D&D Beyond: Random NPC Generator

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GENERAL BACKGROUND



rmor Cla lit Points peed 30 f	22 (5d8)				
STR	DEX	CON	INT	wis	СНА
10 (+0)	10 (+0)	10 (+0)	18 (+4)	10 (+0)	10 (+0)

Dungeons & Dragons				
	Created in 1974			
	Tabletop RPG (Role-playing game)			
	Acquired by Wizards of the Coast (WoTC) in 1997			
PC (p	C (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

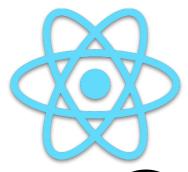
<u>MOTIVATION</u>

- 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



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





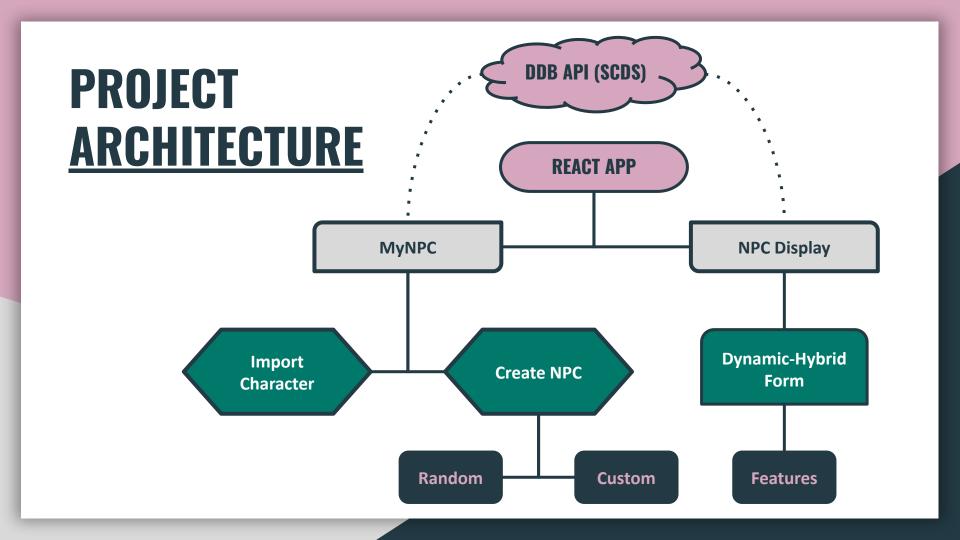


PRÓJECT <u>Specifications</u>

- ☐ 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 WANT NEED NPC display sheet API (SCDS) data interaction Interactable features Custom or random Dice rolling Detailed info Customization User friendly UI/UX Importing of characters into Leveling features for NPC **NPCs** Create copies of NPCs React application Trackable stats / actions on NPC sheet



ACERERAK

Medium undead . neutral evil

Armor Class 21 (Natural Armor) Hit Points 285 (30d8 + 150) Speed 30 ft.

STR DEX CON INT WIS CHA
13 (+1) 16 (+3) 20 (+5) 27 (+8) 21 (+5) 20 (+5)

Saving Throws CON +12, INT +15, WIS +12
Skills Arcana +22, History +22, Insight +12, Perception +12. Religion +15

Damage Resistances Cold, Lightning

Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nommagical Attacks Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Truesight 120 ft., Passive Perception 22
Languages Abyssal, Common, Draconic, Dwarvish,
Elvish, Giant, Infernal, Primordial, Undercommon

Challenge 23 (50,000 XP) Proficiency Bonus +7

Special Equipment. Acererak carries the Staff of the Forgotten One. He wears a talisman of the sphere and has a sphere of annihilation under his control.

Legendary Resistance (3/Day). If Acererak fails a saving throw, he can choose to succeed instead.

Rejuvenation. Accereix's body turns to dust when he drops to 0 hit points, and his equipment is left behind. Accereix gains a new body after I d10 days, regaining all his hit points and becoming active again. The new body appears within 5 feet of Accereix's phylactery, the location of which is hidden.

Spellcasting. Acererak is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Acererak has the following wizard spells prepared:

Cantrips (at will): mage hand, ray of frost, shocking grasp

1st level (at will): ray of sickness, shield

2nd level (at will): arcane lock, knock

3rd level (at will): animate dead, counterspell

4th level (3 slots): blight, ice storm, phantasmal killer

5th level (3 slots): <u>cloudkill, hold monster, wall of force</u>

6th level (3 slots): <u>chain lightning</u>, <u>circle of death</u>, <u>disintegrate</u>

7th level (3 slots): finger of death, plane shift, teleport

8th level (2 slots): maze, mind blank

9th level (2 slots): power word kill, time stop

Turn Resistance. Acererak has advantage on saving throws against any effect that turns undead.

Actions

Peralyzing Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one creature. Hit: 10 (3.66) cold damage, and the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Staff. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit. 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage, or 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage when used with two hands.

Invoke Curse. While holding the Soff of the Foresten One. Accrease expends 1 charge from it and rargets one creature he can see within 60 feet of him. The target must succeed on a DC 23 Constitution saving throw or be cursed. Until the curse is ended, the target can't regain hit points and has vulnerability to necrotic damage. Greater Restoration, remove ourse or similar magic ends the curse on the target.

Legendary Actions

Acererak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Acererak regains spent legendary actions at the start of his turn.

At-Will Spell. Acererak casts one of his at-will spells.

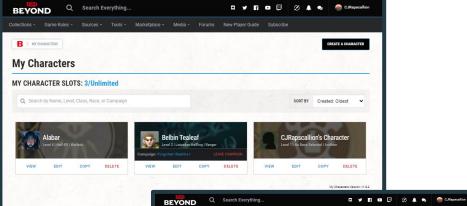
Melee Attack. Acererak uses Paralyzing Touch or makes one melee attack with his staff.

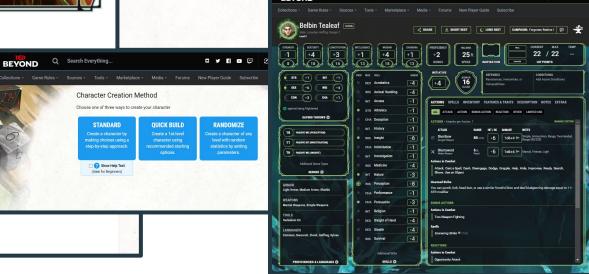
Frightening Case (Costs 2 Actions). Acceract fores his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 20 Wisdom swing throw against this magic or become fightened for 1 minute. The finghtenes target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, if a target's saving throw is successful or the effect end on it, the target is immune to Acceracity agare for the next 24 hours.

Tallsman of the Sphere (Costs 2 Actions). Acererak uses his talisman of the sphere to move the sphere of annihilation under his control up to 90 feet.

Disrupt Life (Costs 3 Actions). Each creature within 20 feet of Acererak must make a DC 20 Constitution saving throw against this magic, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.







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



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

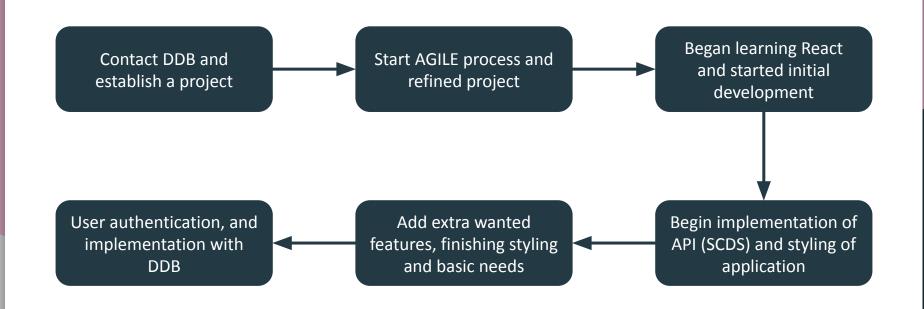
THE FUTURE

MARCH

Finish implementation of API and NPC generation

FUTURE TASKS

- ☐ Implement API calls in browser
 - Requires DDB resolvement 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?