Modellayer:

* Characteristics
  + Name
  + Age
  + Sex
  + Skin
  + Deity
  + Size – dropdown box
  + Weight
  + Height
  + Eyes
  + Hair
  + Quirk
  + Race
* Stats
  + Strength
    - Starting
    - Increased
    - Temporary
  + Dexterity
    - Starting
    - Increased
    - Temporary
  + Constitution
    - Starting
    - Increased
    - Temporary
    - Undead
  + Intelligence
    - Starting
    - Increased
    - Temporary
  + Wisdom
    - Starting
    - Increased
    - Temporary
  + Charisma
    - Starting
    - Increased
    - Temporary
  + Appearance
    - Starting
    - Increased
    - Temporary
    - True/false enable
* Races
  + Stat bonus/penalties
  + Min weight
  + Max weight
  + Min height
  + Max height
  + Special qualities
  + Special attacks
  + Skill bonuses
  + Languages
  + Bonus Feat
  + Size
  + Base speed
  + Armor bonus
  + Favored class
  + Age
    - Adult
    - Middle-aged
    - Old
    - Venerable
* Classes
  + Level
  + Base Attack Bonus
  + Fortitude save
  + Reflex Save
  + Will save
  + Hit Die
  + Special Features
  + Skills
  + Extra Damage
    - (Lav dem så de er int variabler så man kan variere i højden)
  + Ac Bonus
    - (Lav dem så de er int variabler så man kan variere i typen)
  + Speed bonus
  + Spell caster
* Prestige classes
  + Prerequisites
  + Level
  + Base Attack Bonus
  + Fortitude save
  + Reflex Save
  + Will save
  + Hit Die
  + Special Features
  + Skills
  + Extra Damage
    - (Lav dem så de er int variabler så man kan variere i højden)
  + Ac Bonus
    - (Lav dem så de er int variabler så man kan variere i typen)
  + Speed bonus
  + Spell caster
* Race Classes
  + Level
  + Base Attack Bonus
  + Fortitude save
  + Reflex Save
  + Will save
  + Hit Die
  + Special Features
  + Skills
  + Extra Damage
    - (Lav dem så de er int variabler så man kan variere i højden)
  + Ac Bonus
    - (Lav dem så de er int variabler så man kan variere i typen)
  + Speed bonus
  + Spell caster
* Spell casting
  + Arcane
    - Intelligence
    - Charisma
  + Divine
    - Wisdom
    - Charisma
  + Psionic
    - Intelligence
    - Charisma
  + Max caster level
  + Caster start
  + Bonus Spells pr day
  + Spell save DC
  + Primary stat
  + Spells pr day
  + Spells known
* Sizes
  + Name
  + Bonus
  + Penalties
* Template
  + Stat bonus/penalties
  + Min weight
  + Max weight
  + Min height
  + Max height
  + Special qualities
  + Special attacks
  + Skill bonuses
  + Languages
  + Bonus Feat
  + Size
  + Base speed
  + Armor bonus
* Languages
* Alignment
  + Chaotic
  + Neutral
  + Lawful
  + Evil
  + Good
  + Neutral
* Feats
  + Name
  + Prerequisites
  + Benefit
  + Special
* Skills
  + Name
  + Synergy
  + Intelligence increase
* Equipment
  + Armor/ Shield
    - Name
    - Armor bonus
    - Type
      * None
      * Light
      * Medium
      * Heavy
    - Speed
    - Armor check penalty
    - Arcane Spell Failure
    - Max Dexterity
    - Weight
    - Special Properties
    - Magic modifier
    - Feat Required
  + Weapon
    - Melee
      * Name
      * Damage Die
      * Critical threat range
      * Critical modifier
      * Type
      * Reach
      * Size
      * Weight
      * Special Properties
      * Magic modifier
      * Weapon finesse-able
      * Feat required
    - Range
      * Name
      * Damage Die
      * Critical threat range
      * Critical modifier
      * Type
      * Range
      * Ammo
      * Size
      * Weight
      * Special Properties
      * Magic modifier
      * Weapon finesse-able
      * Feat required
  + Clothing
    - Head
    - Face
    - Throat
    - Shoulder
    - Torso
    - Hands
    - Arms
    - Waist
    - Ring 1
    - Ring 2
    - Feet
    - (all have weight)
  + Tools
    - Weight
    - Amount
* Spells
  + Spell level
    - Class
  + School
    - Abjuration
    - Conjuration
    - Divination
    - Enchantment
    - Evocation
    - Illusion
    - Necromancy
    - Transmutation
    - Universal
  + Definition
    - Element
  + Components
    - Is affected by eschew or not
  + Casting Time
  + Range
    - Close
    - Medium
    - Long
    - Personal
    - Touch
  + Target
    - Special
  + Duration
  + Saving throw
  + Spell resistance
  + Description
* Conditions
  + Negative level
  + Exhausted
  + Fatigued
  + Sickened
  + Nauseated
  + Shaken
  + Fear
  + Damage Reduction
  + Fast Healing
  + Health boost
  + Morale bonus
    - To hit
    - To damage
    - Vs fear
    - Vs poison
* Weight
* Treasure
  + Copper
  + Silver
  + Gold
  + Platinum
  + Gems
  + Jewels
* Turn/Rebuke Undead
  + Turn Attempts
  + Extra Turn Attempts
  + Check Modifier
  + Damage Modifier