

Monster +Id:int +Author:ObjectAuthor +Titre:str(255) +Desc.:str(bcp) +LairAct:List<str(255)> +RegEff:List<str(255)> +Name :str(255) +Kind:enumKind +Size :enumSize +Align:enumAlign +AC:int +Health:objectHelath +Speed:dict<enumSpe,int> +Stats:dict<enumStat,int> +Saving:List<EnumStat> +Skill:Dict<EnumPro,EnumSkill> +Vuln:List<EnumDamage> +Resi :List<EnumDamage> +Immu :List<EnumDamage> +CondIm :List<EnumCondition> +Sens:Dict<EnumSens,int> +Languages:List<String> +DR:enumDR +Traits:List<ObjectTraits> +Action:List<ObjectAction> +NbrLegAct:int +LegAct:List<ObjectLegAct>	ObjectHealth +Mult:int +Die:EnumSize +Mod:int				
	EnumCondition Charmed Exhausted				
EnumSize Tiny Small Medium Large Huge Gargantuan	EnumKind Aberrations Beats Celestials Constructs Dragons Elementals Fey Fiends Giants Humanoids Monstrosities Oozes Plants Undead	EnumSpe Walking Climbing Digging Flying Swimming	EnumPro Proficient Expertise	EnumDamage Slashing Piercing Blundgeonning Fire ...	
EnumAlign Any None ChaoticGood ChaoticNeutral Etc...		EnumStat Strength Dexterity Constitution Intelligence Wisdom Charisma	EnumSkill Acrobatics AnimalHandling Arcanes Athletism ...		