



Performance



Accessibility



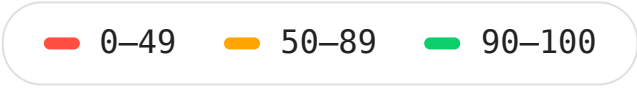
Best Practices



SEO



Progressive Web App

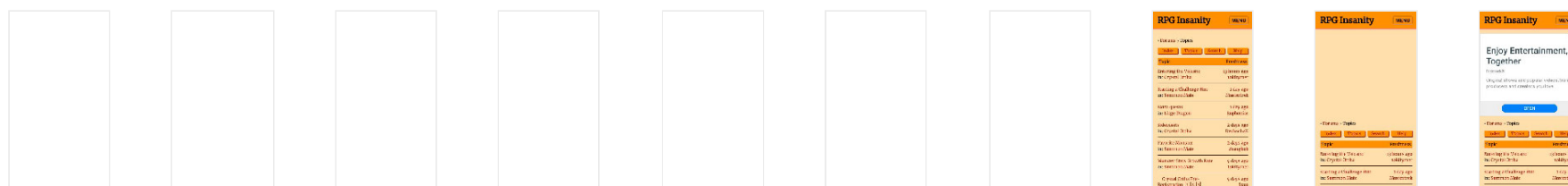


# Performance

## Metrics

▲ First Contentful Paint	4.6 s	▲ Time to Interactive	13.4 s
▲ Speed Index	9.6 s	▲ Total Blocking Time	2,420 ms
▲ Largest Contentful Paint	4.8 s	▲ Cumulative Layout Shift	0.378

Values are estimated and may vary. The [performance score is calculated](#) directly from these metrics. [See calculator.](#)



## Opportunities – These suggestions can help your page load faster. They don't directly affect the Performance score.

Opportunity Estimated Savings

▲ Eliminate render-blocking resources 5.52 s ^

Resources are blocking the first paint of your page. Consider delivering critical JS/CSS inline and deferring all non-critical JS/styles. [Learn more.](#)



There are a number of WordPress plugins that can help you [inline critical assets](#) or [defer less important resources](#). Beware that optimizations provided by these plugins may break features of your theme or plugins, so you will likely need to make code changes.

Show 3rd-party resources (1)

URL	Transfer Size	Potential Savings
...css/icons.min.css?ver=5.0.4.682 (www.rpginsanity.com)	1.5 KiB	180 ms
...css/core.min.css?ver=5.0.4.682 (www.rpginsanity.com)	2.7 KiB	480 ms
...css/widgets.min.css?ver=5.0.4.682 (www.rpginsanity.com)	1 KiB	480 ms
...block-library/style.min.css?ver=5.5.1 (www.rpginsanity.com)	7.8 KiB	780 ms
...css/bbpress.css?ver=2.5.14-6684 (www.rpginsanity.com)	2.1 KiB	480 ms
...css/buddypress.min.css?ver=4.1.0 (www.rpginsanity.com)	6.9 KiB	630 ms
...css/shortcodes.css?ver=5.5.1 (www.rpginsanity.com)	0.8 KiB	180 ms
...css/mce-responsive.css?ver=5.5.1 (www.rpginsanity.com)	0.9 KiB	180 ms

URL	Transfer Size	Potential Savings
...gd-rating-slider/rating-slider.min.css?ver=3.0.3.985 (www.rpginsanity.com)	1.4 KiB	180 ms
...gridism/gridism.css?ver=3.0.3.985 (www.rpginsanity.com)	1.1 KiB	180 ms
...css/rating.min.css?ver=3.0.3.985 (www.rpginsanity.com)	3.8 KiB	330 ms
...css/rating.min.css?ver=1.7.911 (www.rpginsanity.com)	0.9 KiB	180 ms
...css/user-reviews.min.css?ver=2.1.923 (www.rpginsanity.com)	2 KiB	180 ms
...font/default.min.css?ver=1.4 (www.rpginsanity.com)	1.1 KiB	180 ms
...css/tooltip.css?ver=3.0.3.985 (www.rpginsanity.com)	2.3 KiB	180 ms
...css/normalize.css?ver=5.5.1 (www.rpginsanity.com)	1.4 KiB	180 ms
/css?family=Merriweather&ver=5.5.1 (fonts.googleapis.com)	1.6 KiB	780 ms
...take-two/style.css?ver=... (www.rpginsanity.com)	3.1 KiB	180 ms
...css/plugin-styles.css?ver=1.1 (www.rpginsanity.com)	1.4 KiB	180 ms
...css/custom.css?ver=5.5.1 (www.rpginsanity.com)	1.6 KiB	180 ms
...css/jetpack.css?ver=7.1.2 (www.rpginsanity.com)	12.5 KiB	630 ms
...jquery/jquery.js?ver=1.12.4-wp (www.rpginsanity.com)	32.7 KiB	930 ms
...js/confirm.min.js?ver=4.1.0 (www.rpginsanity.com)	0.7 KiB	180 ms
...js/widget-members.min.js?ver=4.1.0 (www.rpginsanity.com)	1 KiB	180 ms
...js/jquery-query.min.js?ver=4.1.0 (www.rpginsanity.com)	0.6 KiB	180 ms
...vendor/jquery-cookie.min.js?ver=4.1.0 (www.rpginsanity.com)	1.1 KiB	180 ms
...vendor/jquery-scroll-to.min.js?ver=4.1.0 (www.rpginsanity.com)	1.6 KiB	180 ms
...js/buddypress.min.js?ver=4.1.0 (www.rpginsanity.com)	8.2 KiB	330 ms
...js/shortcodes.js?ver=0.1 (www.rpginsanity.com)	0.8 KiB	180 ms
...js/gdbbx-quote.js?ver=0.1 (www.rpginsanity.com)	0.9 KiB	180 ms
...js/events.min.js?ver=3.0.3.985 (www.rpginsanity.com)	1.2 KiB	180 ms

### ▲ Reduce initial server response time

1.62 s ^

Keep the server response time for the main document short because all other requests depend on it. [Learn more.](#)



Themes, plugins, and server specifications all contribute to server response time. Consider finding a more optimized theme, carefully selecting an optimization plugin, and/or upgrading your server.

Show 3rd-party resources (0)

URL	Time Spent
/topics/ (www.rpginsanity.com)	1,720 ms

### ■ Defer offscreen images

0.45 s ^





Consider lazy-loading offscreen and hidden images after all critical resources have finished loading to lower time to interactive. [Learn more.](#)



Install a [lazy-load WordPress plugin](#) that provides the ability to defer any offscreen images, or switch to a theme that provides that functionality. Also consider using [the AMP plugin](#).

Show 3rd-party resources (1)

URL	Resource Size	Potential Savings
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URL	Resource Size	Potential Savings
 /avatar/ee4b040...?s=105&r=g&d=retro (www.gravatar.com)	23.9 KiB	23.9 KiB
 ...2031/5a13006b66f85-bpthumb.png (www.rpginsanity.com)	7.1 KiB	7.1 KiB
 ...360/5d843...fe-bpthumb.png (www.rpginsanity.com)	4.5 KiB	4.5 KiB
 ...07/become_a_patron_button.png (www.rpginsanity.com)	3 KiB	3 KiB


■ **Serve images in next-gen formats** 0.3 s ^

Image formats like JPEG 2000, JPEG XR, and WebP often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. [Learn more.](#)



Consider using a [plugin](#) or service that will automatically convert your uploaded images to the optimal formats.

Show 3rd-party resources (1)

URL	Resource Size	Potential Savings
 /avatar/ee4b040...?s=105&r=g&d=retro (www.gravatar.com)	23.9 KiB	19.6 KiB

■ **Remove unused CSS** 0.15 s ^

Remove dead rules from stylesheets and defer the loading of CSS not used for above-the-fold content to reduce unnecessary bytes consumed by network activity. [Learn more.](#)



Consider reducing, or switching, the number of [WordPress plugins](#) loading unused CSS in your page. To identify plugins that are adding extraneous CSS, try running [code coverage](#) in Chrome DevTools. You can identify the theme/plugin responsible from the URL of the stylesheet. Look out for plugins that have many stylesheets in the list which have a lot of red in code coverage. A plugin should only enqueue a stylesheet if it is actually used on the page.

Show 3rd-party resources (0)

URL	Transfer Size	Potential Savings
...css/jetpack.css?ver=7.1.2 (www.rpginsanity.com)	12.5 KiB	12.5 KiB

**Diagnostics** — More information about the performance of your application. These numbers don't [directly affect](#) the Performance score.

▲ **Ensure text remains visible during webfont load** ^

Leverage the font-display CSS feature to ensure text is user-visible while webfonts are loading. [Learn more.](#)

Show 3rd-party resources (18)

URL	Potential Savings
...v21/u-440qyri...woff2 (fonts.gstatic.com)	0 ms
...fonts/gdbbx.ttf?v500.675 (www.rpginsanity.com)	250 ms
...v20/KFOlCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms

URL	Potential Savings
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	0 ms
...v16/4UaGrENHs...woff2 (fonts.gstatic.com)	0 ms

**▲ Reduce the impact of third-party code – Third-party code blocked the main thread for 2,020 ms** ^

Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. [Learn more.](#)

Show 3rd-party resources (0)

Third-Party	Transfer Size	Main-Thread Blocking Time
<a href="#">Google/DoubleClick Ads</a>	613 KiB	1,935 ms
/pagead/ads?client=... (googleads.g.doubleclick.net)	21 KiB	500 ms
/pagead/ads?client=... (googleads.g.doubleclick.net)	21 KiB	443 ms
/pagead/ads?client=... (googleads.g.doubleclick.net)	27 KiB	422 ms
...js/adsbygoogle.js (pagead2.googlesyndication.com)	45 KiB	169 ms
...r20190131/show_ads_impl_fy2019.js (pagead2.googlesyndication.com)	88 KiB	155 ms
Other resources	411 KiB	246 ms
<a href="#">Google Analytics</a>	19 KiB	58 ms
/analytics.js (www.google-analytics.com)	19 KiB	58 ms
<a href="#">Google CDN</a>	133 KiB	24 ms
...NjbyeWjjF.../recaptcha__en.js (www.gstatic.com)	133 KiB	24 ms
<a href="#">FontAwesome CDN</a>	278 KiB	2 ms
...js/all.js?ver=1.1 (use.fontawesome.com)	278 KiB	2 ms
<a href="#">Google Fonts</a>	80 KiB	0 ms
...v20/KFOICnqEu...woff2 (fonts.gstatic.com)	23 KiB	0 ms
...v20/KFOmCnqEu...woff2 (fonts.gstatic.com)	23 KiB	0 ms
...v16/4UaGrENHs...woff2 (fonts.gstatic.com)	15 KiB	0 ms
...v21/u-440qyri...woff2 (fonts.gstatic.com)	13 KiB	0 ms
Other resources	7 KiB	0 ms
<a href="#">Google Tag Manager</a>	36 KiB	0 ms
/gtag/js?id=UA-72865314-1 (www.googletagmanager.com)	36 KiB	0 ms
<a href="#">Gravatar</a>	34 KiB	0 ms
/avatar/ee4b040...?s=105&r=g&d=retro (www.gravatar.com)	24 KiB	0 ms

Third-Party	Transfer Size	Main-Thread Blocking Time
/avatar/ee4b040...?s=50&r=g&d=retro (www.gravatar.com)	7 KiB	0 ms
<a href="#">WordPress Site Stats</a>	3 KiB	0 ms
<a href="#">WordPress</a>	3 KiB	0 ms
<a href="#">Other Google APIs/SDKs</a>	2 KiB	0 ms

▲ **Avoid document.write()** ^

For users on slow connections, external scripts dynamically injected via `document.write()` can delay page load by tens of seconds. [Learn more](#).

Show 3rd-party resources (3)

URL	Location
/pagead/ads?client=... (googleads.g.doubleclick.net)	line: 0
/pagead/ads?client=... (googleads.g.doubleclick.net)	line: 0
/pagead/ads?client=... (googleads.g.doubleclick.net)	line: 0

▲ **Minimize main-thread work - 8.7 s** ^

Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. [Learn more](#)

Category	Time Spent
Script Evaluation	5,737 ms
Other	1,072 ms
Style & Layout	640 ms
Script Parsing & Compilation	561 ms
Parse HTML & CSS	314 ms
Rendering	209 ms
Garbage Collection	151 ms

▲ **Reduce JavaScript execution time - 6.1 s** ^

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. [Learn more](#).

Show 3rd-party resources (18)

URL	Total CPU Time	Script Evaluation	Script Parse
/pagead/ads?client=... (googleads.g.doubleclick.net)	935 ms	668 ms	29 ms
...210/runner.html (tpc.google syndication.com)	933 ms	879 ms	10 ms
/topics/ (www.rpginsanity.com)	911 ms	313 ms	13 ms
/pagead/ads?client=... (googleads.g.doubleclick.net)	846 ms	664 ms	43 ms
/pagead/ads?client=... (googleads.g.doubleclick.net)	758 ms	608 ms	27 ms
...js/adsbygoogle.js (pagead2.google syndication.com)	570 ms	374 ms	65 ms
Unattributable	539 ms	9 ms	1 ms
...current/osd_listener.js?cache=r20110914 (www.google tagservices.com)	520 ms	388 ms	48 ms
...current/osd.js?cb=%2Fr20100101 (www.google tagservices.com)	509 ms	464 ms	13 ms

URL	Total CPU Time	Script Evaluation	Script Parse
...r20190131/show_ads_impl_fy2019.js (pagead2.googlesyndication.com)	457 ms	336 ms	30 ms
...jquery/jquery.js?ver=1.12.4-wp (www.rpginsanity.com)	197 ms	177 ms	7 ms
/bg/w3uW36kZ3...js (pagead2.googlesyndication.com)	149 ms	112 ms	14 ms
...drt/si (googleads.g.doubleclick.net)	144 ms	34 ms	20 ms
...drt/s?v=r20120211 (googleads.g.doubleclick.net)	132 ms	104 ms	11 ms
/analytics.js (www.google-analytics.com)	126 ms	112 ms	7 ms
...NjbyeWjF.../recaptcha__en.js (www.gstatic.com)	118 ms	83 ms	26 ms
/gtag/js?id=UA-72865314-1 (www.googletagmanager.com)	92 ms	72 ms	11 ms
...js/all.js?ver=1.1 (use.fontawesome.com)	91 ms	39 ms	52 ms
...client/qs_click_protection_fy2019.js (tpc.googlesyndication.com)	77 ms	60 ms	15 ms
...client/one_click_handler_one_afma_fy2019.js (tpc.googlesyndication.com)	68 ms	41 ms	25 ms
/sodar/sodar2.js (tpc.googlesyndication.com)	53 ms	44 ms	6 ms

▲ **Serve static assets with an efficient cache policy** – 73 resources found

A long cache lifetime can speed up repeat visits to your page. [Learn more.](#)



Read about [Browser Caching in WordPress.](#)

Show 3rd-party resources (23)

URL	Cache TTL	Transfer Size
/avatar/ee4b040...?s=105&r=g&d=retro (www.gravatar.com)	5 m	24 KiB
/avatar/ee4b040...?s=50&r=g&d=retro (www.gravatar.com)	5 m	7 KiB
/avatar/cc86236...?s=105&r=g&d=retro (www.gravatar.com)	5 m	1 KiB
/avatar/b3a8405...?s=105&r=g&d=retro (www.gravatar.com)	5 m	1 KiB
/avatar/cc86236...?s=50&r=g&d=retro (www.gravatar.com)	5 m	1 KiB
/avatar/b3a8405...?s=50&r=g&d=retro (www.gravatar.com)	5 m	1 KiB
/analytics.js (www.google-analytics.com)	2 h	19 KiB
...jquery/jquery.js?ver=1.12.4-wp (www.rpginsanity.com)	4 h	33 KiB
...fonts/gdbbx.ttf?v500.675 (www.rpginsanity.com)	4 h	17 KiB
...css/jetpack.css?ver=7.1.2 (www.rpginsanity.com)	4 h	12 KiB
...js/tooltip.js?ver=3.0.3.985 (www.rpginsanity.com)	4 h	9 KiB
...js/buddypress.min.js?ver=4.1.0 (www.rpginsanity.com)	4 h	8 KiB
...block-library/style.min.css?ver=5.5.1 (www.rpginsanity.com)	4 h	8 KiB
...2031/5a13006b66f85-bpthumb.png (www.rpginsanity.com)	4 h	8 KiB
...css/buddypress.min.css?ver=4.1.0 (www.rpginsanity.com)	4 h	7 KiB
...360/5d843...fe-bpthumb.png (www.rpginsanity.com)	4 h	5 KiB
...js/wp-emoji-release.min.js?ver=5.5.1 (www.rpginsanity.com)	4 h	5 KiB
...js/rating.min.js?ver=3.0.3.985 (www.rpginsanity.com)	4 h	5 KiB

URL	Cache TTL	Transfer Size
...gd-rating-slider/rating-slider.min.js?ver=3.0.3.985 (www.rpginsanity.com)	4 h	4 KiB
...css/rating.min.css?ver=3.0.3.985 (www.rpginsanity.com)	4 h	4 KiB
...js/core.min.js?ver=5.0.4.682 (www.rpginsanity.com)	4 h	4 KiB
...07/become_a_patron_button.png (www.rpginsanity.com)	4 h	4 KiB
...take-two/style.css?ver=... (www.rpginsanity.com)	4 h	3 KiB
...css/core.min.css?ver=5.0.4.682 (www.rpginsanity.com)	4 h	3 KiB
...2057/5a235b5b7bf57-bpthumb.jpg (www.rpginsanity.com)	4 h	2 KiB
...4904/5edcfe5869601-bpthumb.jpg (www.rpginsanity.com)	4 h	2 KiB
...4595/5e20564d367ec-bpthumb.jpg (www.rpginsanity.com)	4 h	2 KiB
...355/5854cc0300fb9-bpthumb.jpg (www.rpginsanity.com)	4 h	2 KiB
...css/tooltip.css?ver=3.0.3.985 (www.rpginsanity.com)	4 h	2 KiB
...js/rating.min.js?ver=1.7.911 (www.rpginsanity.com)	4 h	2 KiB
...css/bbpress.css?ver=2.5.14-6684 (www.rpginsanity.com)	4 h	2 KiB
...359/58f934db19fbb-bpthumb.jpg (www.rpginsanity.com)	4 h	2 KiB
...css/user-reviews.min.css?ver=2.1.923 (www.rpginsanity.com)	4 h	2 KiB
...vendor/jquery-scroll-to.min.js?ver=4.1.0 (www.rpginsanity.com)	4 h	2 KiB
...css/custom.css?ver=5.5.1 (www.rpginsanity.com)	4 h	2 KiB
...fitvids/jquery.fitvids.js?ver=5.0.4.682 (www.rpginsanity.com)	4 h	1 KiB
...css/icons.min.css?ver=5.0.4.682 (www.rpginsanity.com)	4 h	1 KiB
...gd-rating-slider/rating-slider.min.css?ver=3.0.3.985 (www.rpginsanity.com)	4 h	1 KiB
...css/plugin-styles.css?ver=1.1 (www.rpginsanity.com)	4 h	1 KiB
...css/normalize.css?ver=5.5.1 (www.rpginsanity.com)	4 h	1 KiB
...js/user-reviews.min.js?ver=2.1.923 (www.rpginsanity.com)	4 h	1 KiB
...js/events.min.js?ver=3.0.3.985 (www.rpginsanity.com)	4 h	1 KiB
...js/libraries.js?ver=2.1.923 (www.rpginsanity.com)	4 h	1 KiB
...font/default.min.css?ver=1.4 (www.rpginsanity.com)	4 h	1 KiB
...vendor/jquery-cookie.min.js?ver=4.1.0 (www.rpginsanity.com)	4 h	1 KiB
...gridism/gridism.css?ver=3.0.3.985 (www.rpginsanity.com)	4 h	1 KiB
...js/widget-members.min.js?ver=4.1.0 (www.rpginsanity.com)	4 h	1 KiB
...css/widgets.min.css?ver=5.0.4.682 (www.rpginsanity.com)	4 h	1 KiB
...js/gdbbx-quote.js?ver=0.1 (www.rpginsanity.com)	4 h	1 KiB
...css/mce-responsive.css?ver=5.5.1 (www.rpginsanity.com)	4 h	1 KiB
...js/editor.js?ver=2.5.14-6684 (www.rpginsanity.com)	4 h	1 KiB
...js/script.js?ver=1.1 (www.rpginsanity.com)	4 h	1 KiB
...css/rating.min.css?ver=1.7.911 (www.rpginsanity.com)	4 h	1 KiB
...js/shortcodes.js?ver=0.1 (www.rpginsanity.com)	4 h	1 KiB
...css/shortcodes.css?ver=5.5.1 (www.rpginsanity.com)	4 h	1 KiB

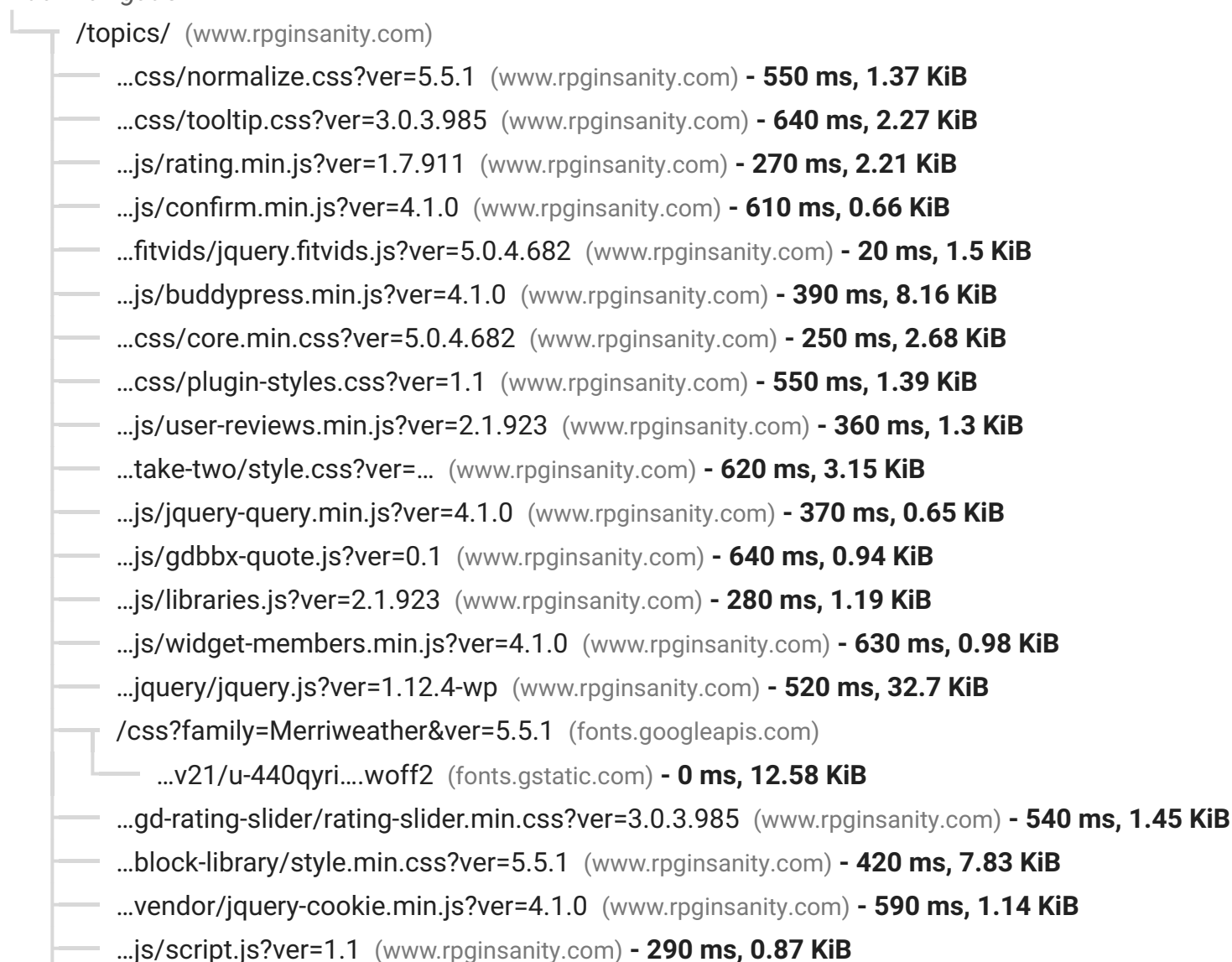
URL	Cache TTL	Transfer Size
...js/confirm.min.js?ver=4.1.0 (www.rpginsanity.com)	4 h	1 KiB
...js/jquery-query.min.js?ver=4.1.0 (www.rpginsanity.com)	4 h	1 KiB
...images/transparent.png (tpc.googlesyndication.com)	1 d	1 KiB
...client/one_click_handler_one_afma_fy2019.js (tpc.googlesyndication.com)	14 d	10 KiB
...client/one_click_handler_one_afma_fy2019.js (tpc.googlesyndication.com)	14 d	10 KiB
...client/one_click_handler_one_afma_fy2019.js (tpc.googlesyndication.com)	14 d	10 KiB
...r20110914/abg_lite_fy2019.js (tpc.googlesyndication.com)	14 d	8 KiB
...r20110914/abg_lite_fy2019.js (tpc.googlesyndication.com)	14 d	8 KiB
...r20110914/abg_lite_fy2019.js (tpc.googlesyndication.com)	14 d	8 KiB
...client/qs_click_protection_fy2019.js (tpc.googlesyndication.com)	14 d	6 KiB
...client/qs_click_protection_fy2019.js (tpc.googlesyndication.com)	14 d	6 KiB
...client/qs_click_protection_fy2019.js (tpc.googlesyndication.com)	14 d	6 KiB
...client/window_focus_fy2019.js (tpc.googlesyndication.com)	14 d	2 KiB
...client/window_focus_fy2019.js (tpc.googlesyndication.com)	14 d	2 KiB
...client/window_focus_fy2019.js (tpc.googlesyndication.com)	14 d	2 KiB
...client/load_preloaded_resource_fy2019.js (tpc.googlesyndication.com)	14 d	2 KiB
...client/load_preloaded_resource_fy2019.js (tpc.googlesyndication.com)	14 d	2 KiB
...client/load_preloaded_resource_fy2019.js (tpc.googlesyndication.com)	14 d	2 KiB

● **Avoid chaining critical requests** – 43 chains found ^

The Critical Request Chains below show you what resources are loaded with a high priority. Consider reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load. [Learn more](#).

Maximum critical path latency: **2,790 ms**

*Initial Navigation*





...font/default.min.css?ver=1.4 (www.rpginsanity.com) - 610 ms, 1.15 KiB
...css/shortcodes.css?ver=5.5.1 (www.rpginsanity.com) - 340 ms, 0.78 KiB
...css/mce-responsive.css?ver=5.5.1 (www.rpginsanity.com) - 390 ms, 0.91 KiB
...css/custom.css?ver=5.5.1 (www.rpginsanity.com) - 390 ms, 1.55 KiB
...css/rating.min.css?ver=1.7.911 (www.rpginsanity.com) - 400 ms, 0.86 KiB
...js/devicepx-jetpack.js?ver=202037 (s0.wp.com) - 30 ms, 3.43 KiB
...js/editor.js?ver=2.5.14-6684 (www.rpginsanity.com) - 330 ms, 0.9 KiB
...css/user-reviews.min.css?ver=2.1.923 (www.rpginsanity.com) - 620 ms, 1.96 KiB
...js/shortcodes.js?ver=0.1 (www.rpginsanity.com) - 510 ms, 0.78 KiB
...css/buddypress.min.css?ver=4.1.0 (www.rpginsanity.com) - 370 ms, 6.9 KiB
...css/icons.min.css?ver=5.0.4.682 (www.rpginsanity.com)
...fonts/gdgbx.ttf?v500.675 (www.rpginsanity.com) - 250 ms, 16.64 KiB
...css/rating.min.css?ver=3.0.3.985 (www.rpginsanity.com) - 550 ms, 3.84 KiB
...js/tooltip.js?ver=3.0.3.985 (www.rpginsanity.com) - 300 ms, 9.42 KiB
...css/bbpress.css?ver=2.5.14-6684 (www.rpginsanity.com) - 660 ms, 2.14 KiB
...css/jetpack.css?ver=7.1.2 (www.rpginsanity.com) - 380 ms, 12.49 KiB
...gridism/gridism.css?ver=3.0.3.985 (www.rpginsanity.com) - 540 ms, 1.1 KiB
...js/rating.min.js?ver=3.0.3.985 (www.rpginsanity.com) - 270 ms, 4.61 KiB
...js/core.min.js?ver=5.0.4.682 (www.rpginsanity.com) - 390 ms, 3.79 KiB
...css/widgets.min.css?ver=5.0.4.682 (www.rpginsanity.com) - 650 ms, 0.96 KiB
...js/all.js?ver=1.1 (use.fontawesome.com) - 60 ms, 277.7 KiB
...js/events.min.js?ver=3.0.3.985 (www.rpginsanity.com) - 630 ms, 1.19 KiB
...vendor/jquery-scroll-to.min.js?ver=4.1.0 (www.rpginsanity.com) - 620 ms, 1.59 KiB
...gd-rating-slider/rating-slider.min.js?ver=3.0.3.985 (www.rpginsanity.com) - 310 ms, 4.09 KiB

● **Keep request counts low and transfer sizes small** — 137 requests • 1,395 KiB

To set budgets for the quantity and size of page resources, add a budget.json file. [Learn more.](#)

Resource Type	Requests	Transfer Size
Total	137	1,395.2 KiB
Script	57	927.4 KiB
Image	19	206.7 KiB
Document	11	95.6 KiB
Font	19	89.6 KiB
Stylesheet	24	62.9 KiB
Other	7	12.9 KiB
Media	0	0 KiB
Third-party	86	1,200.7 KiB

● **Largest Contentful Paint element** — 1 element found

This is the largest contentful element painted within the viewport. [Learn More](#)

Element

RPG Insanity  
`<h1 id="site-title">`

● **Avoid large layout shifts** — 5 elements found

These DOM elements contribute most to the CLS of the page.

Element

CLS  
Contribution

› Forums › Topics Index Topics Search Help Topic Freshness Entering the Volcan...  
`<article class="main-article" style="height: auto !important;">`

0.261

Monster Stats Growth Rate in: Summon Mate 4 days ago 1oldtymer <ul id="bbp-topic-38968" class="even bbp-parent-forum-32114 user-id-5126 post-38968 topic type-topic statu...">	0.03
Favorite Monster in: Summon Mate 2 days ago zhangbob <ul id="bbp-topic-38980" class="odd bbp-parent-forum-32114 user-id-5126 post-38980 topic type-topic status...">	0.03
Sidequests in: Crystal Ortha 2 days ago RychschaX <ul id="bbp-topic-38966" class="even bbp-parent-forum-38917 user-id-5074 post-38966 topic type-topic statu...">	0.03
Crystal Ortha Pre-Registration 1 2 3 in: Crystal Ortha 4 days ago Sxup <ul id="bbp-topic-38810" class="odd bbp-parent-forum-38917 user-id-4675 post-38810 topic type-topic status...">	0.026

### ● Avoid long main-thread tasks – 20 long tasks found ^

Lists the longest tasks on the main thread, useful for identifying worst contributors to input delay. [Learn more](#)

Show 3rd-party resources (17)

URL	Start Time	Duration
/bg/w3uW36kZ3...js (pagead2.googlesyndication.com)	7,218 ms	654 ms
/bg/w3uW36kZ3...js (pagead2.googlesyndication.com)	9,932 ms	584 ms
/bg/w3uW36kZ3...js (pagead2.googlesyndication.com)	8,722 ms	525 ms
/topics/ (www.rpginsanity.com)	780 ms	267 ms
...js/core.min.js?ver=5.0.4.682 (www.rpginsanity.com)	13,830 ms	223 ms
...210/runner.html (tpc.googlesyndication.com)	10,610 ms	162 ms
...r20190131/show_ads_impl_fy2019.js (pagead2.googlesyndication.com)	6,390 ms	153 ms
...js/adsbygoogle.js (pagead2.googlesyndication.com)	3,660 ms	133 ms
...current/osd_listener.js?cache=r20110914 (www.googletagservices.com)	7,086 ms	132 ms
...current/osd_listener.js?cache=r20110914 (www.googletagservices.com)	12,412 ms	126 ms
...jquery/jquery.js?ver=1.12.4-wp (www.rpginsanity.com)	8,599 ms	123 ms
/analytics.js (www.google-analytics.com)	4,890 ms	121 ms
...current/osd.js?cb=%2Fr20100101 (www.googletagservices.com)	14,053 ms	114 ms
...NjbyeWjF.../recaptcha__en.js (www.gstatic.com)	6,543 ms	109 ms
...r20110914/abg_lite_fy2019.js (tpc.googlesyndication.com)	9,799 ms	94 ms
/bg/w3uW36kZ3...js (pagead2.googlesyndication.com)	10,516 ms	94 ms
...210/runner.html (tpc.googlesyndication.com)	9,675 ms	78 ms
...js/adsbygoogle.js (pagead2.googlesyndication.com)	3,793 ms	76 ms
...js/adsbygoogle.js (pagead2.googlesyndication.com)	6,652 ms	76 ms
...r20110914/abg_lite_fy2019.js (tpc.googlesyndication.com)	12,544 ms	61 ms

### Passed audits (18) ^

### ● Properly size images ^

Serve images that are appropriately-sized to save cellular data and improve load time. [Learn more](#).



Upload images directly through the [media library](#) to ensure that the required image sizes are available, and then insert them from the media library or use the image widget to ensure the optimal image sizes are used (including those for the responsive breakpoints). Avoid using `Full Size` images unless the dimensions are adequate for their usage. [Learn More](#).

### ● Minify CSS

Minifying CSS files can reduce network payload sizes. [Learn more](#).



A number of [WordPress plugins](#) can speed up your site by concatenating, minifying, and compressing your styles. You may also want to use a build process to do this minification up-front if possible.

### ● Minify JavaScript

Minifying JavaScript files can reduce payload sizes and script parse time. [Learn more](#).



A number of [WordPress plugins](#) can speed up your site by concatenating, minifying, and compressing your scripts. You may also want to use a build process to do this minification up front if possible.

### ● Remove unused JavaScript – Potential savings of 179 KiB

Remove unused JavaScript to reduce bytes consumed by network activity. [Learn more](#).



Consider reducing, or switching, the number of [WordPress plugins](#) loading unused JavaScript in your page. To identify plugins that are adding extraneous JS, try running [code coverage](#) in Chrome DevTools. You can identify the theme/plugin responsible from the URL of the script. Look out for plugins that have many scripts in the list which have a lot of red in code coverage. A plugin should only enqueue a script if it is actually used on the page.

Show 3rd-party resources (3)

URL	Transfer Size	Potential Savings
...NjbyeWjjF.../recaptcha__en.js (www.gstatic.com)	132.8 KiB	102.4 KiB
...r20190131/show_ads_impl_fy2019.js (pagead2.googlesyndication.com)	87.6 KiB	47.4 KiB
...js/adsbygoogle.js (pagead2.googlesyndication.com)	45.4 KiB	29.1 KiB

### ● Efficiently encode images

Optimized images load faster and consume less cellular data. [Learn more](#).



Consider using an [image optimization WordPress plugin](#) that compresses your images while retaining quality.

### ● Enable text compression

Text-based resources should be served with compression (gzip, deflate or brotli) to minimize total network bytes. [Learn more](#).



You can enable text compression in your web server configuration.

### ● Preconnect to required origins

Consider adding `preconnect` or `dns-prefetch` resource hints to establish early connections to important third-party origins. [Learn more](#).

### ● Avoid multiple page redirects

Redirects introduce additional delays before the page can be loaded. [Learn more](#).

## ● Preload key requests ^

Consider using ``<link rel=preload>`` to prioritize fetching resources that are currently requested later in page load. [Learn more](#).

## ● Use video formats for animated content ^

Large GIFs are inefficient for delivering animated content. Consider using MPEG4/WebM videos for animations and PNG/WebP for static images instead of GIF to save network bytes. [Learn more](#)



Consider uploading your GIF to a service which will make it available to embed as an HTML5 video.

## ● Remove duplicate modules in JavaScript bundles ^

Remove large, duplicate JavaScript modules from bundles to reduce unnecessary bytes consumed by network activity.

## ● Avoid serving legacy JavaScript to modern browsers – Potential savings of 0 KiB ^

Polyfills and transforms enable legacy browsers to use new JavaScript features. However, many aren't necessary for modern browsers. For your bundled JavaScript, adopt a modern script deployment strategy using module/nomodule feature detection to reduce the amount of code shipped to modern browsers, while retaining support for legacy browsers. [Learn More](#)

Show 3rd-party resources (1)

URL

Potential Savings

## ● Avoids enormous network payloads – Total size was 1,395 KiB ^

Large network payloads cost users real money and are highly correlated with long load times. [Learn more](#).



Consider showing excerpts in your post lists (e.g. via the more tag), reducing the number of posts shown on a given page, breaking your long posts into multiple pages, or using a plugin to lazy-load comments.

Show 3rd-party resources (9)

URL

Transfer Size

...js/all.js?ver=1.1 (use.fontawesome.com)	277.7 KiB
...simgad/454... (tpc.googlesyndication.com)	141.8 KiB
...NjbyeWjjF.../recaptcha__en.js (www.gstatic.com)	132.8 KiB
...r20190131/show_ads_impl_fy2019.js (pagead2.googlesyndication.com)	87.6 KiB
...js/adsbygoogle.js (pagead2.googlesyndication.com)	45.4 KiB
/gtag/js?id=UA-72865314-1 (www.googletagmanager.com)	35.5 KiB
...jquery/jquery.js?ver=1.12.4-wp (www.rpginsanity.com)	32.7 KiB
...current/osd_listener.js?cache=r20110914 (www.googletagservices.com)	29.2 KiB
...current/osd_listener.js?cache=r20110914 (www.googletagservices.com)	29.2 KiB
...current/osd_listener.js?cache=r20110914 (www.googletagservices.com)	29.2 KiB

## ● Avoids an excessive DOM size – 574 elements ^

A large DOM will increase memory usage, cause longer [style calculations](#), and produce costly [layout reflows](#). [Learn more](#).

Statistic	Element	Value
Total DOM Elements		574
Maximum DOM Depth	<code>&lt;input name="rememberme" type="checkbox" id="bp-login-widget-rememberme" value="forever"&gt;</code>	15

Statistic	Element	Value
Maximum Child Elements	<footer id="site-footer">	17

---

- **User Timing marks and measures** ^

Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. [Learn more](#).
- **Uses passive listeners to improve scrolling performance** ^

Consider marking your touch and wheel event listeners as `passive` to improve your page's scroll performance. [Learn more](#).
- **Avoid non-composited animations** ^

Animations which are not composited can be janky and increase CLS. [Learn more](#)
- **Avoids large JavaScript libraries with smaller alternatives** — 0 large libraries found ^

Large JavaScript libraries can lead to poor performance. Prefer smaller, functionally equivalent libraries to reduce your bundle size. [Learn more](#).



## Accessibility

These checks highlight opportunities to [improve the accessibility of your web app](#). Only a subset of accessibility issues can be automatically detected so manual testing is also encouraged.

**Contrast** — These are opportunities to improve the legibility of your content.

### ▲ Background and foreground colors do not have a sufficient contrast ratio. ^

Low-contrast text is difficult or impossible for many users to read. [Learn more](#).

Failing Elements

Index

[Index](https://www.rpginsanity.com/forums/)

Topics

[Topics](/topics)

Search

[Search](https://www.rpginsanity.com/forums/search/)

Help

[Help](https://www.rpginsanity.com/forum/general/help/)

Home

[Home](https://www.rpginsanity.com)

Games

[Games](https://www.rpginsanity.com/games/)

Forums

[Forums](https://www.rpginsanity.com/forums/)

## Failing Elements

### Blog

```
<a href="https://www.rpginsanity.com/blog/">Blog</a>
```

### Privacy Policy

```
<a href="https://www.rpginsanity.com/privacy-policy/">Privacy Policy</a>
```

### Log In

```
<a href="https://www.rpginsanity.com/login/">Log In</a>
```

**Names and labels** — These are opportunities to improve the semantics of the controls in your application. This may enhance the experience for users of assistive technology, like a screen reader.

## ▲ <frame> or <iframe> elements do not have a title

Screen reader users rely on frame titles to describe the contents of frames. [Learn more](#).

## Failing Elements

### iframe

```
<iframe id="aswift_0" name="aswift_0" style="left:0;position:absolute;top:0;border:0;width:360px;height:300px;" sandbox="allow-forms allow-pointer-lock allow-popups allow-popups-to-escape-sandbox allow-same-origin allow-scripts allow-top-navigation-by-user-activation" width="360" height="300" frameborder="0" src="https://googleads.g.doubleclick.net/pagead/ads?client=ca-pub-9599648887379940&output=html&h=300&slotname=3500066719&adk=1451886735&adf=1777748445&w=360&omt=1599620381&rafmt=1&psa=0&guci=2.2.0.0.2.2.0.0&format=360x300&url=https%3A%2F%2Fwww.rpginsanity.com%2Ftopics%2F&flash=0&fwr=1&rpe=1&resp_fmts=3&sfro=1&wgl=1&dt=1599620381595&bpp=21&bdt=863&idt=126&shv=r20200901&cbv=r20190131&ptt=9&saldr=aa&abxe=1&cookie=ID%3Da37b45c1f7a16930%3AT%3D1599620381%3AS%3DALNI_Mak9gHah-S56makgM2sl0vv60AZWA&correlator=3727436574222&frm=20&pv=2&ga_vid=2146245006.1599620382&ga_sid=1599620382&ga_hid=1052461550&ga_fc=0&iag=0&icsg=35459249941167&dssz=34&mso=0&u_tz=-420&u_his=2&u_java=0&u_h=640&u_w=360&u_ah=640&u_aw=360&u_cd=24&u_nplug=0&u_nmime=0&adx=0&ady=78&biw=360&bih=640&scr_x=0&scr_y=0&eid=42530588%2C21067034%2C21066392%2C21066973&oid=3&pvsid=1370694182018772&pem=847&rx=0&eae=0&fc=644&brdim=0%2C0%2C0%2C360%2C0%2C360%2C640%2C360%2C640&vis=1&rsz=%7Cm%7CeE%7Cp&abl=XS&pfx=0&fu=8320&bc=31&ifi=1&uci=a!1&fsb=1&xpc=cnWBt7KTDc&p=https%3A//www.rpginsanity.com&dtd=170" marginwidth="0" marginheight="0" vspace="0" hspace="0" allowtransparency="true" scrolling="no" allowfullscreen="true" data-google-container-id="a!1" data-google-query-id="CI_thqWK2-sCFUzafgod00gK1A" data-load-complete="true">
```

### iframe

```
<iframe id="aswift_1" name="aswift_1" style="left: 0px; position: absolute; top: 0px; border: 0px; width: 360px; height: 370px;" sandbox="allow-forms allow-pointer-lock allow-popups allow-popups-to-escape-sandbox allow-same-origin allow-scripts allow-top-navigation-by-user-activation" width="360" height="370" frameborder="0" src="https://googleads.g.doubleclick.net/pagead/ads?client=ca-pub-9599648887379940&output=html&h=300&slotname=6337611917&adk=809936014&adf=3001937362&w=360&ebfa=1&omt=1599620381&rafmt=1&psa=0&guci=2.2.0.0.2.2.0.0&format=360x300&url=https%3A%2F%2Fwww.rpginsanity.com%2Ftopics%2F&flash=0&fwr=1&rpe=1&resp_fmts=3&sfro=1&wgl=1&dt=1599620381617&bpp=8&bdt=885&idt=184&shv=r20200901&cbv=r20190131&ptt=9&saldr=aa&abxe=1&cookie=ID%3Da37b45c1f7a16930%3AT%3D1599620381%3AS%3DALNI_Mak9gHah-S56makgM2sl0vv60AZWA&prev_fmts=360x300&correlator=3727436574222&frm=20&pv=1&ga_vid=2146245006.1599620382&ga_sid=1599620382&ga_hid=1052461550&ga_fc=0&iag=0&icsg=598409203362479&dssz=35&mso=0&u_tz=-420&u_his=2&u_java=0&u_h=640&u_w=360&u_ah=640&u_aw=360&u_cd=24&u_nplug=0&u_nmime=0&adx=0&ady=1851&biw=360&bih=640&scr_x=0&scr_y=0&eid=42530588%2C21067034%2C21066392%2C21066973&oid=3&pvsid=1370694182018772&pem=847&rx=0&eae=0&fc=644&brdim=0%2C0%2C0%2C360%2C0%2C360%2C640%2C360%2C640&vis=1&rsz=%7Cm%7CeEbr%7Cp&abl=XS&pfx=0&fu=8320&bc=31&ifi=2&uci=a!2&btvi=1&fsb=1&xpc=vm7g08aqES&p=https%3A//www.rpginsanity.com&dtd=215" marginwidth="0" marginheight="0" vspace="0" hspace="0" allowtransparency="true" scrolling="no" allowfullscreen="true" data-google-container-id="a!2" data-google-query-id="CIrojKWK2-sCFQEEfwodsssEbA" data-load-complete="true">
```

## Failing Elements

### iframe

```
<iframe id="aswift_2" name="aswift_2" style="left:0;position:absolute;top:0;border:0;width:360px;height:300px;" sandbox="allow-forms allow-pointer-lock allow-popups allow-popups-to-escape-sandbox allow-same-origin allow-scripts allow-top-navigation-by-user-activation" width="360" height="300" frameborder="0" src="https://googleads.g.doubleclick.net/pagead/ads?client=ca-pub-9599648887379940&output=html&h=300&slotname=7116341110&adk=4018071744&adf=1465412495&w=360&lmt=1599620381&rafmt=1&psa=0&guci=2.2.0.0.2.2.0.0&format=360x300&url=https%3A%2F%2Fwww.rpginsanity.com%2Ftopics%2F&flash=0&fwr=1&rpe=1&resp_fmfts=3&sfro=1&wgl=1&dt=1599620381625&bpp=5&bdt=893&idt=225&shv=r20200901&cbv=r20190131&ptt=9&saldr=aa&abxe=1&cookie=ID%3Da37b45c1f7a16930%3AT%3D1599620381%3AS%3DALNI_Mak9gHah-S56makgM2sl0vv60AZWA&prev_fmfts=360x300%2C360x300&correlator=3727436574222&frm=20&pv=1&ga_vid=2146245006.1599620382&ga_sid=1599620382&ga_hid=1052461550&ga_fc=0&iag=0&icsg=598409203362479&dssz=35&mdo=0&mso=0&u_tz=-420&u_his=2&u_java=0&u_h=640&u_w=360&u_ah=640&u_aw=360&u_cd=24&u_nplug=0&u_nmime=0&adx=0&ady=2166&biw=360&bih=640&scr_x=0&scr_y=0&eid=42530588%2C21067034%2C21066392%2C21066973&oid=3&pvsid=1370694182018772&pem=847&rx=0&eae=0&fc=644&brdim=0%2C0%2C0%2C360%2C0%2C360%2C640%2C360%2C640&vis=1&rsz=%7Cm%7CeEbr%7Cp&abl=XS&pfx=0&fu=8320&bc=31&ifi=3&uci=a!3&btvi=2&fsb=1&xpc=AmRM5fTiS6&p=https%3A//www.rpginsanity.com&dtd=231" marginwidth="0" marginheight="0" vspace="0" hspace="0" allowtransparency="true" scrolling="no" allowfullscreen="true" data-google-container-id="a!3" data-google-query-id="CMDEjKWK2-sCFVaHfgodWw40DA" data-load-complete="true">
```

### ▲ Image elements do not have [alt] attributes

Informative elements should aim for short, descriptive alternate text. Decorative elements can be ignored with an empty alt attribute. [Learn more.](#)

## Failing Elements

### img

```

```

### ▲ Links do not have a discernible name

Link text (and alternate text for images, when used as links) that is discernible, unique, and focusable improves the navigation experience for screen reader users. [Learn more.](#)

## Failing Elements

### a

```
<a rel="v:url" property="v:title" href="https://www.rpginsanity.com/" class="bbp-breadcrumb-home"></a>
```

### a

```
<a href="https://www.patreon.com/rpginsanity" target="blank"></a>
```

**Navigation** — These are opportunities to improve keyboard navigation in your application.

### ▲ Heading elements are not in a sequentially-descending order

Properly ordered headings that do not skip levels convey the semantic structure of the page, making it easier to navigate and understand when using assistive technologies. [Learn more.](#)

## Failing Elements

### Forum Statistics

```
<h4 id="forum-stats__title">Forum Statistics</h4>
```

**Additional items to manually check (10)** — These items address areas which an automated testing tool cannot cover. [Learn more in our guide on conducting an accessibility review.](#)

### ● The page has a logical tab order

Tabbing through the page follows the visual layout. Users cannot focus elements that are offscreen. [Learn more.](#)

● **Interactive controls are keyboard focusable** ^

Custom interactive controls are keyboard focusable and display a focus indicator. [Learn more.](#)

● **Interactive elements indicate their purpose and state** ^

Interactive elements, such as links and buttons, should indicate their state and be distinguishable from non-interactive elements. [Learn more.](#)

● **The user's focus is directed to new content added to the page** ^

If new content, such as a dialog, is added to the page, the user's focus is directed to it. [Learn more.](#)

● **User focus is not accidentally trapped in a region** ^

A user can tab into and out of any control or region without accidentally trapping their focus. [Learn more.](#)

● **Custom controls have associated labels** ^

Custom interactive controls have associated labels, provided by `aria-label` or `aria-labelledby`. [Learn more.](#)

● **Custom controls have ARIA roles** ^

Custom interactive controls have appropriate ARIA roles. [Learn more.](#)

● **Visual order on the page follows DOM order** ^

DOM order matches the visual order, improving navigation for assistive technology. [Learn more.](#)

● **Offscreen content is hidden from assistive technology** ^

Offscreen content is hidden with `display: none` or `aria-hidden=true`. [Learn more.](#)

● **HTML5 landmark elements are used to improve navigation** ^

Landmark elements (`<main>`, `<nav>`, etc.) are used to improve the keyboard navigation of the page for assistive technology. [Learn more.](#)

**Passed audits (18)** ^

● **[aria-\*] attributes match their roles** ^

Each ARIA `role` supports a specific subset of `aria-\*` attributes. Mismatching these invalidates the `aria-\*` attributes. [Learn more.](#)

● **[aria-hidden="true"] is not present on the document <body>** ^

Assistive technologies, like screen readers, work inconsistently when `aria-hidden="true"` is set on the document ``<body>``. [Learn more.](#)

● **[role]s have all required [aria-\*] attributes** ^

Some ARIA roles have required attributes that describe the state of the element to screen readers. [Learn more.](#)

● **Elements with an ARIA [role] that require children to contain a specific [role] have all required children.** ^

Some ARIA parent roles must contain specific child roles to perform their intended accessibility functions. [Learn more.](#)

● **[role]s are contained by their required parent element** ^

Some ARIA child roles must be contained by specific parent roles to properly perform their intended accessibility functions. [Learn more.](#)

● **[role] values are valid** ^



ARIA roles must have valid values in order to perform their intended accessibility functions. [Learn more.](#)

---

● **[aria-\*] attributes have valid values** ^

Assistive technologies, like screen readers, can't interpret ARIA attributes with invalid values. [Learn more.](#)

---

● **[aria-\*] attributes are valid and not misspelled** ^

Assistive technologies, like screen readers, can't interpret ARIA attributes with invalid names. [Learn more.](#)

---

● **Buttons have an accessible name** ^

When a button doesn't have an accessible name, screen readers announce it as "button", making it unusable for users who rely on screen readers. [Learn more.](#)

---

● **The page contains a heading, skip link, or landmark region** ^

Adding ways to bypass repetitive content lets keyboard users navigate the page more efficiently. [Learn more.](#)

---

● **Document has a <title> element** ^

The title gives screen reader users an overview of the page, and search engine users rely on it heavily to determine if a page is relevant to their search. [Learn more.](#)

---

● **[id] attributes on active, focusable elements are unique** ^

All focusable elements must have a unique `id` to ensure that they're visible to assistive technologies. [Learn more.](#)

---

● **ARIA IDs are unique** ^

The value of an ARIA ID must be unique to prevent other instances from being overlooked by assistive technologies. [Learn more.](#)

---

● **<html> element has a [lang] attribute** ^

If a page doesn't specify a lang attribute, a screen reader assumes that the page is in the default language that the user chose when setting up the screen reader. If the page isn't actually in the default language, then the screen reader might not announce the page's text correctly. [Learn more.](#)

---

● **<html> element has a valid value for its [lang] attribute** ^

Specifying a valid [BCP 47 language](#) helps screen readers announce text properly. [Learn more.](#)

---

● **Lists contain only <li> elements and script supporting elements (<script> and <template>).** ^

Screen readers have a specific way of announcing lists. Ensuring proper list structure aids screen reader output. [Learn more.](#)

---

● **List items (<li>) are contained within <ul> or <ol> parent elements** ^

Screen readers require list items (`<li>`) to be contained within a parent `

` or `

` to be announced properly. [Learn more.](#)

---

● **[user-scalable="no"] is not used in the <meta name="viewport"> element and the [maximum-scale] attribute is not less than 5.** ^

Disabling zooming is problematic for users with low vision who rely on screen magnification to properly see the contents of a web page. [Learn more.](#)

---

---

- [\[accesskey\]](#) values are unique ^

Access keys let users quickly focus a part of the page. For proper navigation, each access key must be unique. [Learn more](#).

---

- [\[aria-hidden="true"\]](#) elements do not contain focusable descendants ^

Focusable descendants within an `[aria-hidden="true"]` element prevent those interactive elements from being available to users of assistive technologies like screen readers. [Learn more](#).

---

- ARIA input fields have accessible names ^

When an input field doesn't have an accessible name, screen readers announce it with a generic name, making it unusable for users who rely on screen readers. [Learn more](#).

---

- ARIA toggle fields have accessible names ^

When a toggle field doesn't have an accessible name, screen readers announce it with a generic name, making it unusable for users who rely on screen readers. [Learn more](#).

---

- `<dl>`'s contain only properly-ordered `<dt>` and `<dd>` groups, `<script>`, `<template>` or `<div>` elements. ^

When definition lists are not properly marked up, screen readers may produce confusing or inaccurate output. [Learn more](#).

---

- Definition list items are wrapped in `<dl>` elements ^

Definition list items (`<dt>` and `<dd>`) must be wrapped in a parent `<dl>` element to ensure that screen readers can properly announce them. [Learn more](#).

---

- No form fields have multiple labels ^

Form fields with multiple labels can be confusingly announced by assistive technologies like screen readers which use either the first, the last, or all of the labels. [Learn more](#).

---

- `<input type="image">` elements have `[alt]` text ^

When an image is being used as an `<input>` button, providing alternative text can help screen reader users understand the purpose of the button. [Learn more](#).

---

- Form elements have associated labels ^

Labels ensure that form controls are announced properly by assistive technologies, like screen readers. [Learn more](#).

---

- Presentational `<table>` elements avoid using `<th>`, `<caption>` or the `[summary]` attribute. ^

A table being used for layout purposes should not include data elements, such as the `th` or `caption` elements or the `summary` attribute, because this can create a confusing experience for screen reader users. [Learn more](#).

---

- The document does not use `<meta http-equiv="refresh">` ^

Users do not expect a page to refresh automatically, and doing so will move focus back to the top of the page. This may create a frustrating or confusing experience. [Learn more](#).

---

- `<object>` elements have `[alt]` text ^

Screen readers cannot translate non-text content. Adding alt text to `<object>` elements helps screen readers convey meaning to users. [Learn more](#).

---

- No element has a `[tabindex]` value greater than 0 ^

A value greater than 0 implies an explicit navigation ordering. Although technically valid, this often creates frustrating experiences for users who rely on assistive technologies. [Learn more](#).

---

- Cells in a `<table>` element that use the `[headers]` attribute refer to table cells within the same table. ^

Screen readers have features to make navigating tables easier. Ensuring `<td>` cells using the `[headers]` attribute only refer to other cells in the same table may improve the experience for screen reader users. [Learn more](#).

---

- `<th>` elements and elements with `[role="columnheader"/"rowheader"]` have data cells they describe. ^

Screen readers have features to make navigating tables easier. Ensuring table headers always refer to some set of cells may improve the experience for screen reader users. [Learn more.](#)

● **[lang] attributes have a valid value** ^

Specifying a valid [BCP 47 language](#) on elements helps ensure that text is pronounced correctly by a screen reader. [Learn more.](#)

● **<video> elements contain a <track> element with [kind="captions"]** ^

When a video provides a caption it is easier for deaf and hearing impaired users to access its information. [Learn more.](#)

● **<video> elements contain a <track> element with [kind="description"]** ^

Audio descriptions provide relevant information for videos that dialogue cannot, such as facial expressions and scenes. [Learn more.](#)



## Best Practices

### Trust and Safety

▲ **Links to cross-origin destinations are unsafe** ^

Add ``rel="noopener"`` or ``rel="noreferrer"`` to any external links to improve performance and prevent security vulnerabilities. [Learn more.](#)

Failing Anchors

felestore

```
<a href="http://felestore.com" target="_blank" title="felestore">
```

Plugins Wordpress

```
<a href="http://photoboxone.com//category/plugins/" target="_blank" title="Plugins Wordpress">
```

Themes Wordpress

```
<a href="http://photoboxone.com//category/themes/" target="_blank" title="Themes Wordpress">
```

Documents Wordpress

```
<a href="http://photoboxone.com//category/documents/" target="_blank" title="Documents Wordpress">
```

▲ **Includes front-end JavaScript libraries with known security vulnerabilities — 4 vulnerabilities detected** ^

Some third-party scripts may contain known security vulnerabilities that are easily identified and exploited by attackers. [Learn more.](#)

Library Version	Vulnerability Count	Highest Severity
<a href="#">jQuery@1.12.4</a>	4	Medium

### General

▲ **Registers an unload listener** ^

The ``unload`` event does not fire reliably and listening for it can prevent browser optimizations like the Back-Forward Cache. Consider using the ``pagehide`` or ``visibilitychange`` events instead. [Learn More](#)

Show 3rd-party resources (1)

URL

**Passed audits (13)****● Uses HTTPS**

All sites should be protected with HTTPS, even ones that don't handle sensitive data. This includes avoiding [mixed content](#), where some resources are loaded over HTTP despite the initial request being served over HTTPS. HTTPS prevents intruders from tampering with or passively listening in on the communications between your app and your users, and is a prerequisite for HTTP/2 and many new web platform APIs. [Learn more](#).

**● Avoids requesting the geolocation permission on page load**

Users are mistrustful of or confused by sites that request their location without context. Consider tying the request to a user action instead. [Learn more](#).

**● Avoids requesting the notification permission on page load**

Users are mistrustful of or confused by sites that request to send notifications without context. Consider tying the request to user gestures instead. [Learn more](#).

**● Allows users to paste into password fields**

Preventing password pasting undermines good security policy. [Learn more](#).

**● Displays images with correct aspect ratio**

Image display dimensions should match natural aspect ratio. [Learn more](#).

**● Serves images with appropriate resolution**

Image natural dimensions should be proportional to the display size and the pixel ratio to maximize image clarity. [Learn more](#).

**● Page has the HTML doctype**

Specifying a doctype prevents the browser from switching to quirks-mode. [Learn more](#).

**● Properly defines charset**

A character encoding declaration is required. It can be done with a <meta> tag in the first 1024 bytes of the HTML or in the Content-Type HTTP response header. [Learn more](#).

**● Avoids Application Cache**

Application Cache is deprecated. [Learn more](#).

**● Detected JavaScript libraries**

All front-end JavaScript libraries detected on the page. [Learn more](#).

Name	Version
jQuery	1.12.4
WordPress	5.5.1

**● Avoids deprecated APIs**

Deprecated APIs will eventually be removed from the browser. [Learn more](#).

● No browser errors logged to the console

Errors logged to the console indicate unresolved problems. They can come from network request failures and other browser concerns. [Learn more](#)

● Page has valid source maps

Source maps translate minified code to the original source code. This helps developers debug in production. In addition, Lighthouse is able to provide further insights. Consider deploying source maps to take advantage of these benefits. [Learn more](#).

Not applicable (1)

● Fonts with font-display: optional are preloaded

Preload `optional` fonts so first-time visitors may use them. [Learn More](#)



SEO

These checks ensure that your page is optimized for search engine results ranking. There are additional factors Lighthouse does not check that may affect your search ranking. [Learn more](#).

Content Best Practices – Format your HTML in a way that enables crawlers to better understand your app’s content.

▲ Document does not have a meta description

Meta descriptions may be included in search results to concisely summarize page content. [Learn more](#).

▲ Image elements do not have [alt] attributes

Informative elements should aim for short, descriptive alternate text. Decorative elements can be ignored with an empty alt attribute. [Learn more](#).

Failing Elements

```
img

```

Crawling and Indexing – To appear in search results, crawlers need access to your app.

▲ robots.txt is not valid – 1 error found

If your robots.txt file is malformed, crawlers may not be able to understand how you want your website to be crawled or indexed. [Learn more](#).

Table with 3 columns: Line #, Content, Error

Line #	Content	Error
8	Sitemap: sitemap.xml	Invalid sitemap URL

**Mobile Friendly** — Make sure your pages are mobile friendly so users don't have to pinch or zoom in order to read the content pages. [Learn more.](#)

**▲ Tap targets are not sized appropriately — 41% appropriately sized tap targets**

Interactive elements like buttons and links should be large enough (48x48px), and have enough space around them, to be easy enough to tap without overlapping onto other elements. [Learn more.](#)

Tap Target	Size	Overlapping Target
2 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/2/">2</a>	17x21	Crystal Ortha Pre-Registration <a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/">Crystal Ortha Pre-Registration</a>
2 <a class="page-numbers" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/page/2/">2</a>	17x21	Pre-Register New Exe-Create: Leige Dragon <a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/">Pre-Register New Exe-Create: Leige Dragon</a>
1 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/">1</a>	15x21	Crystal Ortha <a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/crystal-ortha/">Crystal Ortha</a>
3 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/3/">3</a>	16x21	Crystal Ortha Pre-Registration <a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/">Crystal Ortha Pre-Registration</a>
1 <a class="page-numbers" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/">1</a>	15x21	Liege Dragon <a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/liege-dragon/">Liege Dragon</a>
1 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/">1</a>	15x21	2 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/2/">2</a>
1 <a class="page-numbers" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/">1</a>	15x21	2 <a class="page-numbers" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/page/2/">2</a>
1 <a class="page-numbers" href="https://www.rpginsanity.com/forum/kemco-chat/38426-kemco-family-tree/">1</a>	15x21	2 <a class="page-numbers" href="https://www.rpginsanity.com/forum/kemco-chat/38426-kemco-family-tree/page/2/">2</a>
3 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/3/">3</a>	16x21	2 <a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/2/">2</a>

Tap Target	Size	Overlapping Target
Sxup <a href="https://www.rpginsanity.com/members/sxup/" title="View Sxup's profile" class="bbp-author-name" rel="nofollow">Sxup</a>	36x19	4 days ago <a href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/3/#post-38965" title="Reply To: Crystal Ortha Pre-Registration">4 days ago</a>
Jamie <a href="https://www.rpginsanity.com/members/gogs/" title="View Jamie's profile" class="bbp-author-name" rel="nofollow">Jamie</a>	42x19	6 days ago <a href="https://www.rpginsanity.com/forum/liege-dragon/38366-so-how-do-you-get-the-other-endings/#post-38959" title="Reply To: So how do you get the other endings?">6 days ago</a>
Dekar <a href="https://www.rpginsanity.com/members/sirdekar/" title="View Dekar's profile" class="bbp-author-name" rel="nofollow">Dekar</a>	43x19	5 days ago <a href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/page/2/#post-38963" title="Reply To: Pre-Register New Exe-Create: Leige Dragon">5 days ago</a>
Entering the Volcano <a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/crystal-ortha/38992-entering-the-volcano/">Entering the Volcano</a>	156x19	Crystal Ortha <a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/crystal-ortha/">Crystal Ortha</a>
13 hours ago <a href="https://www.rpginsanity.com/forum/crystal-ortha/38992-entering-the-volcano/#post-38993" title="Reply To: Entering the Volcano">13 hours ago</a>	92x19	1oldtymer <a href="https://www.rpginsanity.com/members/1oldtymer/" title="View 1oldtymer's profile" class="bbp-author-name" rel="nofollow">1oldtymer</a>
Starting a Challenge Run <a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/summon-mate/38977-starting-a-challenge-run/">Starting a Challenge Run</a>	183x19	Summon Mate <a href="https://www.rpginsanity.com/forum/other-rpgs/jrpgs/summon-mate/">Summon Mate</a>
1 day ago <a href="https://www.rpginsanity.com/forum/summon-mate/38977-starting-a-challenge-run/#post-38991" title="Reply To: Starting a Challenge Run">1 day ago</a>	67x19	Mastertrek <a href="https://www.rpginsanity.com/members/mastertrek/" title="View Mastertrek's profile" class="bbp-author-name" rel="nofollow">Mastertrek</a>
1 day ago <a href="https://www.rpginsanity.com/forum/liege-dragon/38625-extra-quests/#post-38986" title="Reply To: Extra quests">1 day ago</a>	67x19	Euphoniac <a href="https://www.rpginsanity.com/members/euphoniac/" title="View Euphoniac's profile" class="bbp-author-name" rel="nofollow">Euphoniac</a>
2 days ago <a href="https://www.rpginsanity.com/forum/crystal-ortha/38966-sidequests/#post-38985" title="Reply To: Sidequests">2 days ago</a>	77x19	RychschaX <a href="https://www.rpginsanity.com/members/rychschaX/" title="View RychschaX's profile" class="bbp-author-name" rel="nofollow">RychschaX</a>
Favorite Monster <a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/summon-mate/38980-favorite-monster/">Favorite Monster</a>	128x19	Summon Mate <a href="https://www.rpginsanity.com/forum/other-rpgs/jrpgs/summon-mate/">Summon Mate</a>
2 days ago <a href="https://www.rpginsanity.com/forum/summon-mate/38980-favorite-monster/" title="Favorite Monster">2 days ago</a>	77x19	zhangbob <a href="https://www.rpginsanity.com/members/zhangbob/" title="View zhangbob's profile" class="bbp-author-name" rel="nofollow">zhangbob</a>

Tap Target	Size	Overlapping Target
<p>Monster Stats Growth Rate</p> <p><a href="https://www.rpginsanity.com/forum/summon-mate/38968-monster-stats-growth-rate/">Monster Stats Growth Rate</a></p>	201x19	<p>Summon Mate</p> <p><a href="https://www.rpginsanity.com/forum/other-rpgs/jrpgs/summon-mate/">Summon Mate</a></p>
<p>4 days ago</p> <p><a href="https://www.rpginsanity.com/forum/summon-mate/38968-monster-stats-growth-rate/#post-38976">Reply To: Monster Stats Growth Rate</a>&gt;4 days ago</p>	78x19	<p>1oldtymer</p> <p><a href="https://www.rpginsanity.com/members/1oldtymer/">View 1oldtymer's profile</a></p>
<p>Crystal Ortha</p> <p><a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/crystal-ortha/">Crystal Ortha</a></p>	99x19	<p>Hidden Areas by Airship</p> <p><a href="https://www.rpginsanity.com/forum/crystal-ortha/38934-hidden-areas-by-airship/">Hidden Areas by Airship</a></p>
<p>6 days ago</p> <p><a href="https://www.rpginsanity.com/forum/crystal-ortha/38934-hidden-areas-by-airship/#post-38960">Reply To: Hidden Areas by Airship</a>&gt;6 days ago</p>	78x19	<p>CoarseDragon</p> <p><a href="https://www.rpginsanity.com/members/coarsedragon/">View CoarseDragon's profile</a></p>
<p>1 week ago</p> <p><a href="https://www.rpginsanity.com/forum/asdivine-hearts-2/38949-the-thieving-zero-to-hero-guide/#post-38955">Reply To: The Thieving Zero-to-Hero Guide</a>&gt;1 week ago</p>	79x19	<p>SpoilerSpree</p> <p><a href="https://www.rpginsanity.com/members/spoilerspree/">View SpoilerSpree's profile</a></p>
<p>Number of Main Quests</p> <p><a href="https://www.rpginsanity.com/forum/antiquia-lost/38945-number-of-main-quests/">Number of Main Quests</a></p>	175x19	<p>Antiquia Lost</p> <p><a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/antiquia-lost/">Antiquia Lost</a></p>
<p>1 week ago</p> <p><a href="https://www.rpginsanity.com/forum/antiquia-lost/38945-number-of-main-quests/#post-38953">Reply To: Number of Main Quests</a>&gt;1 week ago</p>	79x19	<p>Jesusalva</p> <p><a href="https://www.rpginsanity.com/members/jesusalva/">View Jesusalva's profile</a></p>
<p>Dark Gate</p> <p><a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/dark-gate/">Dark Gate</a></p>	72x19	<p>Special Job Prerequisites</p> <p><a href="https://www.rpginsanity.com/forum/dark-gate/38898-special-job-prerequisites/">Special Job Prerequisites</a></p>
<p>1 week ago</p> <p><a href="https://www.rpginsanity.com/forum/dark-gate/38898-special-job-prerequisites/#post-38943">Reply To: Special Job Prerequisites</a>&gt;1 week ago</p>	79x19	<p>LemmyTheLenny</p> <p><a href="https://www.rpginsanity.com/members/lemmythelenny/">View LemmyTheLenny's profile</a></p>
<p>1 week ago</p> <p><a href="https://www.rpginsanity.com/forum/liege-dragon/38931-how-can-i-get-trust-for-the-endings/">How can i get trust for the endings</a>&gt;1 week ago</p>	79x19	<p>BurnNotice89</p> <p><a href="https://www.rpginsanity.com/members/burnnotice89/">View BurnNotice89's profile</a></p>
<p>1 week ago</p> <p><a href="https://www.rpginsanity.com/forum/kemco-chat/38426-kemco-family-tree/page/2/#post-38928">Reply To: KEMCO Family Tree?</a>&gt;1 week ago</p>	79x19	<p>CodeSaint</p> <p><a href="https://www.rpginsanity.com/members/sc Huratzpraim/">View CodeSaint's profile</a></p>



Tap Target	Size	Overlapping Target
<p>Extra quests</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/liege-dragon/38625-extra-quests/"&gt;Extra quests&lt;/a&gt;</pre>	92x19	<p>Liege Dragon</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/liege-dragon/"&gt;Liege Dragon&lt;/a&gt;</pre>
<p>Pre-Register New Exe-Creat: Leige Dragon</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/"&gt;Pre-Register New Exe-Creat: Leige Dragon&lt;/a&gt;</pre>	225x19	<p>Liege Dragon</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/liege-dragon/"&gt;Liege Dragon&lt;/a&gt;</pre>
<p>Kemco Chat</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/kemco-chat/"&gt;Kemco Chat&lt;/a&gt;</pre>	89x19	<p>KEMCO Family Tree?</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/kemco-chat/38426-kemco-family-tree/"&gt;KEMCO Family Tree?&lt;/a&gt;</pre>
<p>Sidequests</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/crystal-ortha/38966-sidequests/"&gt;Sidequests&lt;/a&gt;</pre>	79x19	<p>Crystal Ortha</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/crystal-ortha/"&gt;Crystal Ortha&lt;/a&gt;</pre>
<p>2</p> <pre>&lt;a class="page-numbers" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/page/2/"&gt;2&lt;/a&gt;</pre>	17x21	<p>Crystal Ortha</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/crystal-ortha/"&gt;Crystal Ortha&lt;/a&gt;</pre>
<p>Crystal Ortha Pre-Registration</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/crystal-ortha/38810-crystal-ortha-pre-registration/"&gt;Crystal Ortha Pre-Registration&lt;/a&gt;</pre>	137x19	<p>Crystal Ortha</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/hit-point/crystal-ortha/"&gt;Crystal Ortha&lt;/a&gt;</pre>
<p>So how do you get the other endings?</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/liege-dragon/38366-so-how-do-you-get-the-other-endings/"&gt;So how do you get the other endings?&lt;/a&gt;</pre>	206x19	<p>Liege Dragon</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/liege-dragon/"&gt;Liege Dragon&lt;/a&gt;</pre>
<p>How can i get trust for the endings</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/liege-dragon/38931-how-can-i-get-trust-for-the-endings/"&gt;How can i get trust for the endings&lt;/a&gt;</pre>	194x19	<p>Liege Dragon</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/liege-dragon/"&gt;Liege Dragon&lt;/a&gt;</pre>
<p>2</p> <pre>&lt;a class="page-numbers" href="https://www.rpginsanity.com/forum/liege-dragon/37186-pre-register-new-exe-create-leige-dragon/page/2/"&gt;2&lt;/a&gt;</pre>	17x21	<p>Liege Dragon</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/liege-dragon/"&gt;Liege Dragon&lt;/a&gt;</pre>
<p>The Thieving Zero-to-Hero Guide</p> <pre>&lt;a class="bbp-topic-permalink" href="https://www.rpginsanity.com/forum/asdivine-hearts-2/38949-the-thieving-zero-to-hero-guide/"&gt;The Thieving Zero-to-Hero Guide&lt;/a&gt;</pre>	202x19	<p>Asdivine Hearts 2</p> <pre>&lt;a href="https://www.rpginsanity.com/forum/kemco-games/exe-create/asdivine-hearts-2/"&gt;Asdivine Hearts 2&lt;/a&gt;</pre>

**Additional items to manually check (1)** — Run these additional validators on your site to check additional SEO best practices. ^

● **Structured data is valid** ^

Run the [Structured Data Testing Tool](#) and the [Structured Data Linter](#) to validate structured data. [Learn more.](#)

● **Has a `<meta name="viewport">` tag with width or initial-scale**

Add a `<meta name="viewport">` tag to optimize your app for mobile screens. [Learn more.](#)

● **Document has a `<title>` element**

The title gives screen reader users an overview of the page, and search engine users rely on it heavily to determine if a page is relevant to their search. [Learn more.](#)

● **Page has successful HTTP status code**

Pages with unsuccessful HTTP status codes may not be indexed properly. [Learn more.](#)

● **Links have descriptive text**

Descriptive link text helps search engines understand your content. [Learn more.](#)

● **Links are crawlable**

Search engines may use `href` attributes on links to crawl websites. Ensure that the `href` attribute of anchor elements links to an appropriate destination, so more pages of the site can be discovered. [Learn More](#)

● **Page isn't blocked from indexing**

Search engines are unable to include your pages in search results if they don't have permission to crawl them. [Learn more.](#)

● **Document has a valid `hreflang`**

hreflang links tell search engines what version of a page they should list in search results for a given language or region. [Learn more.](#)

● **Document uses legible font sizes – 100% legible text**

Font sizes less than 12px are too small to be legible and require mobile visitors to “pinch to zoom” in order to read. Strive to have >60% of page text  $\geq$ 12px. [Learn more.](#)

Show 3rd-party resources (0)

Source	Selector	% of Page Text	Font Size
Legible text		100.00%	$\geq$ 12px

● **Document avoids plugins**

Search engines can't index plugin content, and many devices restrict plugins or don't support them. [Learn more.](#)

**Not applicable (1)**

● **Document has a valid `rel=canonical`**

Canonical links suggest which URL to show in search results. [Learn more.](#)

# Progressive Web App

These checks validate the aspects of a Progressive Web App. [Learn more.](#)

## Fast and reliable

### Page load is not fast enough on mobile networks

- ▲ **Your page loads too slowly and is not interactive within 10 seconds. Look at the opportunities and diagnostics in the "Performance" section to learn how to improve.** ^

– **Interactive at 13.4 s**

A fast page load over a cellular network ensures a good mobile user experience. [Learn more.](#)

- ▲ **Current page does not respond with a 200 when offline** ^

If you're building a Progressive Web App, consider using a service worker so that your app can work offline. [Learn more.](#)

- ▲ **`start_url` does not respond with a 200 when offline** **No usable web app manifest found on page.** ^

A service worker enables your web app to be reliable in unpredictable network conditions. [Learn more.](#)

## Installable

- **Uses HTTPS** ^

All sites should be protected with HTTPS, even ones that don't handle sensitive data. This includes avoiding [mixed content](#), where some resources are loaded over HTTP despite the initial request being served over HTTPS. HTTPS prevents intruders from tampering with or passively listening in on the communications between your app and your users, and is a prerequisite for HTTP/2 and many new web platform APIs. [Learn more.](#)

- ▲ **Does not register a service worker that controls page and `start_url`** ^

The service worker is the technology that enables your app to use many Progressive Web App features, such as offline, add to homescreen, and push notifications. [Learn more.](#)

- ▲ **Web app manifest does not meet the installability requirements** **Failures: No manifest was fetched.** ^

Browsers can proactively prompt users to add your app to their homescreen, which can lead to higher engagement. [Learn more.](#)

## PWA Optimized

- ▲ **Does not redirect HTTP traffic to HTTPS** ^

If you've already set up HTTPS, make sure that you redirect all HTTP traffic to HTTPS in order to enable secure web features for all your users. [Learn more.](#)

- ▲ **Is not configured for a custom splash screen** **Failures: No manifest was fetched.** ^

A themed splash screen ensures a high-quality experience when users launch your app from their homescreens. [Learn more.](#)

### Does not set a theme color for the address bar.

- ▲ **Failures: No manifest was fetched, No `<meta name="theme-color">` tag found.** ^

The browser address bar can be themed to match your site. [Learn more.](#)

- **Content is sized correctly for the viewport** ^

If the width of your app's content doesn't match the width of the viewport, your app might not be optimized for mobile screens. [Learn more.](#)

- **Has a `<meta name="viewport">` tag with `width` or `initial-scale`** ^

Add a `<meta name="viewport">` tag to optimize your app for mobile screens. [Learn more.](#)

● **Contains some content when JavaScript is not available** ^

Your app should display some content when JavaScript is disabled, even if it's just a warning to the user that JavaScript is required to use the app. [Learn more.](#)

▲ **Does not provide a valid `apple-touch-icon`** ^

For ideal appearance on iOS when users add a progressive web app to the home screen, define an `apple-touch-icon`. It must point to a non-transparent 192px (or 180px) square PNG. [Learn More.](#)

▲ **Manifest doesn't have a maskable icon** **No manifest was fetched** ^

A maskable icon ensures that the image fills the entire shape without being letterboxed when installing the app on a device. [Learn more.](#)

**Additional items to manually check (3)** — These checks are required by the baseline [PWA Checklist](#) but are not automatically checked by Lighthouse. They do not affect your score but it's important that you verify them manually. ^

● **Site works cross-browser** ^

To reach the most number of users, sites should work across every major browser. [Learn more.](#)

● **Page transitions don't feel like they block on the network** ^

Transitions should feel snappy as you tap around, even on a slow network. This experience is key to a user's perception of performance. [Learn more.](#)

● **Each page has a URL** ^

Ensure individual pages are deep linkable via URL and that URLs are unique for the purpose of shareability on social media. [Learn more.](#)

### Runtime Settings

<b>URL</b>	https://www.rpginsanity.com/topics/
<b>Fetch Time</b>	Sep 9, 2020, 2:59 AM GMT
<b>Device</b>	Emulated Moto G4
<b>Network throttling</b>	Unknown
<b>CPU throttling</b>	Unknown
<b>Channel</b>	lr
<b>User agent (host)</b>	Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) HeadlessChrome/84.0.4147.140 Safari/537.36
<b>User agent (network)</b>	Mozilla/5.0 (Linux; Android 7.0; Moto G (4)) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/84.0.4143.7 Mobile Safari/537.36 Chrome-Lighthouse
<b>CPU/Memory Power</b>	997