

DG-HUD

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DG-HUD Documentation

This module is in active development and this is a living document. Not all information or screenshots may accurately represent the current state of the module. View the latest Changelogs for the most up-to-date information. [Questions, issues, or suggestions can be submitted here.](#)

DG-HUD is currently only tested and verified to work on Foundry v13

About

DG-HUD is a module used to give both Handlers and Agents seamless access to all major rolls and mechanics and provides new automation all from one cohesive, tabbed panel.

Getting Started

Installation

- Visit [My Patreon Page](#) to purchase individual modules or to join a Support Tier that includes the module(s) you want.
- Head to <https://fuliginheart.dev> and use the **Login with Patreon** button to access any entitlements you have with me.
- Add your custom manifest link to your Foundry installation.

Accessing

In order to access DG-HUD, you must enable it and then the HUD will appear. By default, if you're the GM, only the Handler HUD will appear with information, while the Agent HUD won't fully open unless you're selecting an Agent or NPC actor. Agents' HUD will appear 24/7 as long as they have a properly assigned actor in the Foundry User Configuration.

image

Features

DG-HUD currently has two different main HUD panels: Agent HUD and Handler HUD. Information is tracked 1:1 to character and NPC sheets. Panel positions, minimized states, and more are all tracked between Foundry sessions. Custom chat popups exist for stat rolls, skill rolls, luck rolls, weapon attacks, and psyche info.

Agent HUD

The Agent HUD UI bar will open by default in full mode. The bar can also be changed to compact mode by double-clicking the left-side hamburger icon. You can also move the HUD around by clicking and dragging on the same icon. Full mode will display skills, gear, bonds, and psyche in separate panels. Compact mode will only display those in an all-in-one non-tabbed panel when hovering over the bar. The panel in compact mode will dynamically orient based on whether it is at the top or bottom of the screen. HP, WP, SAN, and BP are tracked in real time and can all be raised and lowered by -1 and +1 by LMB and RMB-ing the numbers respectively, across both modes.

ae504987-23b8-48d8-82e2-03d296f35f36	41dd8213-85d1-445c-b961-763e75e5c236
<i>Full Mode</i>	<i>Compact Mode</i>
aff09660-b6ac-469c-b6e2-7220c3834087	
<i>Compact Mode: Full Panel</i>	

Skills

In the Skills panel both Agent stats and skills will show up, rolls can be made for both stats and skills by left-clicking them. Shift-clicking will provide a roll-modifier popup. Right-clicking skills will mark them as failed (skills will be automatically marked on failed rolls, too) for the purposes of skill improvement. Untrained skills won't appear by default, but can be displayed by clicking Show Untrained. Luck can be rolled too. Skills that are marked for improvement can be improved and rolled automatically as well, using the chosen method in the Delta Green system settings. 3d dice rolls are supported with Dice So Nice.

image

Gear

Weapons and armor will be displayed here with their corresponding information. Right-clicking gear will toggle if they're equipped or not. Weapons can be rolled automatically by clicking them and the corresponding skill will be rolled, along with a popup to roll damage in the chat if it's a success. You can also toggle weapons that have a lethality state to lethal by right-clicking them, and that will be rolled instead when clicked. Shift-clicking will provide a modifier pop-up accordingly.

Bonds

All Agent Bonds will be displayed here, and new ones can be added by clicking Add Bond and a custom popup will appear allowing you to add details. Any bond can have sanity loss projected onto it by clicking on it. You may put in how much should be projected onto the bond, and optionally also restore that same amount to the Agent's sanity.

image

Psych

Agents' sanity, adaptations, and breaking point are all tracked here. Sanity checks can be made here too. Sanity is displayed in its numeric score and a progress bar. You may raise or lower sanity by the + and - icons. Breaking point is tracked along with sanity loss and will notify you when crossed and will also grant a popup to reset it automatically. You can also add adaptation marks for violence and helplessness here by LMB and RMB for +1 and -1. When checked three times, the Agent can be adapted and a popup will appear allowing you to also apply the respective rolled stat penalties, or just mark them on their own.

image

Handler HUD

Handler HUD has three different modes of display: cards, table, and compact. Each will show the existing player controlled Agents. It will display their HP, WP, and SAN (as well as BP). An Agent's character sheet can be opened by left-clicking them. The log tracks and showcases all major Agent actions such as sanity loss, breaking point resets, skill changes, etc.

a205e8bd-a600-4d38-b90c-95bece8c0843	35e6de62-b25c-4a39-b495-c6d28cbc6fdb
<i>Handler HUD</i>	<i>Handler Log</i>

Settings

Settings can be accessed by clicking the gear icon on both the Agent UI bar or the Handler UI bar. You can:

- Toggle if the Agent's name and profession show above the Agent's UI bar.
- Change the font scale.
- Change the theme between: Classic Dark, Tactical Dark, Light Ops, Retro Amber, Shadow Ops, Desert Sun, Ultra Contrast, CB: Blue/Yellow, CB: Purple/Teal, CB: High Contrast.
- Change the font family. Any Foundry, system, or custom font can be selected for the HUD.
- Handler Only: Toggle the visibility of the Agent monitoring window.

- Change which of the four core panels are visible to all players.

Screenshot 2026-02-03 233847

Changelogs

Changelogs

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.

Changelogs

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

Changelogs

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.

Changelogs

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 ± 20 and ± 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