Monster

+Id:int
+Author:ObjectAuthor
+Titre:str(255)
+IsWide:bool
+Desc.:str(bcp)
+LairAct:List<str(255)>
+RegEff:List<str(255)>
+Name :str(255)
+Kind:enumKind
+Size :enumSize
+Align:enumAlign
+AC:int
+Health:objectHealth
+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

ObjectAction

+Name : string
+Description : string
+IsAttack:bool
+Attack:ObjectAttack

ObjectAttack

+Dice:enumDice
+DiceMult:int
+Mod:int
+DamageTyep:enumDamage

ObjectTraits

+Name:string
+Desc.:string

ObjectLegAct

+Name:string
+Cost:int
+Desc:string.

EnumSize

Tiny
Small
Medium
Large
Huge
Gargantuan

EnumAlign

Any
None
ChaoticGood
ChaoticNeutral
Etc…

EnumKind

Aberrations
Beats
Celestials
Constructs
Dragons
Elementals
Fey
Fiends
Giants
Humanoids
Monstrosities
Oozes
Plants
Undead

EnumSpe

Walking
Climbing
Digging
Flying
Swimming

EnumStat

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

EnumPro

Proficient
Expertise

EnumSkill

Acrobatics
AnimalHandling
Arcanes
Athletism
...

EnumDamage

Slashing
Piercing
Blundgeonning
Fire
...

EnumCondition

Charmed
Exhausted