

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

Revision #1

Created 2026-02-28 04:39:58 UTC by Fuligin Heart

Updated 2026-02-28 04:40:34 UTC by Fuligin Heart