

# D&D 5e Character Tracker

I modified the dropdown options code (i.e. `getClass` function) and the save and load functions from StackOverflow. The modal, rollHp, and displayDice functions were modified from CodePen. The addItem and removeItem functions were copied from W3Schools. I had to space my code differently in order for it all to be seen on the PDF, so that means all the strings for the Features Script will not be in the color green which indicates they are strings.

```

1  //welcome page html
2  <html>
3
4      <head>
5          <title>Welcome Page</title>
6          <link rel="stylesheet" type="text/css" href="./tables.css">
7          <link rel="stylesheet" type="text/css" href="./styles.css">
8      </head>
9
10     <body >
11         <h1>Welcome...</h1>
12         <p>to Dungeons and Dragons (D&D) Fifth Edition (5e) Character Tracker! This is an app to help D&
13 stats and be able to level up their characters for free. A charactersheet on-the-go! Like a physical cha
14 Dungeon/Game Master (DM/GM) for help or reference the
15 <a href="https://docs.google.com/viewer?a=v&pid=sites&srcid=ZGVmYXVsdGRvbWVpbnxkbmRhZHZlbnR1cmVqb3VybmFs
16 in order to fill out information you do not know or would like more information on.</p>
17         <p>You can access other pages through the links at the bottom of each page. Said links will be one-w
18 To start out, click the "Features" link and decide who your next adventurer will be. You can always com
19 Have fun!</p>
20         <p>
21             This app is still undergoing development, which means that though it works, it unfortunately doesn't
22 website is planning on having. Don't worry though! The development will continue on and soon enough you'
23         </p>
24
25         <a href="features.html">Features</a>
26         <a href="stats.html">Stats</a>
27         <a href="dice.html">Dice</a>
28     </body>
29
30 </html>
31
32 //features html
33 <html>
34
35     <head>
36         <title>Features Page</title>
37         <link rel="stylesheet" type="text/css" href="./tables.css">
38         <link rel="stylesheet" type="text/css" href="./styles.css">
39     </head>
40
41     <body>
42         <h1 class="center">Character Features</h1>
43
44         <table class="regular" style="margin-left:auto;margin-right:auto;">
45             <tr>
46                 <th class="regular">Class</th>
47                 <th class="regular">Background</th>
48                 <th class="regular">Character Name</th>
49                 <th class="regular">Race</th>

```

```

50     <th class="regular">Alignment</th>
51     <th class="regular">EXP</th>
52 </tr>
53 <tr>
54     <th class="regular">
55         <div class="dropdown">
56             <select id="classDrop" onchange="getClass()">
57                 <option>Choose Class</option>
58             </select>
59         </div>
60     </th>
61     <th class="regular">
62         <div class="dropdown">
63             <select id="selectBkgd" onchange="getBkgd()">
64                 <option>Choose Background</option>
65             </select>
66         </div>
67     </th>
68     <th class="regular"> <input type="text" id="featCharName" name="featCharName" placeholder="C
69 <th class="regular">
70     <div class="dropdown">
71         <select id="raceDrop" onchange="getRaceTraits()">
72             <option>Choose Race</option>
73         </select>
74     </div>
75 </th>
76     <th class="regular">
77         <div class="dropdown">
78             <select id="alignDrop">
79                 <option>Choose Alignment</option>
80                 <option>Lawful Good</option>
81                 <option>Lawful Neutral</option>
82                 <option>Lawful Evil</option>
83                 <option>Neutral</option>
84                 <option>Chaotic Good</option>
85                 <option>Chaotic Neutral</option>
86                 <option>Chaotic Evil</option>
87             </select>
88         </div>
89     </th>
90     <th class="regular"> <input type="text" id="expText" placeholder="Exp Points" size="10" /> <
91 </tr>
92 </table>
93
94 <div id="features">
95     <p class="center"><strong><u>Features</u></strong></p>
96     <p><u>Class Features:</u></p>
97     <div id="classFeats"></div>
98     <p><u>Background Features:</u></p>
99     <div id="bkgdFeats"></div>
100    <p><u>Race Features:</u></p>
101    <div id="raceFeats"></div>
102    <p><u>Feats:</u></p>
103    <div id="feats"></div>
104 </div>
105 <div id="prof">

```

```
106     <p class="center"><strong><u>Proficiencies</u></strong></p>
107     <p><u>Armor:</u></p>
108     <p id="profArmor"></p>
109     <p><u>Weapons:</u></p>
110     <p id="profWeapons"></p>
111     <p><u>Languages:</u></p>
112     <p id="profLang1"></p>
113     <p id="profLang2"></p>
114     <p><u>Tools:</u></p>
115     <p id="profTools"></p>
116
117 </div>
118 <div id="inven">
119     <p class="center"><strong><u>Inventory</u></strong></p>
120
121     <button id="add" onclick="addItem()">Add item</button>
122     <button id="remove" onclick="removeItem()">Remove item</button>
123     <input type="text" id="inventory" placeholder="Type item to add/remove it" />
124
125     <ul id="dynamic-list"></ul>
126 </div>
127
128 <p></p>
129
130 <table class="currency" style="margin-left:auto;margin-right:auto;">
131     <tr>
132         <td class="currency"><input type="text" id="cp" value="0" /></td>
133         <td class="currency"><input type="text" id="sp" value="0" /></td>
134         <td class="currency"><input type="text" id="ep" value="0" /></td>
135         <td class="currency"><input type="text" id="gp" value="0" /></td>
136         <td class="currency"><input type="text" id="pp" value="0" /></td>
137     </tr>
138     <tr>
139         <th class="currency">CP</th>
140         <th class="currency">SP</th>
141         <th class="currency">EP</th>
142         <th class="currency">GP</th>
143         <th class="currency">PP</th>
144     </tr>
145 </table>
146
147 <p></p>
148
149 <a href="stats.html">Stats</a>
150 <a href="dice.html">Dice</a>
151 <a href="welcome.html">Welcome</a>
152
153 <script src="featuresScript.js"></script>
154 <script src="main.js"></script>
155 </body>
156
157 </html>
158
159 //stats html
160 <html>
161
```

```

162 <head>
163   <title>Stats Page</title>
164   <link rel="stylesheet" type="text/css" href="./tables.css">
165   <link rel="stylesheet" type="text/css" href="./styles.css">
166 </head>
167
168 <body>
169   <h1 class="center">Character Stats</h1>
170
171   <button onclick="save()">Save</button>
172   <button onclick="load()">Load</button>
173
174   <p></p>
175
176   <input type="text" id="statCharName" name="statCharName" placeholder="Character Name" size="17" />
177   <input type="text" id="charLevel" name="class" placeholder="Class Level" size="15" style="float: rig
178
179   <table class="roundPieces" style="margin-left:auto;margin-right:auto;">
180     <tr>
181       <th class="roundPieces"><input id="ac" type="text" size="1" value="10" /> </th>
182       <th class="roundPieces"><input id="init" type="text" size="1" /> </th>
183     </th>
184     <th class="roundPieces"><input id="speed" type="text" size="1" /> </th>
185     </th>
186   </tr>
187   <tr>
188     <th class="roundPieces">Armor Class</th>
189     <th class="roundPieces">Initiative</th>
190     <th class="roundPieces">Speed</th>
191   </tr>
192 </table>
193
194 <p></p>
195
196 <div id="health" class="center">
197
198   <p>
199     Maximum Hit Points:
200     <input type="text" id="max_hp" size="1" />
201     <button id="max_hp_roll_button">Roll</button>
202   </p>
203
204   <div id="modalMax" class="modal">
205     <div class="modal-content">
206       <div id="maxDie"></div>
207       <p>Roll for Your Maximum Hit Points.</p>
208       <button id="rollMaxAgain">Roll Again</button>
209       <button class="closeMax">Close</button>
210     </div>
211   </div>
212
213   <p>
214     Current Hit Points: <input type="text" id="current_hp" size="23" placeholder="subtract damag
215   </p>
216   <p>
217     Temporary Hit Points: <input type="text" id="temp_hp" size="1" placeholder="" />

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218     </p>
219
220 </div>
221
222 <p></p>
223
224 <div id="deathSaves" style="float: right;">
225     <p><strong>Death Saves</strong></p>
226     <label>Successes:</label>
227     <input type="checkbox" style="float: inherit" />
228     <input type="checkbox" style="float: inherit" />
229     <input type="checkbox" style="float: inherit" />
230     <p></p>
231     <label>Failures:</label>
232     <input type="checkbox" style="float: inherit;" />
233     <input type="checkbox" style="float: inherit;" />
234     <input type="checkbox" style="float: inherit;" />
235     <p></p>
236 </div>
237
238 <table class="abilities">
239     <thead>
240         <th colspan="3">Ability Scores</th>
241     </thead>
242     <tr>
243         <th>Strength</th>
244         <th>Dexterity</th>
245         <th>Constitution</th>
246     </tr>
247     <tr>
248         <th><input type="text" id="str" name="str" size="1" /></th>
249         <th><input type="text" id="dex" name="dex" size="1" /></th>
250         <th><input type="text" id="con" name="con" size="1" /></th>
251     </tr>
252     <tr>
253         <th>Intelligence</th>
254         <th>Wisdom</th>
255         <th>Charisma</th>
256     </tr>
257     <tr>
258         <th><input type="text" id="int" name="int" size="1" /> </th>
259         <th><input type="text" id="wis" name="wis" size="1" /></th>
260         <th><input type="text" id="cha" name="cha" size="1" /></th>
261     </tr>
262 </table>
263
264 <p></p>
265
266 <a href="features.html">Features</a>
267 <a href="dice.html">Dice</a>
268 <a href="welcome.html">Welcome</a>
269
270 <script src="statsScript.js"></script>
271 <script src="main.js"></script>
272
273 </body>
```

```
274
275 </html>
276
277 //dice html
278 <html>
279
280 <head>
281     <title>Dice Page</title>
282     <link rel="stylesheet" type="text/css" href="./tables.css">
283     <link rel="stylesheet" type="text/css" href="./styles.css">
284 </head>
285
286 <body>
287     <h1 class="center">Dice</h1>
288
289     <div class="center">
290         
291         
292         
293         
294
295     </div>
296     <div class="center">
297         <button id="rollD4">Roll d4</button>
298         <input type="text" id="textbox" size="4" placeholder="# of Dice" />
299         <div id="modal4" class="modal">
300             <div class="modal-content">
301                 <div id="dice4"></div>
302                 <p>Roll will go here.</p>
303                 <button id="executeD4">Roll Again</button>
304                 <button class="close">Close</button>
305             </div>
306         </div>
307
308
309         <button class="center" id="rollD6">Roll d6</button>
310         <input type="text" id="textbox2" size="4" placeholder="# of Dice" />
311         <div id="modal6" class="modal">
312             <div class="modal-content">
313                 <div id="dice6"></div>
314                 <p>Roll will go here.</p>
315                 <button id="executeD6">Roll Again</button>
316                 <button class="close2">Close</button>
317             </div>
318         </div>
319
320         <button id="rollD8">Roll d8</button>
321         <input type="text" id="textbox3" size="4" placeholder="# of Dice" />
322         <div id="modal8" class="modal">
323             <div class="modal-content">
324                 <div id="dice8"></div>
325                 <p>Roll will go here.</p>
326                 <button id="executeD8">Roll Again</button>
327                 <button class="close3">Close</button>
328             </div>
329         </div>
```

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330
331     <button id="rollD10">Roll d10</button>
332     <input type="text" id="textbox4" size="4" placeholder="# of Dice" />
333     <div id="modal10" class="modal">
334         <div class="modal-content">
335             <div id="dice10"></div>
336             <p>Roll will go here.</p>
337             <button id="executeD10">Roll Again</button>
338             <button class="close4">Close</button>
339         </div>
340     </div>
341 </div>
342
343 <p></p>
344
345 <div class="center">
346     
347     
348     
349
350 </div>
351
352 <div class="center">
353     <button id="rollD12">Roll d12</button>
354     <input type="text" id="textbox5" size="4" placeholder="# of Dice" />
355     <div id="modal12" class="modal">
356         <div class="modal-content">
357             <div id="dice12"></div>
358             <p>Roll will go here.</p>
359             <button id="executeD12">Roll Again</button>
360             <button class="close5">Close</button>
361         </div>
362     </div>
363
364
365     <button id="rollD20">Roll d20</button>
366     <input type="text" id="textbox6" size="4" placeholder="# of Dice" />
367     <div id="modal20" class="modal">
368         <div class="modal-content">
369             <div id="dice20"></div>
370             <p>Roll will go here.</p>
371             <button id="executeD20">Roll Again</button>
372             <button class="close6">Close</button>
373         </div>
374     </div>
375
376
377     <button id="rollPercent">Roll Percentile Die</button>
378     <input type="text" id="textbox7" size="4" placeholder="# of Dice" />
379     <div id="modalPercent" class="modal">
380         <div class="modal-content">
381             <div id="dicePercent"></div>
382             <p>Roll will go here.</p>
383             <button id="executePercent">Roll Again</button>
384             <button class="close7">Close</button>
385         </div>
```

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386     </div>
387 </div>
388
389 <p></p>
390
391 <a href="features.html">Features</a>
392 <a href="stats.html">Stats</a>
393 <a href="welcome.html">Welcome</a>
394
395 <script src="diceScript.js"></script>
396
397 </body>
398
399 </html>
400
401 //features script
402 function addItem() {
403     var ul = document.getElementById("dynamic-list");
404     var inventory = document.getElementById("inventory");
405     var li = document.createElement("li");
406     li.setAttribute('id', inventory.value);
407     li.appendChild(document.createTextNode(inventory.value));
408     ul.appendChild(li);
409 }
410
411 function removeItem() {
412     var ul = document.getElementById("dynamic-list");
413     var inventory = document.getElementById("inventory");
414     var item = document.getElementById(inventory.value);
415     ul.removeChild(item);
416 }
417
418
419 var select = document.getElementById("classDrop");
420
421 var classes = ["Fighter", "Paladin", "Wizard"];
422
423 for (var i = 0; i < classes.length; i++) {
424     var opt = classes[i];
425     var el = document.createElement("option");
426     el.textContent = opt;
427     el.value = opt;
428     select.appendChild(el);
429 }
430
431 function getClass(eleme) {
432     var e = document.getElementById("classDrop");
433     var strUser = e.options[e.selectedIndex].value;
434     if (strUser == 'Fighter') {
435         document.getElementById("classFeats").innerHTML = "<strong>Saving Throws:</strong> Strength,
436 <p><strong>Skills:</strong> Choose two skills from - Acrobatics, Animal Handling, Athletics, History, In
437 <p><strong>Equipment:</strong> You start with the following equipment, in addition to the equipment gran
438 (b) leather, longbow, and 20 arrows (a) a martial weapon and a shield or (b) two martial weapons (a) a l
439 (b) two handaxes (a) a dungeoneer's pack or (b) an explorer's pack</p> <p><strong>Fighting Style:
440 style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Styl
441 get to choose again.</p> <p><em>Archery:</em> You gain a +2 bonus to attack rolls you make with ranged

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442 While you are wearing armor, you gain a +1 bonus to AC.</p> <p><em>Dueling:</em> When you are wielding
443 no other weapons, you gain a +2 bonus to damage rolls with that weapon.</p> <p><em>Great Weapon
444 damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll
445 if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain
446 <p><em>Protection:</em> When a creature you can see attacks a target other than you that is within 5 feet
447 impose disadvantage on the attack roll. You must be wielding a shield.</p> <p><em>Two-Weapon Fighting:</em>
448 two-weapon fighting, you can add your
449 ability modifier to the damage of the second attack.</p> <p><strong>Second Wind:</strong> You have
450 draw onto protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to
451 your hit point maximum. At the end of a long rest, you must finish a short or long rest before you can use it again.</p>";
452     document.getElementById("profArmor").innerHTML = "All armor. Shields.";
453     document.getElementById("profWeapons").innerHTML = "Simple weapons, martial weapons."
454 } else if (strUser == 'Paladin') {
455     document.getElementById("classFeats").innerHTML = "<strong>Saving Throws:</strong> Wisdom, Charisma, and Constitution. Choose two from - Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.</p> <p><strong>Equipment:</strong> You start with the following equipment, in addition to the equipment granted by your background: (a) a m
456 (b) two martial weapons
457 (a) five javelins or (b) any simple melee weapon (a) a priest's pack or (b) an explorer's pack (a) Chainmail (b) a scalemail
458 <p><strong>Divine Sense</strong> The presence of strong evil registers on your senses like a noxious odor or music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next long rest, you know the type of being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). You can also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. The number of times you can use this feature is equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.
459 <p><strong>Lay on Hands</strong> Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool,
460 you can restore a total number of hit points equal to your paladin level x 5. As an action, you can touch one creature or object. You restore hit points to that creature, up to the maximum amount remaining in your pool. You can also spend 5 hit points from your pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. You can also spend 5 hit points from your pool to cure the target of one disease or neutralize one poison affecting it. You can also spend 5 hit points from your pool to neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each poison. You can also spend 5 hit points from your pool to neutralize one undead or construct.
461 <p><strong>Aura of Vitality</strong> Starting at 6th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
462 <p><strong>Aura of Protection</strong> Starting at 10th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
463 <p><strong>Aura of Warding</strong> Starting at 14th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
464 <p><strong>Aura of Vitality</strong> Starting at 18th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
465 <p><strong>Aura of Protection</strong> Starting at 22nd level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
466 <p><strong>Aura of Warding</strong> Starting at 26th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
467 <p><strong>Aura of Vitality</strong> Starting at 30th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
468 <p><strong>Aura of Protection</strong> Starting at 34th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
469 <p><strong>Aura of Warding</strong> Starting at 38th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
470 <p><strong>Aura of Vitality</strong> Starting at 42nd level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
471 <p><strong>Aura of Protection</strong> Starting at 46th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
472 <p><strong>Aura of Warding</strong> Starting at 50th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
473 <p><strong>Aura of Vitality</strong> Starting at 54th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
474 <p><strong>Aura of Protection</strong> Starting at 58th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
475 <p><strong>Aura of Warding</strong> Starting at 62nd level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
476 <p><strong>Aura of Vitality</strong> Starting at 66th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
477 <p><strong>Aura of Protection</strong> Starting at 70th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
478 <p><strong>Aura of Warding</strong> Starting at 74th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
479 <p><strong>Aura of Vitality</strong> Starting at 78th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
480 <p><strong>Aura of Protection</strong> Starting at 82nd level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
481 <p><strong>Aura of Warding</strong> Starting at 86th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
482 <p><strong>Aura of Vitality</strong> Starting at 90th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
483 <p><strong>Aura of Protection</strong> Starting at 94th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
484 <p><strong>Aura of Warding</strong> Starting at 98th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
485 <p><strong>Aura of Vitality</strong> Starting at 102nd level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
486 <p><strong>Aura of Protection</strong> Starting at 106th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
487 <p><strong>Aura of Warding</strong> Starting at 110th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
488 <p><strong>Aura of Vitality</strong> Starting at 114th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
489 <p><strong>Aura of Protection</strong> Starting at 118th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
490 <p><strong>Aura of Warding</strong> Starting at 122nd level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
491 <p><strong>Aura of Vitality</strong> Starting at 126th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
492 <p><strong>Aura of Protection</strong> Starting at 130th level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
493 <p><strong>Aura of Warding</strong> Starting at 134th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
494 <p><strong>Aura of Vitality</strong> Starting at 138th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
495 <p><strong>Aura of Protection</strong> Starting at 142nd level, you and your allies benefit from your protective aura. Whenever you or a creature within 10 feet of you makes a saving throw or an ability check, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
496 <p><strong>Aura of Warding</strong> Starting at 146th level, you can create an aura of warding. As an action, you choose a number of hit points equal to your Intelligence modifier (minimum of one) per long rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.
497 <p><strong>Aura of Vitality</strong> Starting at 150th level, you have an aura of vitality. Whenever you or a creature within 10 feet of you takes damage from a weapon or spell, you can use your reaction to reduce the damage by 1d6. You can use this feature a number of times equal to your Intelligence modifier (minimum of one) per long rest.

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498 <p><strong>Spellcasting Focus:</strong> You can use an arcane focus as a spellcasting focus for your wiz
499 <p><strong>Learning Spells of 1st Level and Higher:</strong> Each time you gain a wizard level, you can
500 choice to your spellbook. Each of these spells must be of a level for which you have spell slots. On you
501 spells that you can add to your spellbook.</p> <p><strong>Arcane Recovery:</strong>
502 You have learned to regain some of your magical energy by studying your spellbook. Once per day when you
503 expended spell slots to recover. The spell slots can have a combined level that is equal to or less than
504 and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can rec
505 slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.</p>";
506     document.getElementById("profArmor").innerHTML = "None.";
507     document.getElementById("profWeapons").innerHTML = "Daggers, darts, slings, quarterstaves, li
508 }
509 }
510
511 var select = document.getElementById("selectBkgd");
512
513 var bkgds = ["Acolyte", "Criminal"];
514
515 for (var i = 0; i < bkgds.length; i++) {
516     var opt = bkgds[i];
517     var el = document.createElement("option");
518     el.textContent = opt;
519     el.value = opt;
520     select.appendChild(el);
521 }
522
523 function getBkgd(eleme) {
524     var e = document.getElementById("selectBkgd");
525     var strUser = e.options[e.selectedIndex].value;
526     if (strUser == 'Acolyte') {
527         document.getElementById("bkgdFeats").innerHTML = "<strong>Skill Proficiencies:</strong> Insig
528 </strong> A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel,
529 common clothes, and a belt pouch containing 15 gp.</p> <p><strong>Shelter of the Faithful:</strong> As
530 those who share your faith, and you can perform the religious ceremonies of your deity. You and your adv
531 free healing and care at a temple, shrine, or other established presence of your faith, though you must
532 components needed for spells. Those who share your religion will support you (but only you) at a modest
533 specific temple
534 dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple whe
535 good terms with it, or a temple where you have found a new home. While near your temple, you can call up
536 the assistance you ask for is not hazardous and you remain in good standing with your temple.</p>";
537     document.getElementById("profTools").innerHTML = "None.";
538     document.getElementById("profLang2").innerHTML = "Two of your choice.";
539     } else if (strUser == 'Criminal') {
540         document.getElementById("bkgdFeats").innerHTML = "<strong>Skill Proficiencies:</strong> Decep
541 </strong> A crowbar, a set of dark common clothes including a hood, and a belt pouch containing 15 gp.</
542 </strong> There are many kinds of criminals, and within a thieves' guild or similar criminal organizatio
543 particular specialties.
544 Even criminals who operate outside of such organizations have strong preferences for certain kinds of cr
545 the role you played in your criminal life, or roll on the table below.</p> <strong>d8 Specialty:</stron
546 3 Enforcer - 4 Fence - 5 Highway Robber - 6 Hired Killer - 7 Pickpocket - 8 Smuggler. <p><strong>Crimina
547 reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how
548 even over great distances; specifically, you know the local messengers, corrupt caravan masters, and see
549 you.</p>";
550     document.getElementById("profTools").innerHTML = "One type of gaming set, thieves' tools.";
551     }
552 }
553

```

```

554     var select = document.getElementById("raceDrop");
555
556     var races = ["Human", "Variant Human"];
557
558     for (var i = 0; i < races.length; i++) {
559         var opt = races[i];
560         var el = document.createElement("option");
561         el.textContent = opt;
562         el.value = opt;
563         select.appendChild(el);
564     }
565
566     function getRaceTraits(eleme) {
567         var e = document.getElementById("raceDrop");
568         var strUser = e.options[e.selectedIndex].value;
569         if (strUser == 'Human') {
570             document.getElementById("raceFeats").innerHTML = "<strong>Ability Score Increase:</strong> Yo
571 <p><strong>Age:</strong> Humans reach adulthood in their late teens and live less than a century.</p> <
572 tend toward no particular alignment. The best and the worst are found among them.</p> <p><strong>Size:<
573 height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range
574 </strong> Humans typically learn the languages of other peoples they deal with, including obscure dialect
575 speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military
576         document.getElementById("profLang1").innerHTML = "You can speak, read, and write Common and o
577
578         } else if (strUser == 'Variant Human') {
579             document.getElementById("raceFeats").innerHTML = "<strong>Ability Score Increase:</strong> Tw
580 choice increase by 1. <p><strong>Skills:</strong> You gain proficiency in one skill of your choice.</p>
581 You gain one feat of your choice.</p> <p><strong>Age:</strong> Humans reach adulthood in their late teen
582 <p><strong>Alignment:</strong> Humans tend toward no particular alignment. The best and the worst are fo
583 </strong> Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardles
584 size is Medium.</p> <p><strong>Languages:</strong> Humans typically learn the languages of other people
585 dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses,
586 military phrases, and so on.</p>";
587             document.getElementById("profLang1").innerHTML = "You can speak, read, and write Common and o
588         }
589     }
590
591     var charName = document.getElementById("featCharName")
592
593     //stats script
594     function save() {
595         window.localStorage['statCharName'] = document.getElementById("statCharName").value;
596
597         window.localStorage['str'] = document.getElementById("str").value;
598
599         window.localStorage['dex'] = document.getElementById("dex").value;
600
601         window.localStorage['can'] = document.getElementById("con").value;
602
603         window.localStorage['int'] = document.getElementById("int").value;
604
605         window.localStorage['wis'] = document.getElementById("wis").value;
606
607         window.localStorage['cha'] = document.getElementById("cha").value;
608     }
609

```

```
610 function load() {
611     document.getElementById("statCharName").value = window.localStorage['statCharName'];
612
613     document.getElementById("str").value = window.localStorage['str'];
614
615     document.getElementById("dex").value = window.localStorage['dex'];
616
617     document.getElementById("con").value = window.localStorage['con'];
618
619     document.getElementById("int").value = window.localStorage['int'];
620
621     document.getElementById("wis").value = window.localStorage['wis'];
622
623     document.getElementById("cha").value = window.localStorage['cha'];
624 }
625
626 let character = {
627     name: "",
628     hp: 0,
629     hp_modifier: 2,
630     ac: 10,
631     class: "Fighter",
632 };
633
634 character.name = document.getElementById("statCharName");
635
636 let hpRoll = document.getElementById("max_hp_roll_button");
637
638 hpRoll.addEventListener("click", () => {
639     let val = rollHP();
640     // I am just putting the value in a text box, but you could make a modal pop up here and they could
641     character.hp = val + character.hp_modifier;
642     document.getElementById("max_hp").value = character.hp;
643 });
644
645 var modalMaximum = document.getElementById("modalMax");
646
647 var die = document.getElementById("max_hp_roll_button");
648
649 var close = document.getElementsByClassName("closeMax")[0];
650
651 die.onclick = function () {
652     modalMaximum.style.display = "block";
653 }
654
655 close.onclick = function () {
656     modalMaximum.style.display = "none";
657 }
658
659
660
661
662 function rollHP() {
663     let value = 0;
664
665     if (character.class == "Fighter" || "Paladin") {
```

```
666     value = rollDice(10);
667     displayDice(value, 10);
668 } else if (character.class == "Wizard") {
669     value = rollDice(6);
670     displayDice(value, 6);
671 }
672 return value;
673 }
674
675
676 function rollDice(numDie) {
677     let value = Math.ceil(Math.random() * numDie);
678     return value;
679 }
680
681 function displayDice(value, base) {
682
683     var diceDisplay = document.getElementById("maxDie");
684
685     for (let i = diceDisplay.children.length - 1; i >= 0; i--) {
686         var die = diceDisplay.children[i];
687         die.remove();
688     }
689
690     if (character.class == "Fighter" || "Paladin") {
691
692         let roll1 = document.createElement("img");
693         roll1.src = "d10_up1.png";
694         let roll2 = document.createElement("img");
695         roll2.src = "d10_up2.png";
696         let roll3 = document.createElement("img");
697         roll3.src = "d10_up3.png";
698         let roll4 = document.createElement("img");
699         roll4.src = "d10_up4.png";
700         let roll5 = document.createElement("img");
701         roll5.src = "d10_up5.png";
702         let roll6 = document.createElement("img");
703         roll6.src = "d10_up6.png";
704         let roll7 = document.createElement("img");
705         roll7.src = "d10_up7.png";
706         let roll8 = document.createElement("img");
707         roll8.src = "d10_up8.png";
708         let roll9 = document.createElement("img");
709         roll9.src = "d10_up9.png";
710         let rolld10 = document.createElement("img");
711         rolld10.src = "d10_up10.png";
712
713         var hp10 = [roll1, roll2, roll3, roll4, roll5, roll6, roll7, roll8, roll9, rolld10];
714
715
716         for (let i = 0; i < base; i++) {
717             var die10 = Math.floor(Math.random() * 10);
718             diceDisplay.appendChild(hp10[die10]);
719
720         }
721         if (character.class == "Wizard") {
```

```
722
723     let roll1 = document.createElement("img");
724     roll1.src = "d6_up1.png";
725     let roll2 = document.createElement("img");
726     roll2.src = "d6_up2.png";
727     let roll3 = document.createElement("img");
728     roll3.src = "d6_up3.png";
729     let roll4 = document.createElement("img");
730     roll4.src = "d6_up4.png";
731     let roll5 = document.createElement("img");
732     roll5.src = "d6_up5.png";
733     let roll6 = document.createElement("img");
734     roll6.src = "d6_up6.png";
735
736     var hp6 = [roll1, roll2, roll3, roll4, roll5, roll6];
737
738     for (let i = 0; i < base; i++) {
739         var die6 = Math.floor(Math.random() * 6);
740         diceDisplay.appendChild(hp6[die6]);
741     }
742 }
743 }
744 }
745
746 //dice script
747 //d4
748 rollD4.addEventListener("click", () => {
749     roll4(document.getElementById("textbox").value)
750 })
751
752 executeD4.addEventListener("click", () => {
753     roll4(document.getElementById("textbox").value)
754 })
755
756 function roll4(number) {
757
758     var dice = document.getElementById("dice4");
759
760     for (let i = dice.children.length - 1; i >= 0; i--) {
761         var die = dice.children[i];
762         die.remove();
763     }
764
765     let d4_1 = document.createElement("img");
766     d4_1.src = "d4_up1.png";
767     let d4_2 = document.createElement("img");
768     d4_2.src = "d4_up2.png";
769     let d4_3 = document.createElement("img");
770     d4_3.src = "d4_up3.png";
771     let d4_4 = document.createElement("img");
772     d4_4.src = "d4_up4.png";
773
774     var imgs = [d4_1, d4_2, d4_3, d4_4];
775
776     for (let i = 0; i < number; i++) {
777         var x = Math.floor(Math.random() * 4);
```

```
778     dice.appendChild(imgs[x]);
779   }
780
781 }
782
783 var modal4 = document.getElementById("modal4");
784
785 var d4 = document.getElementById("rollD4");
786
787 var close = document.getElementsByClassName("close")[0];
788
789 d4.onclick = function () {
790   modal4.style.display = "block";
791 }
792
793 close.onclick = function () {
794   modal4.style.display = "none";
795 }
796
797
798
799 //d6
800 rollD6.addEventListener("click", () => {
801   roll6(document.getElementById("textbox2").value)
802 })
803
804 executeD6.addEventListener("click", () => {
805   roll6(document.getElementById("textbox2").value)
806 })
807
808 function roll6(number) {
809
810   var dice = document.getElementById("dice6");
811
812   for (let i = dice.children.length - 1; i >= 0; i--) {
813     var die = dice.children[i];
814     die.remove();
815   }
816
817   let roll1 = document.createElement("img");
818   roll1.src = "d6_up1.png";
819   let roll2 = document.createElement("img");
820   roll2.src = "d6_up2.png";
821   let roll3 = document.createElement("img");
822   roll3.src = "d6_up3.png";
823   let roll4 = document.createElement("img");
824   roll4.src = "d6_up4.png";
825   let roll5 = document.createElement("img");
826   roll5.src = "d6_up5.png";
827   let roll6 = document.createElement("img");
828   roll6.src = "d6_up6.png";
829
830   var imgs = [roll1, roll2, roll3, roll4, roll5, roll6];
831
832   for (let i = 0; i < number; i++) {
833     var x = Math.floor(Math.random() * 6);
```

```
834     dice.appendChild(imgs[x]);
835   }
836
837
838 }
839
840 var modal6 = document.getElementById("modal6");
841
842 var d6 = document.getElementById("rollD6");
843
844 var close = document.getElementsByClassName("close2")[0];
845
846 d6.onclick = function () {
847     modal6.style.display = "block";
848 }
849
850 close.onclick = function () {
851     modal6.style.display = "none";
852 }
853
854
855
856 //d8
857 rollD8.addEventListener("click", () => {
858     roll8(document.getElementById("textbox3").value)
859 })
860
861 executeD8.addEventListener("click", () => {
862     roll8(document.getElementById("textbox3").value)
863 })
864
865 function roll8(number) {
866
867     var dice = document.getElementById("dice8");
868
869     for (let i = dice.children.length - 1; i >= 0; i--) {
870         var die = dice.children[i];
871         die.remove();
872     }
873
874     let roll1 = document.createElement("img");
875     roll1.src = "d8_up1.png";
876     let roll2 = document.createElement("img");
877     roll2.src = "d8_up2.png";
878     let roll3 = document.createElement("img");
879     roll3.src = "d8_up3.png";
880     let roll4 = document.createElement("img");
881     roll4.src = "d8_up4.png";
882     let roll5 = document.createElement("img");
883     roll5.src = "d8_up5.png";
884     let roll6 = document.createElement("img");
885     roll6.src = "d8_up6.png";
886     let roll7 = document.createElement("img");
887     roll7.src = "d8_up7.png";
888     let roll8 = document.createElement("img");
889     roll8.src = "d8_up8.png";
```



```
890
891     var imgs = [roll11, roll12, roll13, roll14, roll15, roll16, roll17, roll18];
892
893     for (let i = 0; i < number; i++) {
894         var x = Math.floor(Math.random() * 8);
895         dice.appendChild(imgs[x]);
896     }
897 }
898
899 var modal8 = document.getElementById("modal8");
900
901 var d8 = document.getElementById("rollD8");
902
903 var close = document.getElementsByClassName("close3")[0];
904
905 d8.onclick = function () {
906     modal8.style.display = "block";
907 }
908
909 close.onclick = function () {
910     modal8.style.display = "none";
911 }
912
913
914
915 //d10
916 rollD10.addEventListener("click", () => {
917     roll10(document.getElementById("textbox4").value)
918 })
919
920 executeD10.addEventListener("click", () => {
921     roll10(document.getElementById("textbox4").value)
922 })
923
924 function roll10(number) {
925
926     var dice = document.getElementById("dice10");
927
928     for (let i = dice.children.length - 1; i >= 0; i--) {
929         var die = dice.children[i];
930         die.remove();
931     }
932
933     let roll1 = document.createElement("img");
934     roll1.src = "d10_up1.png";
935     let roll2 = document.createElement("img");
936     roll2.src = "d10_up2.png";
937     let roll3 = document.createElement("img");
938     roll3.src = "d10_up3.png";
939     let roll4 = document.createElement("img");
940     roll4.src = "d10_up4.png";
941     let roll5 = document.createElement("img");
942     roll5.src = "d10_up5.png";
943     let roll6 = document.createElement("img");
944     roll6.src = "d10_up6.png";
945     let roll7 = document.createElement("img");
```

```
946     roll7.src = "d10_up7.png";
947     let roll8 = document.createElement("img");
948     roll8.src = "d10_up8.png";
949     let roll9 = document.createElement("img");
950     roll9.src = "d10_up9.png";
951     let rolld10 = document.createElement("img");
952     rolld10.src = "d10_up10.png";
953
954     var imgs = [roll1, roll2, roll3, roll4, roll5, roll6, roll7, roll8, roll9, rolld10];
955
956     for (let i = 0; i < number; i++) {
957         var x = Math.floor(Math.random() * 10);
958         dice.appendChild(imgs[x]);
959     }
960 }
961
962 var modal10 = document.getElementById("modal10");
963
964 var d10 = document.getElementById("rollD10");
965
966 var close = document.getElementsByClassName("close4")[0];
967
968 d10.onclick = function () {
969     modal10.style.display = "block";
970 }
971
972 close.onclick = function () {
973     modal10.style.display = "none";
974 }
975
976
977
978 //d12
979 rollD12.addEventListener("click", () => {
980     roll12(document.getElementById("textbox5").value)
981 })
982
983 executeD12.addEventListener("click", () => {
984     roll12(document.getElementById("textbox5").value)
985 })
986
987 function roll12(number) {
988
989     var dice = document.getElementById("dice12");
990
991     for (let i = dice.children.length - 1; i >= 0; i--) {
992         var die = dice.children[i];
993         die.remove();
994     }
995
996     let roll1 = document.createElement("img");
997     roll1.src = "d12_up1.png";
998     let roll2 = document.createElement("img");
999     roll2.src = "d12_up2.png";
1000     let roll3 = document.createElement("img");
1001     roll3.src = "d12_up3.png";
```

```
1002     let roll4 = document.createElement("img");
1003     roll4.src = "d12_up4.png";
1004     let roll5 = document.createElement("img");
1005     roll5.src = "d12_up5.png";
1006     let roll6 = document.createElement("img");
1007     roll6.src = "d12_up6.png";
1008     let roll7 = document.createElement("img");
1009     roll7.src = "d12_up7.png";
1010     let roll8 = document.createElement("img");
1011     roll8.src = "d12_up8.png";
1012     let roll9 = document.createElement("img");
1013     roll9.src = "d12_up9.png";
1014     let roll10 = document.createElement("img");
1015     roll10.src = "d12_up10.png";
1016     let roll11 = document.createElement("img");
1017     roll11.src = "d12_up11.png";
1018     let roll12 = document.createElement("img");
1019     roll12.src = "d12_up12.png";
1020
1021     var imgs = [roll1, roll2, roll3, roll4, roll5, roll6, roll7, roll8, roll9, roll10, roll11, roll12];
1022
1023     for (let i = 0; i < number; i++) {
1024         var x = Math.floor(Math.random() * 12);
1025         dice.appendChild(imgs[x]);
1026     }
1027
1028 }
1029
1030 var modal12 = document.getElementById("modal12");
1031
1032 var d12 = document.getElementById("rollD12");
1033
1034 var close = document.getElementsByClassName("close5")[0];
1035
1036 d12.onclick = function () {
1037     modal12.style.display = "block";
1038 }
1039
1040 close.onclick = function () {
1041     modal12.style.display = "none";
1042 }
1043
1044
1045
1046 //d20
1047 rollD20.addEventListener("click", () => {
1048     roll20(document.getElementById("textbox6").value)
1049 })
1050
1051 executeD20.addEventListener("click", () => {
1052     roll20(document.getElementById("textbox6").value)
1053 })
1054
1055 function roll20(number) {
1056
1057     var dice = document.getElementById("dice20");
```

```
1058
1059     for (let i = dice.children.length - 1; i >= 0; i--) {
1060         var die = dice.children[i];
1061         die.remove();
1062     }
1063
1064     let roll1 = document.createElement("img");
1065     roll1.src = "d20_up1.png";
1066     let roll2 = document.createElement("img");
1067     roll2.src = "d20_up2.png";
1068     let roll3 = document.createElement("img");
1069     roll3.src = "d20_up3.png";
1070     let roll4 = document.createElement("img");
1071     roll4.src = "d20_up4.png";
1072     let roll5 = document.createElement("img");
1073     roll5.src = "d20_up5.png";
1074     let roll6 = document.createElement("img");
1075     roll6.src = "d20_up6.png";
1076     let roll7 = document.createElement("img");
1077     roll7.src = "d20_up7.png";
1078     let roll8 = document.createElement("img");
1079     roll8.src = "d20_up8.png";
1080     let roll9 = document.createElement("img");
1081     roll9.src = "d20_up9.png";
1082     let roll10 = document.createElement("img");
1083     roll10.src = "d20_up10.png";
1084     let roll11 = document.createElement("img");
1085     roll11.src = "d20_up11.png";
1086     let roll12 = document.createElement("img");
1087     roll12.src = "d20_up12.png";
1088     let roll13 = document.createElement("img");
1089     roll13.src = "d20_up13.png";
1090     let roll14 = document.createElement("img");
1091     roll14.src = "d20_up14.png";
1092     let roll15 = document.createElement("img");
1093     roll15.src = "d20_up15.png";
1094     let roll16 = document.createElement("img");
1095     roll16.src = "d20_up16.png";
1096     let roll17 = document.createElement("img");
1097     roll17.src = "d20_up17.png";
1098     let roll18 = document.createElement("img");
1099     roll18.src = "d20_up18.png";
1100     let roll19 = document.createElement("img");
1101     roll19.src = "d20_up19.png";
1102     let roll20 = document.createElement("img");
1103     roll20.src = "d20_up20.png";
1104
1105     var imgs = [roll1, roll2, roll3, roll4, roll5, roll6, roll7, roll8, roll9, roll10, roll11, roll12, r
1106 roll19, roll20];
1107
1108     for (let i = 0; i < number; i++) {
1109         var x = Math.floor(Math.random() * 20);
1110         dice.appendChild(imgs[x]);
1111     }
1112
1113 }
```

```
1114
1115 var modal20 = document.getElementById("modal20");
1116
1117 var d20 = document.getElementById("rollD20");
1118
1119 var close = document.getElementsByClassName("close6")[0];
1120
1121 d20.onclick = function () {
1122     modal20.style.display = "block";
1123 }
1124
1125 close.onclick = function () {
1126     modal20.style.display = "none";
1127 }
1128
1129
1130
1131 //Percentile Die
1132 rollPercent.addEventListener("click", () => {
1133     rollPercentile(document.getElementById("textbox7").value)
1134 })
1135
1136 executePercent.addEventListener("click", () => {
1137     rollPercentile(document.getElementById("textbox7").value)
1138 })
1139
1140
1141 function rollPercentile(number) {
1142
1143     var dice = document.getElementById("dicePercent");
1144
1145     for (let i = dice.children.length - 1; i >= 0; i--) {
1146         var die = dice.children[i];
1147         die.remove();
1148     }
1149
1150     let roll00 = document.createElement("img");
1151     roll00.src = "Percentile_Die_up00.png";
1152     let roll10 = document.createElement("img");
1153     roll10.src = "Percentile_Die_up10.png";
1154     let roll20 = document.createElement("img");
1155     roll20.src = "Percentile_Die_up20.png";
1156     let roll30 = document.createElement("img");
1157     roll30.src = "Percentile_Die_up30.png";
1158     let roll40 = document.createElement("img");
1159     roll40.src = "Percentile_Die_up40.png";
1160     let roll50 = document.createElement("img");
1161     roll50.src = "Percentile_Die_up50.png";
1162     let roll60 = document.createElement("img");
1163     roll60.src = "Percentile_Die_up60.png";
1164     let roll70 = document.createElement("img");
1165     roll70.src = "Percentile_Die_up70.png";
1166     let roll80 = document.createElement("img");
1167     roll80.src = "Percentile_Die_up80.png";
1168     let roll90 = document.createElement("img");
1169     roll90.src = "Percentile_Die_up90.png";
```

```
1170
1171
1172     var imgs = [roll10, roll20, roll30, roll40, roll50, roll60, roll70, roll80, roll90, roll00];
1173
1174     for (let i = 0; i < number; i++) {
1175         var x = Math.floor(Math.random() * 10);
1176         dice.appendChild(imgs[x]);
1177     }
1178 }
1179
1180 var modalPercent = document.getElementById("modalPercent");
1181
1182 var percentileDie = document.getElementById("rollPercent");
1183
1184 var close = document.getElementsByClassName("close7")[0];
1185
1186 percentileDie.onclick = function () {
1187     modalPercent.style.display = "block";
1188 }
1189
1190 close.onclick = function () {
1191     modalPercent.style.display = "none";
1192 }
1193
1194
1195 //table css
1196 .regular,
1197 th,
1198 td {
1199     border-collapse: separate;
1200     border-spacing: 2px;
1201     border: 2px solid;
1202     border-color: deepskyblue;
1203     text-decoration-color: black;
1204 }
1205
1206 .currency,
1207 th,
1208 td {
1209     border-style: hidden;
1210 }
1211
1212 #cp {
1213     background-color: chocolate;
1214 }
1215
1216 #sp {
1217     background-color: silver;
1218 }
1219
1220 #ep {
1221     background-color: green;
1222 }
1223
1224 #gp {
1225     background-color: gold;
```

```
1226 }
1227
1228 #pp {
1229     background-color: slategray;
1230 }
1231
1232 .roundPieces,
1233 th,
1234 td {
1235     border: 2px solid;
1236     border-collapse: separate;
1237     border-color: coral;
1238     border-spacing: 2px;
1239 }
1240
1241 .abilities,
1242 th,
1243 td {
1244     border: 2px solid;
1245     border-color: darkgreen;
1246 }
1247
1248
1249 //styles for everything else CSS
1250 body {
1251     background-image: linear-gradient(pink, lightblue, azure, plum)
1252 }
1253
1254 .center {
1255     text-align: center;
1256 }
1257
1258
1259 #features {
1260     border: 5px solid;
1261     border-color: brown;
1262     border-width: thick;
1263     width: auto;
1264 }
1265
1266 #prof {
1267     border: 5px solid;
1268     border-color: pink;
1269     border-width: thick;
1270     width: auto;
1271 }
1272
1273 #inven {
1274     border: 5px solid;
1275     border-color: darkorange;
1276     border-width: thick;
1277     width: auto;
1278 }
1279
1280
1281 .modal {
```

```
1282     display: none;
1283     position: fixed;
1284     z-index: 1;
1285     padding-top: 100px;
1286     padding-left: 50px;
1287     padding-right: 50px;
1288     left: 0;
1289     top: 0;
1290     width: 100%;
1291     /* Full width */
1292     height: 100%;
1293     /* Full height */
1294     overflow: auto;
1295     /* Enable scroll if needed */
1296     background-color: rgb(0, 0, 0);
1297     /* Fallback color */
1298     background-color: rgba(0, 0, 0, 0.4);
1299     /* Black w/ opacity */
1300 }
1301
1302 /* Modal Content */
1303 .modal-content {
1304     text-align: center;
1305     background-color: #fefefe;
1306     margin: auto;
1307     padding: 20px;
1308     border: 1px solid #888;
1309     width: 80%;
1310 }
1311
1312 #deathSaves {
1313     border: 4px solid;
1314     border-color: mediumblue;
1315     border-style: double;
1316 }
1317
1318 #statCharName {
1319     border: 2px solid;
1320     border-color: aquamarine;
1321 }
1322
1323 #charLevel {
1324     border: 2px solid;
1325     border-color: aquamarine;
1326 }
1327
1328 #health {
1329     border: 3px dashed;
1330     border-color: red;
1331 }
1332
1333 #hitDice {
1334     border: 3px dashed;
1335     border-color: plum;
1336 }
```



---

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