

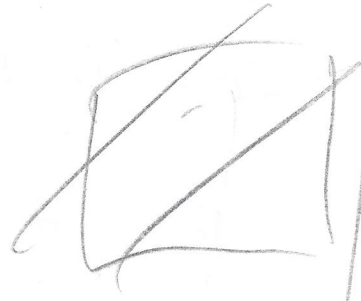
Page Name

Wizards | Create | login/out |
link

Math
art
work

Create
Gld

View



Pice
Rdler

Shit

fixed
on side

©

→ About


School project yade yade
X disc. about free use on About
index page.

View

Symbol
Icons

Heedon / Nav

List of Char

1st  Bill the Wizard

2nd  Matt the Dwarf

3rd  James the Rogue

Dice

Art

Standardized Font or

Art work



Hude

About

DR

Ad

Copy right

X

New Zealand time diff.

~~0d0 0d0 0d0 0d0 0d0 0d0 0d0~~

~~Return Total, 0, 1, 2, 3, 4, 5, 6~~

+ -

UI Action
input

Look @ Feed
to save
past rolls.

total value

7: 4, 3

↓ ↓

value of
each dice

could be

10: 4, 3, 3

↓
6 side

↓

4 side

of dice
of sides

1d6

1d12

1d20

Result

d6

1 1 1 1 1 1

d10

1 1

d20

Total:
dice

d2

d4

d6

d8

d10

d12

d20

d100

only
display
dice used

Class Selection

Progress

Class DD

Back

Next

? progress, bar

✓ class icons

19px x 19px

margin-top: 9px;
make CSS.

same as
svg?

X

Home Hued

Create pt Progress bar

Race DD.

Sex Box section.

Name Field or 'Random'
regores previous into

RR

Art
Work

1.2.2.6

Next

X

Char Descti

dropdown menu.

optional

Alignment

☒

[Roll]

Ideals

☒

[Roll]

Flaws

☒

[Roll]

Bonds

☒

[Roll]

Background

☒

[Roll]

Skills

STR Skill
☒ Athletics

Dex Skill

Int

Wis

Cha

only show
 Skills that
 can be chosen
 based on race,
 class + bg

[Back]

[Next]

use submenus
 for info.

Ideals:

Acolyte: choose 1

Tradition
 Charity
 etc.

hard to read

login?

or

0

score?

Std Array

Progress

Str ☒

Rel ☒

Con ☒

Int ☒

Wis ☒

Cha ☒

✓

—

15+ *magic bones*

14

13

12

10

8

(next)

(Back)



Attributes

p.13

Point Buy

Std Array

Manual

Manual Entry (locked unless manual selected)

S
□

D
□

C
□

I W C
□ □ □

Back

Next

MacBook Pro
Surface Book

★

Sex
Select ▼

★

remove
Human
races
high elf subraces
~~remove subraces~~

★ only level 1
remove all but
barbarian, bard,
cleric, druid, fighter,
mage, monk, paladin,
priest, ranger, sorcerer, warlock

Equipment / unique for each class

[progress]

Equipment choices

☐ a

☒ a₁ ☐ a₂

☐ b

☐ b₁ ...

☐ c

☐ c₁ ...

☒ d

☐ d₁

List of given Eq.

[back]

[next]



View Char

Name		Class	Level	Alignment	Exp															
<input type="checkbox"/> Inspiration <input type="checkbox"/> Prof Bonus		AC	Initiative	Speed	Personality Traits															
Saving Throws		HP	Temp HP		Idols															
Skills All moved prof		HP	Death Save ○○○ ○○○		Bonds															
		Attacks <table border="1"> <thead> <tr> <th>Name</th> <th>Atk Bon</th> <th>Prng Type</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table>		Name	Atk Bon	Prng Type													Flaws	
Name	Atk Bon	Prng Type																		
Other Prof + Lang		Equipment		Features & Traits																

Edit
Print
Save

View list



Microsoft Login.

Login

Password

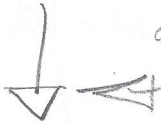
Login

Create

Exit

Cancel

same name? OK
password must be
diff - get unique ID



351
458
355
360
Trevor

Login

Pass

Pass

Create

Cancel

Login

Pass

Create

Cancel

Login

Cancel

No account? Create one!

Password

Sign in
email

import random

~~d2, d6~~
□ d □, □ d □

function (ⁿ~~q~~u, quality)

rolled value = random.randint(ⁿ1, ^m6)

print (rolled value)

quality * n = m

n = total number of dice

m = max value of dice

for each

number of dice | d | □

Total 10

d6
d4: 4, 1
d6: 1, 5

d2
d4

d2
d4
d6
d8
d10
d12
d20
d100