

# Changelogs

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# 1.4.5 - 2026-03-26

## New

- Localization is underway. EN and ES localizations are complete. Contact me if you'd like to help with another. Special thanks to Viriato139ac.
- Added a much-requested feature to hide the Player HUD as a Handler. Toggle on an doff in the Handler HUD.

# 1.4.0 - 2026-02-28

## New

- Custom Skills and Special Training now appear in the Skills Panel

# 1.3.5 - 2026-01-28

## Added

- Gear Tab:
  - Weapons now show base damage and AP for weapons.
  - Right-click to toggle weapon Lethality if available.
  - Left-click now rolls skill check + damage roll on success OR skill check / lethality based on weapon toggle state.
  - Armor now shows AR.
  - Toggle Gear equipped state with right-click.

## Fixed

- Weapons now roll proper damage

# 1.3.0 - 2026-01-27

## Fixed

- Numerous Quality of Life improvements to UI/UX
- Unified theming.
- Handler HUD tabs now reposition top/bottom based on position just like Player Hud tabs.

# 1.2.0 - 2025-12-24

## Added

Any Foundry, system, or custom font can be selected for the HUD

## Fixed

- BP workflow now triggers from the Psych Panel just as it does from the bar.
- Skills marked for improvement now use the Handler-selected method when calculating improvement.
- Clicking on a character from any of the Handle HUD panels now opens the character sheet for that character.

# 1.1.0 - 2025-12-09

## Added

### Bond Projection:

- Bond projection now reduces agent's Willpower by the projected amount
- WP reduction is displayed in the chat message alongside bond score reduction

### Breaking Point

- BP (Breaking Point) now displays as a unified stat alongside HP, WP, and SAN on both full and compact bars
- Breaking Point indicator integrated into the Sanity bar in the Psych panel, positioned proportionally based on BP value
- Reset Breaking Point button appears on stat bar when BP is reached.
- Reaching BP whispers messages to Agent and Handler

### Roll Modifiers

- Shift-click on any stat or skill button to open modifier dialog
- Allows fine-tuned +/- modifiers before rolling
- Quick preset modifier buttons for  $\pm 20$  and  $\pm 40$  adjustments
- Works for attributes, sanity checks, and skill rolls in both compact panel and full skills panel

### Dice So Nice Integration

- All rolls (stats, skills, sanity checks, gear) now fully integrate with Dice So Nice
- Rolls display animated dice animations before showing results
- Delta Green system's native roll pipeline is used for all roll types

### Damage Roll Buttons

- Success and critical success skill/weapon rolls now display contextual damage roll buttons in chat cards
- Successes show "Roll Damage" button with weapon damage

- Buttons span full width of chat card for easy access

# Changed

## General

- "Also restore this amount to Agent's SAN?" checkbox in bond projection dialog is now unchecked by default
- Text color in bond projection dialog changed to black (#000) for better readability
- HP, WP, SAN, and BP display now have fixed, equal widths to prevent layout shift when values change from single to double digits
- Increased spacing between stat boxes from 6px to 12px for better visual separation on both full and compact views
- HUD tabs bar width changed from fixed to auto-expanding to accommodate dynamic stat panel width
- Compact rollables panel now auto-expands to match stats bar width instead of fixed width
- BP stat label now uses distinct orange color (#ff8800) for visual consistency

## Fixed

- Willpower reduction is now properly applied when projecting trauma onto bonds
- HUD now correctly re-renders after bond projection to display updated WP
- Unified stat display template for both full and compact views with consistent spacing