



# **D&D Beyond: Random NPC Generator**

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# GENERAL BACKGROUND

**D&D**  
**BEYOND**

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## NATIVE GEEK

*Medium humanoid (Reader), any alignment*

**Armor Class** 10

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	18 (+4)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)



## Dungeons & Dragons



Created in 1974



Tabletop RPG (Role-playing game)



Acquired by Wizards of the Coast (WoTC) in 1997



## PC (playable character)



Customized by player



Full character info



Trackable resources, background, etc.



## NPC (non-playable character)



Static text block



Limited info



Stats, Actions, Creature Type



## D&D Beyond (dndbeyond.com / DDB)



Digital toolset / game companion for D&D 5th edition



Licensed with WoTC for all SourceText



Subdivision of Fandom Inc. (pop-culture company)

# PROJECT BACKGROUND

## ❑ Key Figures

- ❑ Patrick Backmann (Project Manager)
- ❑ Jason Bush (Software Engineer)

## ❑ NPC generator (previous)

- ❑ Started with versions - Website ➡ Web Extension ➡ React App
- ❑ Separate backend using Python

## ❑ NPC generator (current & future)

- ❑ React App & DDB's API
  - ❑ Smooth web app
  - ❑ Importing of characters, creation of NPC (random or custom)
  - ❑ NPC storage
  - ❑ All D&D source data as well as character / NPC data

# MOTIVATION

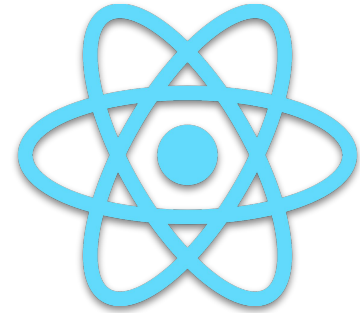
- ❑ Interests
  - ❑ D&D, Learn, Collaborate
- ❑ NPC information static text only
- ❑ Conversion to character sheet model
  - ❑ Interactive
    - ❑ Trackable resources
    - ❑ Dice rolls
    - ❑ Hideable UI features
- ❑ Importing characters into NPCs
- ❑ Create random or custom NPCs

The screenshot displays the D&D Beyond character sheet for Belbin Tealeaf, a Male Loxuden Halfling Ranger 2. The interface is organized into several sections:

- Header:** Includes the D&D Beyond logo, a search bar, and navigation links for Collections, Game Rules, Sources, Tools, Marketplace, Media, Forums, New Player Guide, and Subscribe.
- Character Info:** Shows the character's name, class, level, and campaign (Forgotten Realms I).
- Ability Scores:** Strength (-1), Dexterity (+4), Constitution (+3), Intelligence (+1), Wisdom (+4), and Charisma (+1).
- Skills:** A list of skills with bonuses: DEX Acrobatics (+4), WIS Animal Handling (+4), INT Arcana (+1), STR Athletics (+1), CHA Deception (+1), INT History (+1), CHA Intimidation (+1), INT Investigation (+1), WIS Medicine (+4), INT Nature (+3), WIS Perception (+8), CHA Performance (+1), CHA Persuasion (+3), INT Religion (+1), DEX Sleight of Hand (+4), DEX Stealth (+4), and WIS Survival (+4).
- Combat Stats:** Initiative (+4), Armor Class (16), and Hit Points (22/22).
- Weapons:** Shortbow (Ranged Weapon) and Shortsword (Melee Weapon).
- Spells:** Ensnaring Strike (1st).
- Actions:** Attacks per Action: 1. Includes a table for attacks with columns for Attack, Range, Hit/DC, Damage, and Notes.
- Reactions:** Opportunity Attack.

# ENVIRONMENTS

- ❑ **React**
  - ❑ Javascript/JSX and HTML/CSS
  - ❑ Website and display build tool
  - ❑ Component based - easier integration into DDB environment
- ❑ **React Router**
  - ❑ Dynamic routing on webpage
- ❑ **Restful APIs**
  - ❑ Data collection from DDB SCDS (Simple Character Data Service)
- ❑ **Git / Github**
  - ❑ Version control
- ❑ **AGILE / SCRUM Process**
  - ❑ Outline project scope, requirements, and features



# PROJECT SPECIFICATIONS

- ❑ User Friendly UI/UX (Consistent with D&D Beyond)
- ❑ React-based Application, capable of interfacing with their SCDS API
- ❑ 'MyNPC' page to guide user through choices on NPC creation
  - ❑ NPC creation choices: Import and Create (custom or random)
- ❑ 'NPCDisplay' page to display the interactable and dynamic, hybrid NPC sheet
  - ❑ NPC features
    - ❑ Hit Points/Conditions
    - ❑ Resource Tracking
    - ❑ Actions
    - ❑ Story Details

# FEATURES

## MUST

- ❑ NPC display sheet
  - ❑ Custom or random
  - ❑ Detailed info
- ❑ Importing of characters into NPCs
- ❑ Trackable stats / actions on NPC sheet

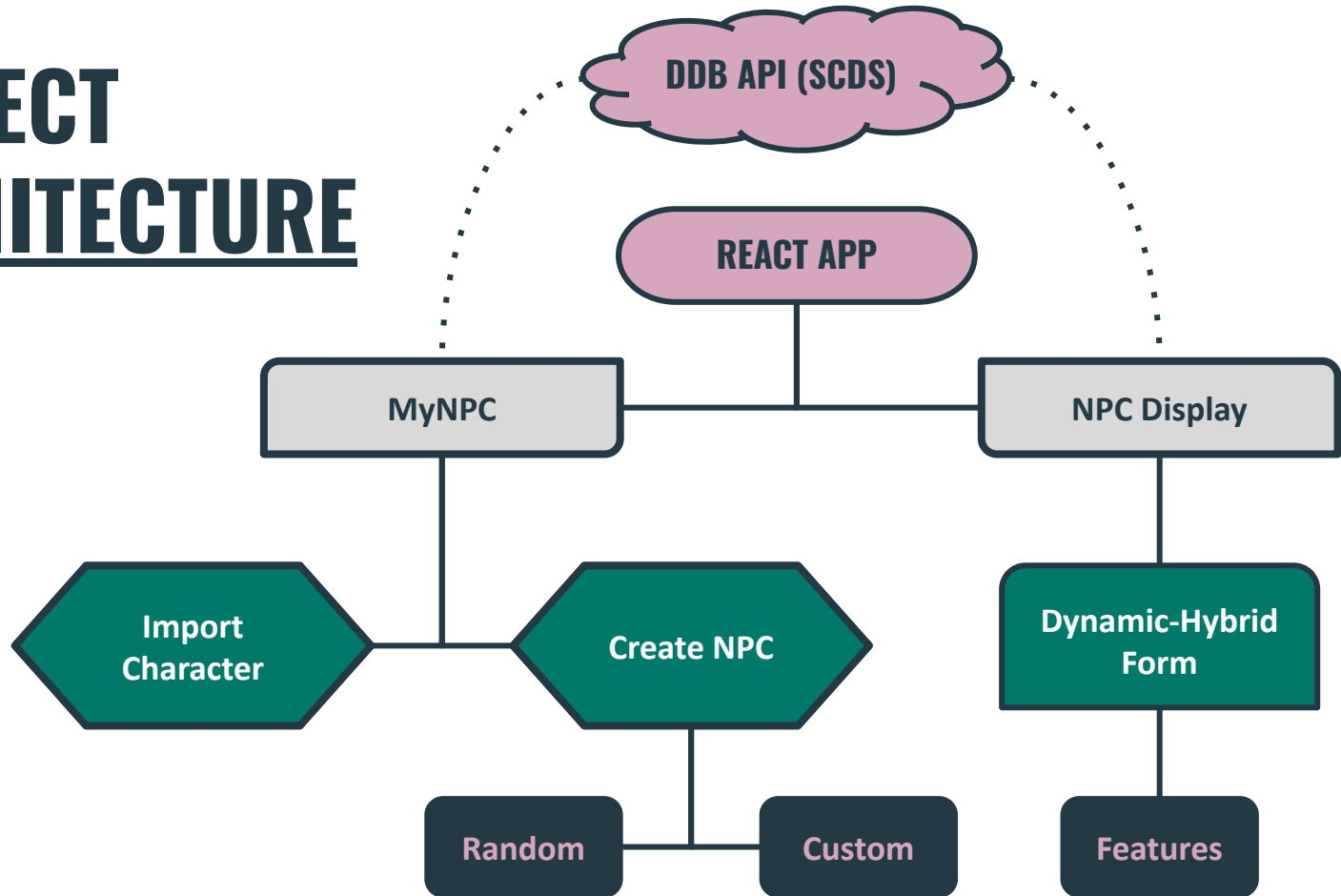
## WANT

- ❑ Interactable features
  - ❑ Dice rolling
  - ❑ Customization
- ❑ Leveling features for NPC
- ❑ Create copies of NPCs

## NEED

- ❑ API (SCDS) data interaction
- ❑ User friendly UI/UX
- ❑ React application

# PROJECT ARCHITECTURE







## SEPTEMBER

Met with the Fandom team to develop initial idea for the project

## NOVEMBER

Developed Design Specs and created initial AGILE board to identify scope

# THE PAST

## OCTOBER

Refined project idea, initiated AGILE process for the project

## JANUARY

Focused the project design and began development

# CURRENT AND COMPLETED TASKS

## Completed Tasks

- ❑ Establishing partnership and project ideas with Fandom.
- ❑ Established Project specifications with AGILE Approach.
- ❑ Successful implementation of REST API calls outside of browser.

## Current Tasks

- ❑ React application capable of dynamic routing and route parameters.
- ❑ Design and Style of Webpage.
- ❑ NPC Page and Respective Components.

## **FEBRUARY**

Lay foundation and initial specs of React App

## **APRIL**

Finalize extra specs / additions, push to staging

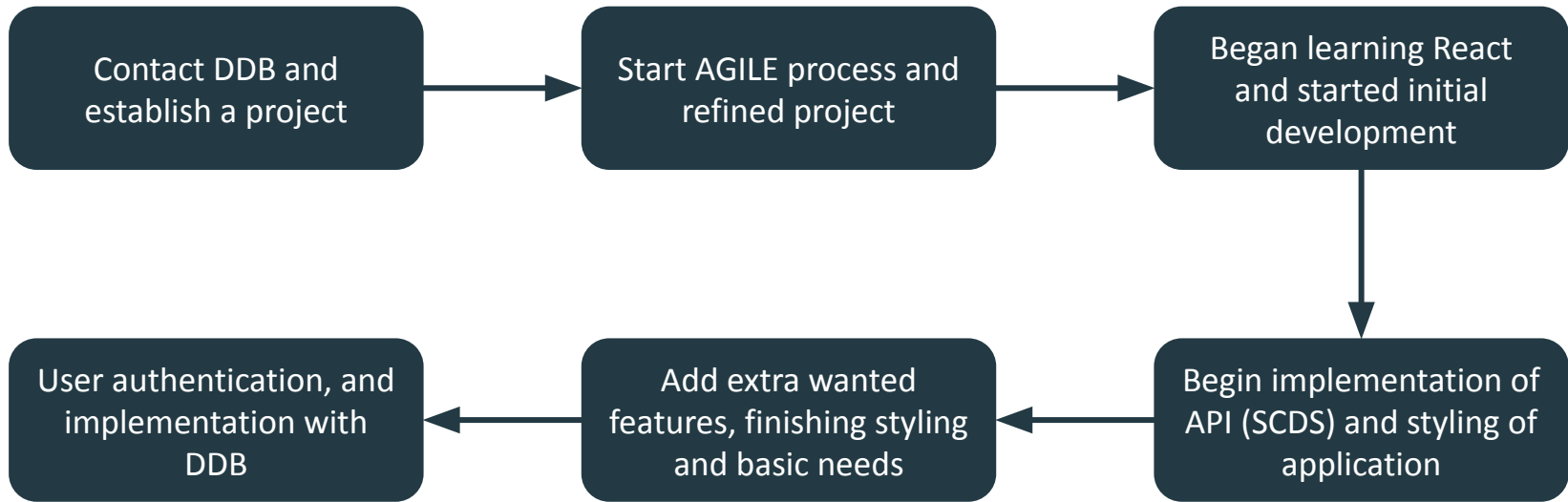
## **MARCH**

Finish implementation of API and NPC generation

# **THE FUTURE**

# FUTURE TASKS

- ❑ Implement API calls in browser
  - ❑ Requires DDB resolvment of Cross-Origin Resource Sharing
- ❑ NPC Generation from both template and character
- ❑ Home page with parameter passing, NPC collections, and NPC creation
- ❑ NPC dynamic hybrid page actions
  - ❑ Spell and resource tracking
  - ❑ Actions and dice rolling
- ❑ Integration and potential staging through D&D Beyond



## ACTION PLAN SUMMARY



**ANY QUESTIONS OR  
FEEDBACK?**