

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: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 +DamageTyp: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 Athletics ...

EnumDamage
Slashing Piercing Bludgeonning Fire ...
EnumCondition
Charmed Exhausted