We need to build a Chaceracter. VThis Character is a class It has 2 static Attributes V-Alizament-Dynamic Attibutes Ability scores which is an Desterity: Non

Constitution: No Charisma: Num VXP Points: 0-20-700-Float Points YAMOR CLASS: DEPAULT 10 V- Hit points: Default 5. V. Attad point Si Defeut 1 V-TSAKIE: LEAULT Tre Gorearray = [0000000] Str= GoreArray[0]

geore\_array=[,,,,] [000000] Strength = score-array LOJ depterity = score-array[1] (27 Constitution = Wisdom Intelligence [4] [5] Charisma Estrength = goore\_array[o depterity = score-array[1] Constitution = ... 62] rame Ce Cligament Thelligence [47] (hasi gara function fill array (obice) } Score array= C>[4x1, dex, con. ] ability scores=(10,00,0,0,10

huppen? What Cun (Olling 20 sided die = roll
roll add Str modify = roll
it roll > Combatants Armour (1055
gain xP(10) function roll Modisier (ability Score) if (ability-Score = 1) If (as >1 and 64) nod = 4 if (as >4 and 66) nod = -3 Test Func () § roll-mod (2) ==-5

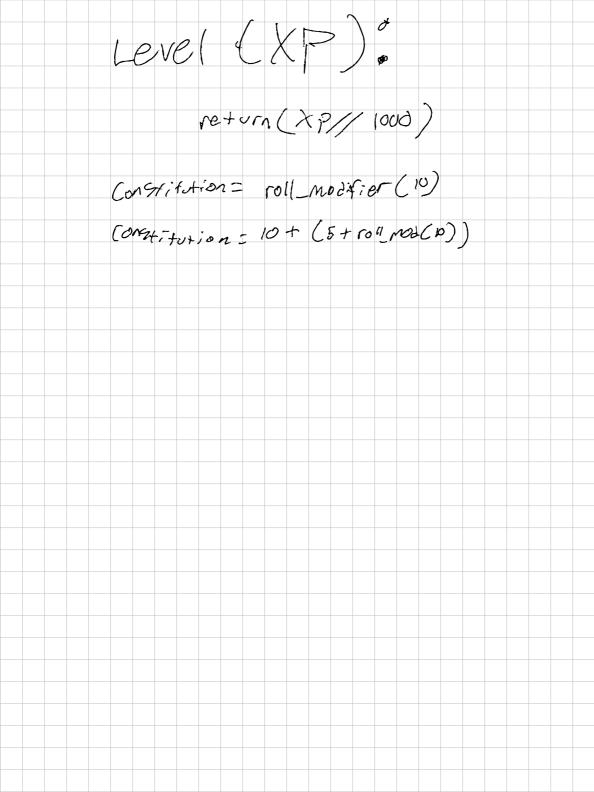
Affact function (target), Frget2) roll= roll diel) if roll == 20; target 2.HP - (target 1.att\_point 5x2) elif roll 6 20 and roll 20: Mod = roll-modifier (Strength) 1011 += MOd if roll > target ], armor\_Class: turget 2. 17:+ points -torset 1. attack points. e(F==0: cortical Fail

Combat accepts both sides of the combat as prompeters. roll for inflative character with highest initiative goes pirst. Character Chooses target.
Character rolls for attack ic attack of modifier is arenter then targets amost class
it is a successful hit remove characters attack points from targets hit points. Come Back to this later

Combat Class intake fighters Caroving HP from Spacific) rolling Die gaining experience Procedurally choose affecker with initive xive highest initiative attacks first roll for attack function of attack function ( using elefencers HP. return a new instance of perencer with lowers Hit Points attack (target), target

Class combat: def\_init\_ (xighter1, Fighter2) WW fights First? >Initiative voll-Class combat: user(Cryhter 1) voll for init user 2 (fighter 2) voll for init put both rolls in an arraz

Tyan, mason, Tyce I Mogan, Keish Josh A, E



Class Fighter (Character) Child Class that innerits
Func and Statsfrom
Darent (naracter) Superinit to take all char proper · methods, we can also add tedit Prop. by (re) declairing them

Selfoutack\_Roll\_Mod= int.(level//2) Job Class Fighter Class: Attack roll modifier increses one for every level Adds 10 Hit points per level Fighter class (Character)

des init-csef name, align, atributes, xp)

Gentlinit-chame, aign, attributes, xp) he will modify the attributes charge with classes. Copy affack roll\_mod

change The 2; vision by 2

to Just the level number copy hp -7 change 5 nodificer to 10 insise modification Function

Types of Classes 5 1-48e 9 · Butcher > Wood Warmonger Sensor Javazerist de Veloper Daniel Kin o Fighter Butcher Class · Modify initial affack function to have name smoked-butt. · add secondry attack Kurction that is called bonk-Breaker attack (Self, target1, target2, roll) roll= roll + attack\_mod IF roll 7 = 20 get attibute of tagget 2 to the value of ( Target 2 hit points - target | attent points Add I to the Larget lattack points ] if target 2 in a track function (5) has se Job of Dighter attack Points 2 Strength by 154 +5 CONTEITUTION by + ( cexterity +> Witcom -3 Wilam Chan Sout - 14

Sr Jake Script Dev St/ -2 WIS TTS HP +2 Rof 1V1 Atk = FOR 1000-FUNS OUTK

Wooden Warmonger Sets a +3 toppomorciass due to neoder Armor +3 Strength
-2 inteligence
2 visdom
+0 constitution
+1 Dexterity
+2 charisale Daniel Kin wis ts char #5 nas Regark Ath Stip the Pot 1011 D20 (hydration (011) 2-10 ONT FUNC X2 Drives 410 Nothing