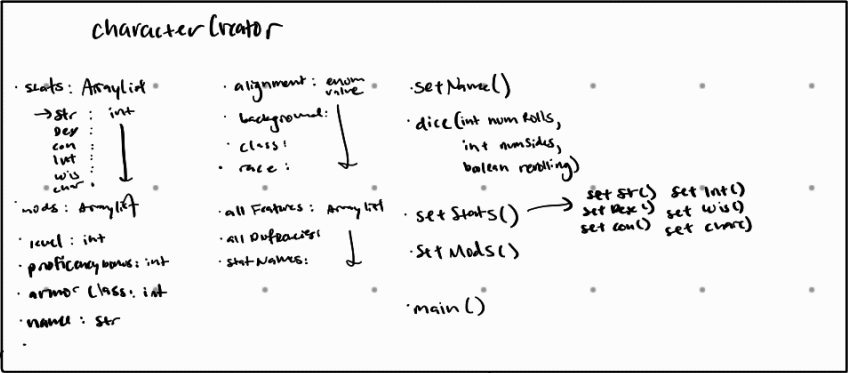


ALIGN ENUM  
LG, LV, LE,  
UG, NV, NE  
CG, CN, CE  
getRandom()

*Align enum  
N -> neutral  
E -> evil  
G -> good*



race enum  
Elf  
...  
Korv  
getRandom()

char class enum  
antiker  
barbarian  
bard  
cleric  
fighter  
druid  
mage  
paladin  
ranger  
rogue  
sorcerer  
warlock  
wizard  
getRandom()

Background enum  
Acolyte  
...  
Urchin  
getRandom()

↑ Actual Diagram ↑  
↓ for next steps ↓  
(can be ignored)

Interfaces

race

- int speed
- str languages
- str size
- str racial traits

char class

- str className
- int num Hit Die
- str hitDie
- hitPoints() returns hitpoints
- str savingThrows
- str skills
- str features
- str proficiencies
- str startingEquip
- str Equipment

*these are choices you're not in a  
equipment you'll always get*

Background

- str proficiencies
- str languages
- str equipment
- str background Name
- str features
- str ideals
- str bonds
- str flaws
- str traits

interface implemented by backgrounds

each class implements char class interface