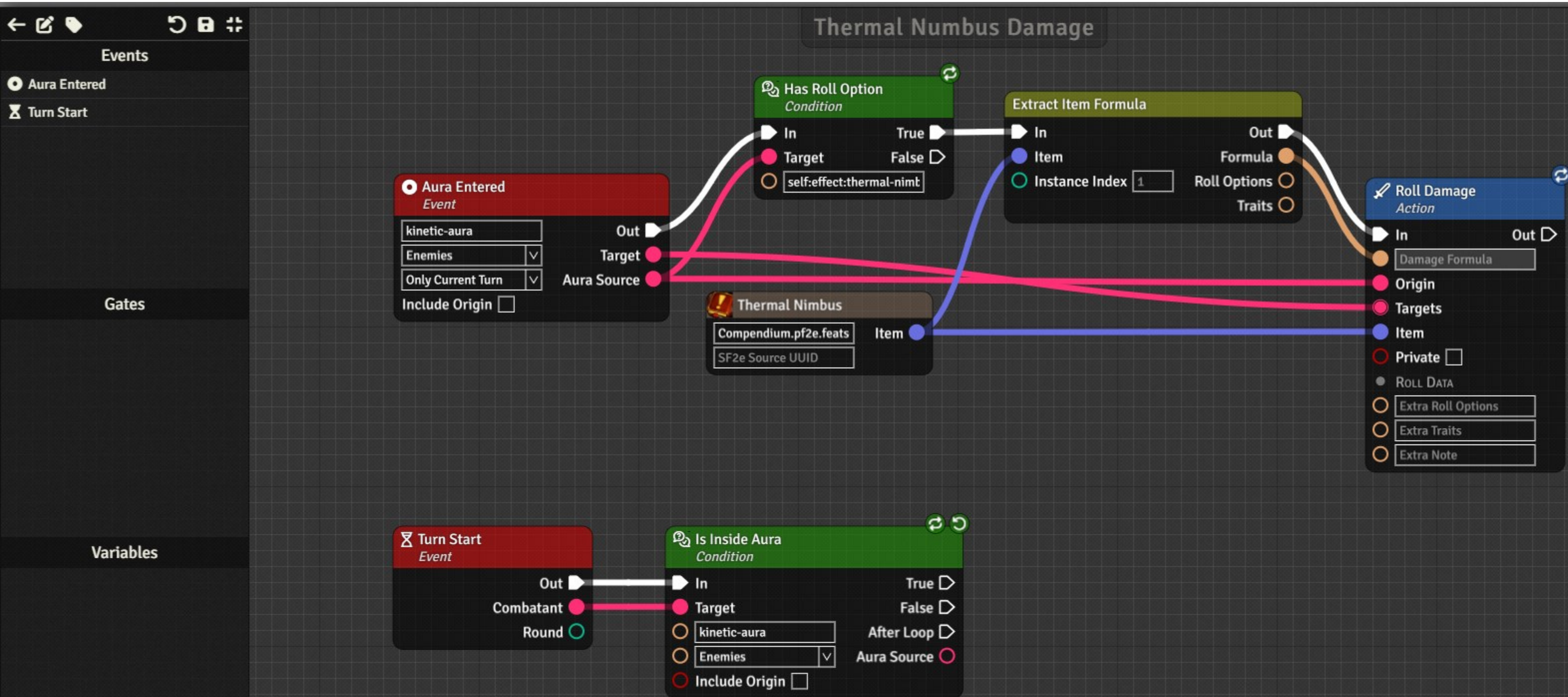
- Aura Entered
- ⌚ Turn Start

Gates

Variables



We then check if the **Combatant** is inside a **Kinetic Aura** using the **Is Inside Aura** condition node. The node works pretty much like the **Aura Entered** event node for all intent and purposes.



And from here, we would just replicate exactly what we did above for the other event. But we don't want to do that, so instead we are gonna use a special feature of the module called **Gate**.

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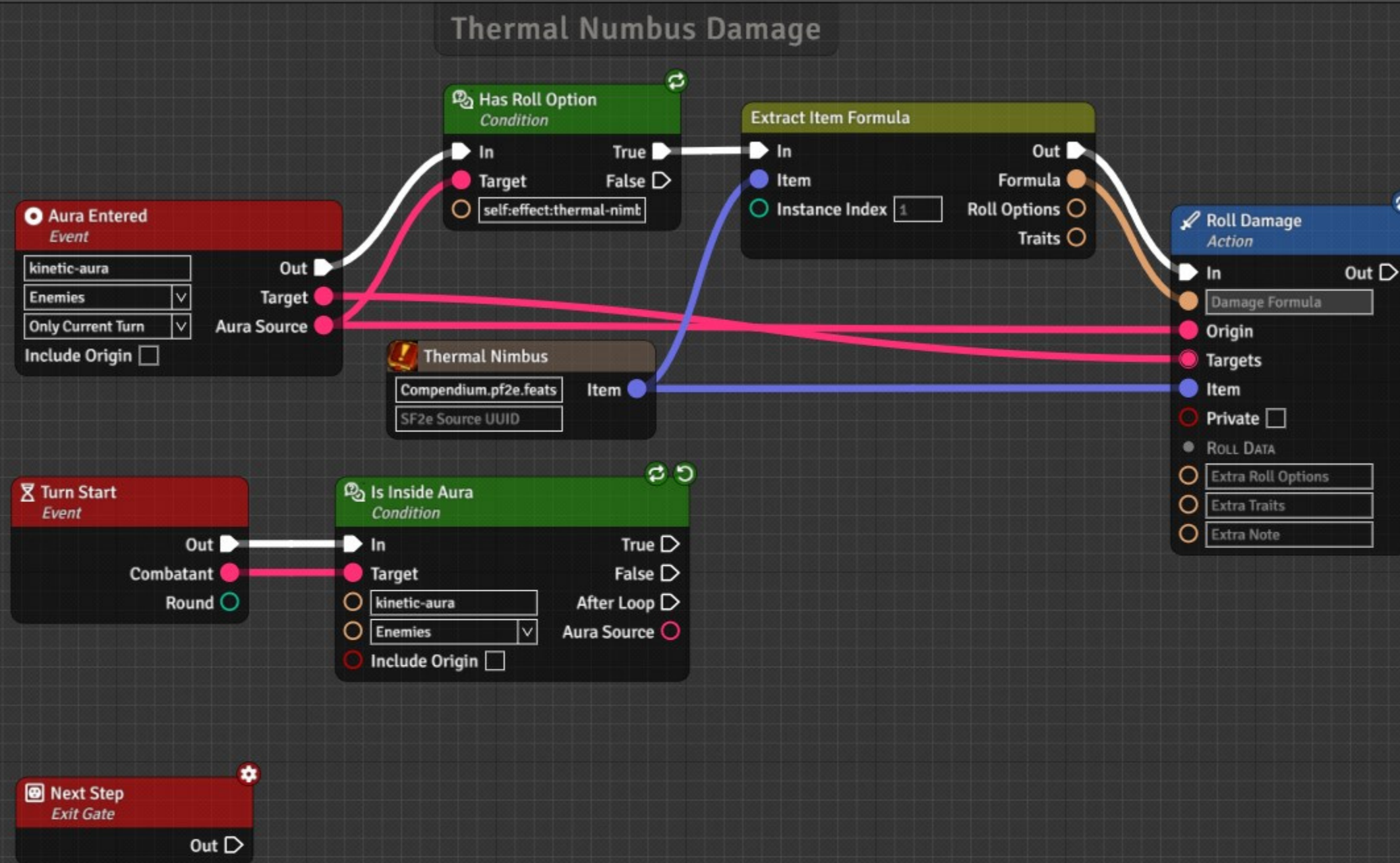
Events

- Aura Entered
- ⌚ Turn Start

Gates

- ⌚ Next Step

Variables



We [Right-Click] anywhere on the board and [Click] on the + Gates.
We set whatever Label we want for it and validate.

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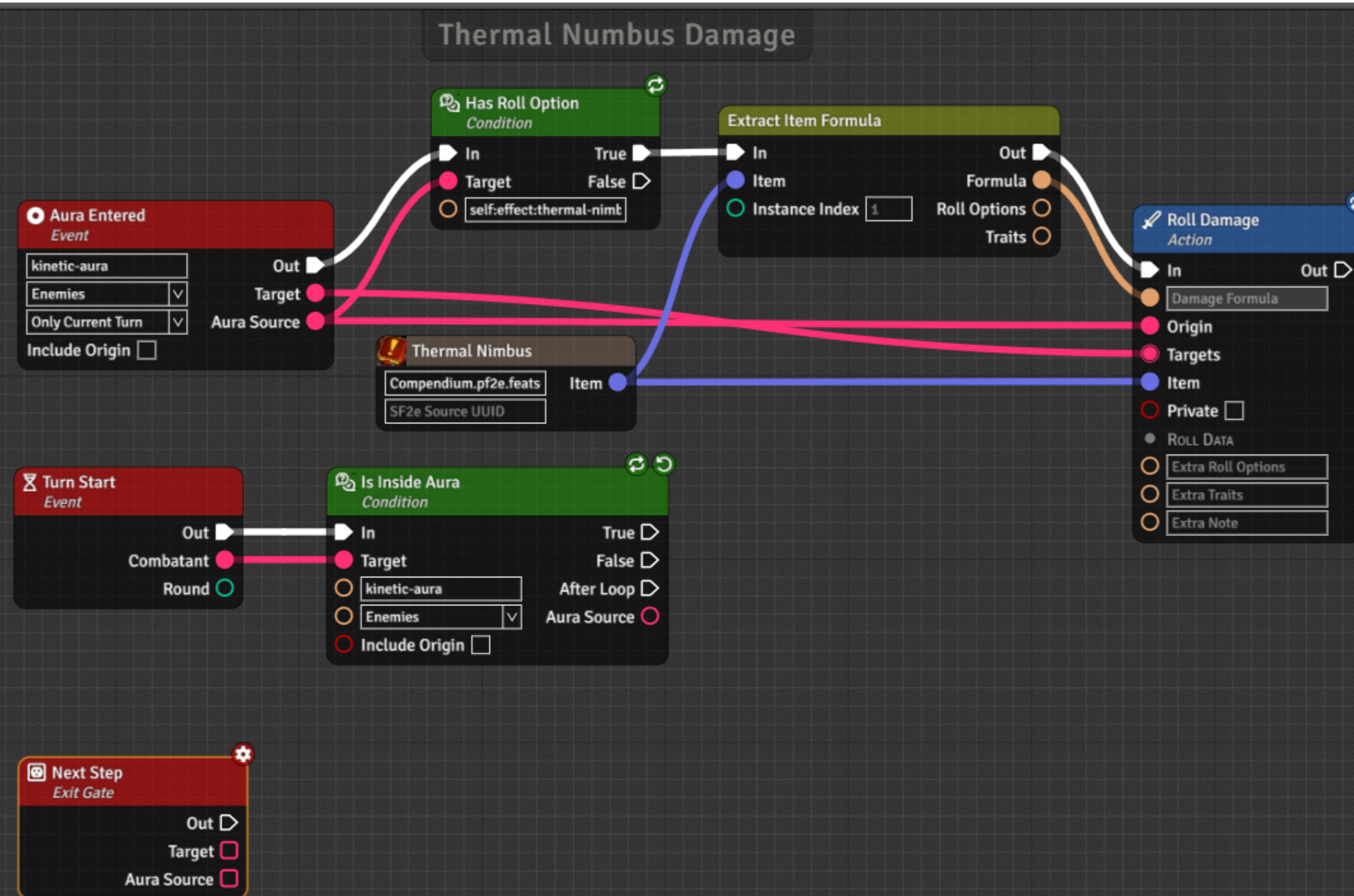
Events

- Aura Entered
- ⌚ Turn Start

Gates

- ⌚ Next Step

Variables



We then [Right-Click] on the newly created Gate's header and add two entries each of type Target and with respective labels: Target and Aura Source.

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Events

● Aura Entered

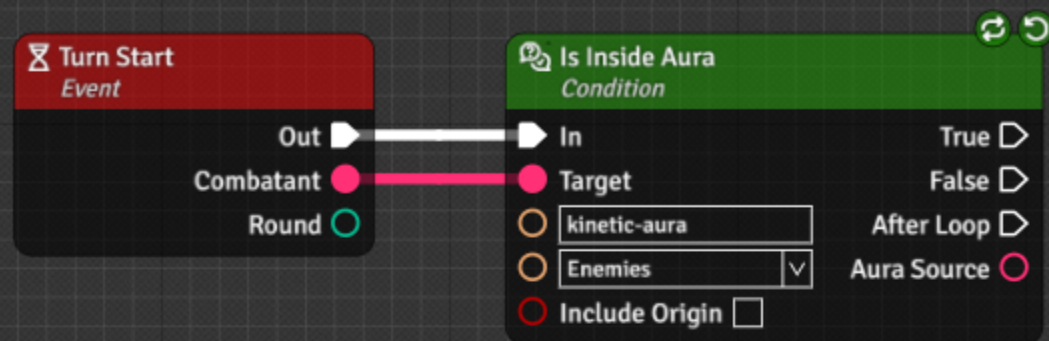
⌚ Turn Start

Gates

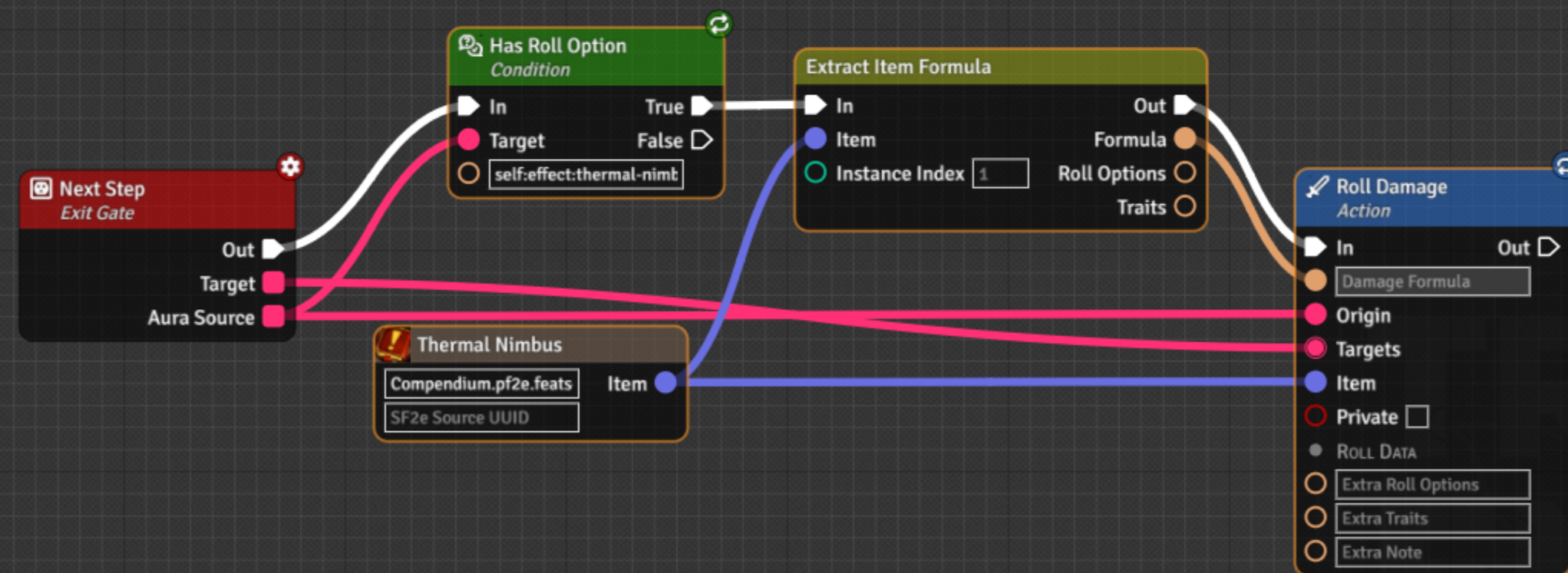
📌 Next Step

Variables

Thermal Nimbus Damage



We then move all the logic we made earlier and connect it to the **Gate**. To disconnect any existing connection, simply **[Right-Click]** on the connector.



Events

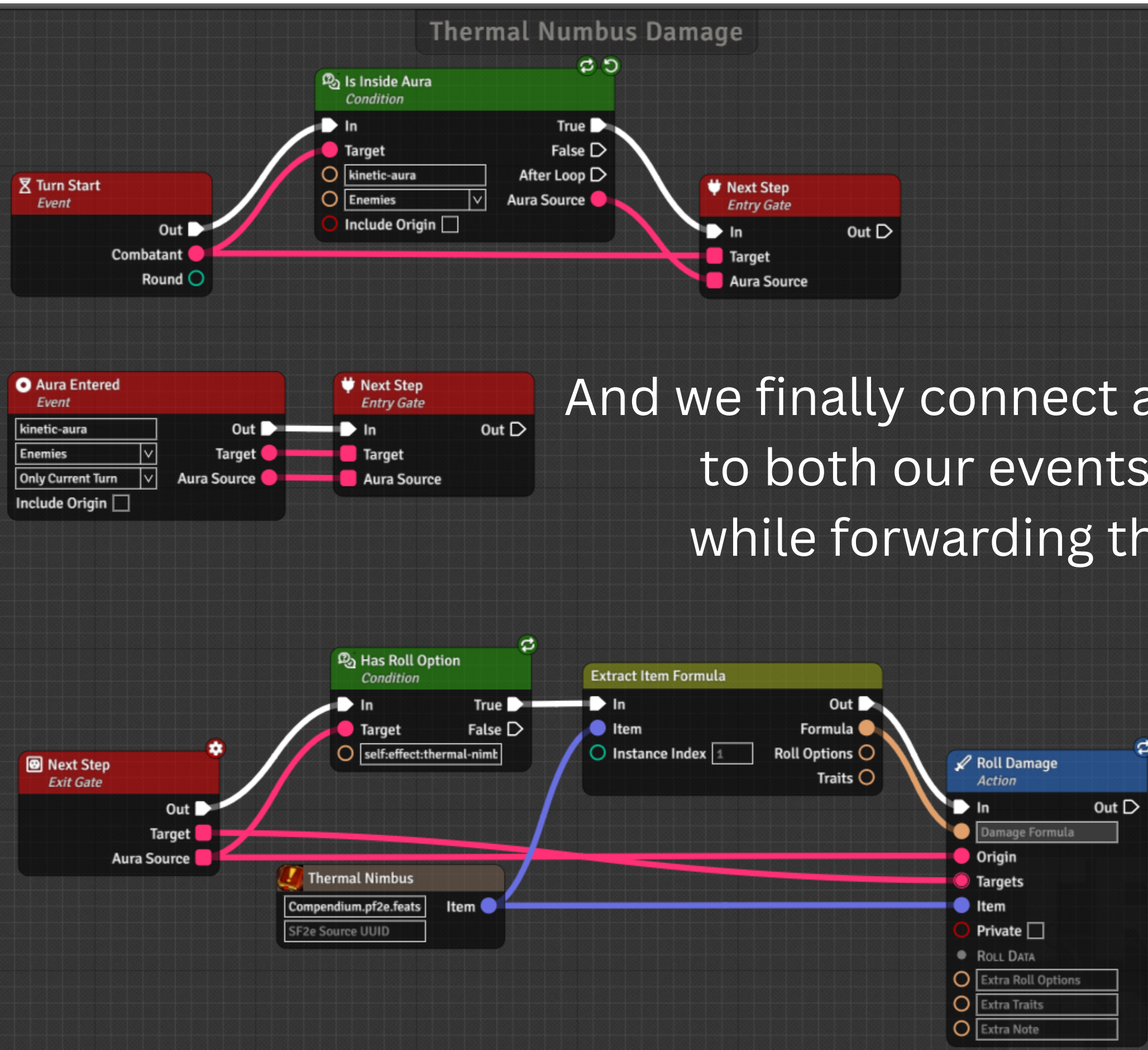
Aura Entered

Turn Start

Gates

Next Step

Variables



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Events

● Aura Entered

⌚ Turn Start

Gates

📄 Next Step

🔌

Variables

