Rolls:

Handle multiple success/failure options (non-random; all occur).
Call a variety of functions.

To add:

Handle random outcomes (i.e. 30% chance of this on success).
Handle outcomes by margin.

Elements:

<roll>*roll objects*</roll>
Build a roll right now in this XMI file. Can be used in any file whatsoever. Not recommended, as this leads to very complex XMI files.

<rollload><rollfile>*file*</rollfile><rolldir>*directory*</rolldir></rollload>
Roll a common roll file from a directory. Recommended use of the roller.

<rollfunction>*function*</rollfunction> (optional, defaults to $defaultrollfunction in config.php)
Ex: <rollfunction>abacusroll</rollfunction> rolls abacusroll($rollmodifier)
Note: Roll functions have somewhat different syntax and function, especially if you're comparing straight roll and add (d6, d20, ABACUS) with success based rollers (d6rollsuccess or the exploding variants).

<rollmodifier>*variable(, #)*</rollmodifier> (adds $*variable* to the roll's result. This comes before rollcriteria, and automatically alters the part that it should). The # allows you to choose a slot in an array to modify <rollcriteria>.

Rollmodifier and rollcriteria both output an array (or, sometimes, just a single number in an array format; the distinction is moot), which is then added together.

<rollcriteria>*CSV*</rollcriteria> (roll input relative to function criteria, defaults to $defaultrollcriteria in config.php)
Ex:<rollmodifier>25</rollmodifier> roll would call rollfunction(25). Correct structure depends on roll function being called.

<rollrequirement>*CSV*</rollrequirement> (determines the necessary outcome of the roll, defaults to $defaultrollrequirement/$defaultrollrequirementcomparison in config.php)
Ex: <rollrequirement>21,]=</rollrequirement> Whatever number our roll function outputs must be greater than or equal to 21.

<rollsuccessoutcome>*Action Elements*</rollsuccessoutcome>
<rollfailoutcome>*Action Elements*</rollfailoutcome>
<rolluniversaloutcome>*Action Elements*</rolluniversaloutcome>
The roll fail/success outcomes are just actions. In the future they may have special stuff associated with them. The <return /> tag loads the previous XMI prompt, and can be called in any of the three categories (failing might take you back, or you might always go back and simply get extra options if you succeed/fail. The only difference between these and vanilla actions is that any <actiontext>

elements and other cosmetic effects won't display, because the server chooses the outcome rather than the player.

Generally, calling the roller will pause Rolls also have the <rapidroll /> feature, which undertakes the roll immediately without stopping for a skill test.