

Tags

@	characters, NPCs, named folk
^	organizations, factions, groups
#	locations, gazetteer, world building
\$	money, trades, transactions
!	items, rewards, treasure
%	calendar: <i>mm/dd/yyyy</i> , <i>yyyy-mm-dd</i> or <i>dd.mm.yyyy</i>
*	plots, plans and ideas
~	rules, house rules, references
+	pluses, magic items, artifacts
§	open - use how you like

Tags can be renamed. Click the cog icon in the top right corner and select **Change Preferences**. For example, you might want § to indicate brainstormed ideas or stat blocks.

Search/Filter Bar

Johnn	Searches and lists all Log Entries for the world <i>Johnn</i>
@Johnn	Filters Log Entries that just have the <i>@Johnn</i> tag
Hello Johnn	Filters Log Entries that have both <i>Hello</i> and <i>Johnn</i> in them
@Johnn #Edmonton	Lists Log Entries that have both tags present
@Johnn -Hello	Filters all Log Entries that have <i>@Johnn</i> but do not have <i>Hello</i> .

Play with the Search/Filter feature. It's power comes from adding multiple items to it to quickly narrow down results. For example, **Session27 @Bruno #Inn* would return all Log Entries from session 27 involving Bruno at the inn.

Prefix & Suffix

Prefix	Put text here that you want added to the front of each new Log Entry . For example, I add the session number: <i>Session27</i> .
Suffix	Add text here you want put at the end of each new Log Entry .

You can use tags in Prefixes and Suffixes.

Tips

Put multi-word tags in double quotes. For example: *@"Johnn Four"*

Remove punctuation from tags with double quotes. For example, *Hi @"Johnn Four"*.

Write shorter Log entries to harness the power of tagging and filtering. Long text blocks make it harder to find stuff when you need it.

Back up often. Use the **Download log** feature in case you make a big mistake. You can import JSON backups into new temporary Campaign Logs to recover information.

Use the **copy feature** to create stat blocks and other reusable chunks for faster prep.

Web App users, use your browser search function in combination with Logger's search/filter for even faster searches.

Evernote, MyInfo and other app users, paste in URLs to your notes for easy cross-referencing.

Formatting

B Bold	{b Bold}
🔥 Color	{#9F0000 red}
H Heading (top)	== Level 1 ==
H Heading (level 2)	=== Level 2 ===
H Heading (level 3)	==== Level 3 ====
— Horizontal line	-- [alone on the line]
<i>I Italic</i>	{i Italic}
☛ List (bullet point)	-
☛ List (numbered)	#
S Strikethrough	{s Strikethrough}
_{x₂} Subscript	{\ Subscript}
^{x²} Superscript	{/ Superscript}
Table	space before and after text

Formatting (cont)

U Underlined {u|Underlined}

Formatting tags can be combined:

{bi/|bold italic super} = ***bold italic super***

The lowest supported heading level is
===== Level 6 =====

Formatting for generators

>_ Newline	\n
¶ Return	\r
» Tabulator	\t

Generators can use both the standard log formatting tags as well as tags from this table. The formatting tags from this table do not work in log entries, however.

Text Transformation

Capitalization	{ THIS is an example caps} = This Is An Example
Lower case	{ THIS is an example lcase} = this is an example
Sentence case	{ THIS is an example scase} = THIS is an example
Small Caps	{ THIS is an example scaps} = THIS IS AN EXAMPLE
Title case	{ THIS is an example tcase} = This Is An Example
Upper case	{ THIS is an example ucase} = THIS IS AN EXAMPLE

Transformation combined with formatting:
{bis|canceled title|tcase} = ***Canceled Title***

Linking


Named link	{"https://example.com"}-Site}
Unnamed link	{"https://example.com/"}
Unlinked URL	https://example.com/

Graphics



By **JohnnFour**
cheatography.com/johnnfour/

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	<code>{"https://example.com/path/to/i-</code>
inline	<code>mage" caption img}</code>
image	
scaling	<code>{"https://example.com/path/to/i-</code>
width	<code>mage" caption img-50x}</code>
scaling	<code>{"https://example.com/path/to/i-</code>
height	<code>mage" caption img-x75}</code>

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Graphics (cont)

scaling {"https://example.com/path/to/i-
both image"} caption |img-50x75}

Images can be included in log entries or generator output.

Random Generators

3 Line NPCs Generator (5E style)

3 Line Villages

5 Line Combat Descriptions

Town Rumors

Encounter Seeds

Holmesian Names

Goblin Names

Orc Names

More generators are available in the [generator library](#). See the [Generator Guide](#).

Dice Roller Commands

1d20	Roll 1 twenty-sided die
3d12+6	Roll three twelve-siders and add 6
2d6-7	Roll 2 six-sided dice and subtract 7
4dF	Roll 4 FATE or Fudge dice
3d10*	Roll 3 ten-sided dice and let each one explode (when it comes up at the highest possible value)
3H/4d6	Roll 4 six-sided dice and pick the three highest results
4L/5d20	Roll 5 twenty-sided dice and pick the four lowest results
1M/3d20	Take the median dice out of 3 rolled dice
1d6 + 1d8	Roll a d6 and a d8 and add them up

Dice Roller Commands (cont)

1d6, 1d8, 1d20	Roll a d6, a d8, and a d20, and show you each result
1d20+5 (20+)	Roll one 20-sided die, add 5, and check if the result is at least 20
3d6 (12-)	Roll three six-sided dice and check if the result is less than or equal to 12
4d6 [5+]	Roll four six-sided dice and check each die if it resulted in 5 or more
1d{Red Orange Yellow Green Blue Violet}	Roll a "color" die (will always result in a zero and thereby won't participate in success evaluation, options are delimited by and may only consist of letters, digits, and blanks)

See [more dice codes](#) for the dice roller.

Form Codes

[]	<input type="checkbox"/> empty checkbox
[x]	<input checked="" type="checkbox"/> selected checkbox
[]	empty 1-line field
[[some text]]	filled 1-line field
[]	empty multi-line field
[[[multi-line text]]]	filled multi-line field

Form Codes are still an experimental feature, and any log entry containing them must begin with the following line:

?FC

The fields can be edited directly and remember their contents across sessions.

Markdown notation

Support for Markdown notation is still experimental, and a log entry containing Markdown syntax has to begin with the following line:

?MD

For more information about the supported Markdown syntax, see [Commonmark.org](https://commonmark.org).

Additional resources

[Campaign Logger forum](#)

[Campaign Logger wiki](#)

[Formatting examples](#)

[Generator Guide document](#)

[Generator Service testbed](#)

About

Campaign Logger is an RPG session logging and campaign planning tool developed by Jochen Linnemann and Johnn Four.

Available for Web, Android, iOS and Windows. New features are being added regularly, and customer support is active and fast.

More details available [here](#).



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