Character Builder UML Diagram - Ver. 1 | D&D 5e

Luke | May 15, 2020

Character
- id: number
- name: string
- description: Description
- savingThrows: SavingThrows
- senses: Senses
- abilities: Abilities
- health: Health
- proficiencyBonus: number
- armorClass: number
- inititive: number
- inspiration: boolean
- race: Race
- class: Class
- level: number

Race (abstract)
- name: string
- age: Age
- size: enum
- speed: number
- statBonuses: [{string: number}]

SomeUniqueRace
- description: string
- other traits TBD

Age
- min: number
- max: number

Class (abstract)
- name: string
- hitDice: number
- numHitDice: number
- initialHealth: number
- healthIncrease: number
- statProficiencies: [{string: boolean}]
- skillProficiences: [{string: boolean}]
- proficiencyBonuses: [number]

SomeUniqueClass
- description: string
- other traits TBD

Description
- background: string
- characteristics: Characteristics
- personality: Personality
- appearance: string

Characteristics
- alignment: enum
- gender: string
- eyes: string
- size: enum
- height: number
- faith: string
- hair: string
- skin: string
- age: number
- weight: number

Stats
- strength: SavingThrow
- dexterity: ...
- constitution: ...
- intelligence: ...
- wisdom: ...
- charisma: ...

Stat
- value: number
- modifier: number
- total: number
- name: string
- proficient: boolean
- racialBonus: number

Senses
- perception: number
- investigation: number
- insight: number

etc.

Skills
- acrobatics: Ability
- animalHandling: ...
- arcana: ...
- athletics: ...
- deception: ...
- history: ...
- insight: ...
- intimidation: ...
- investigation: ...
- medicine: ...
- nature: ...
- perception: ...
- performance: ...
- persuasion: ...
- religion: ...
- sleightOfHand: ...
- stealth: ...
- survival: ...

etc.

Skill
- proficient: boolean
- modifier: number
- relevantStat: Stat
- name: string

Personality
- traits: [string]
- ideals: [string]
- bonds: [string]
- flaws: [string]

Health
- current: number
- max: number
- temporary: number