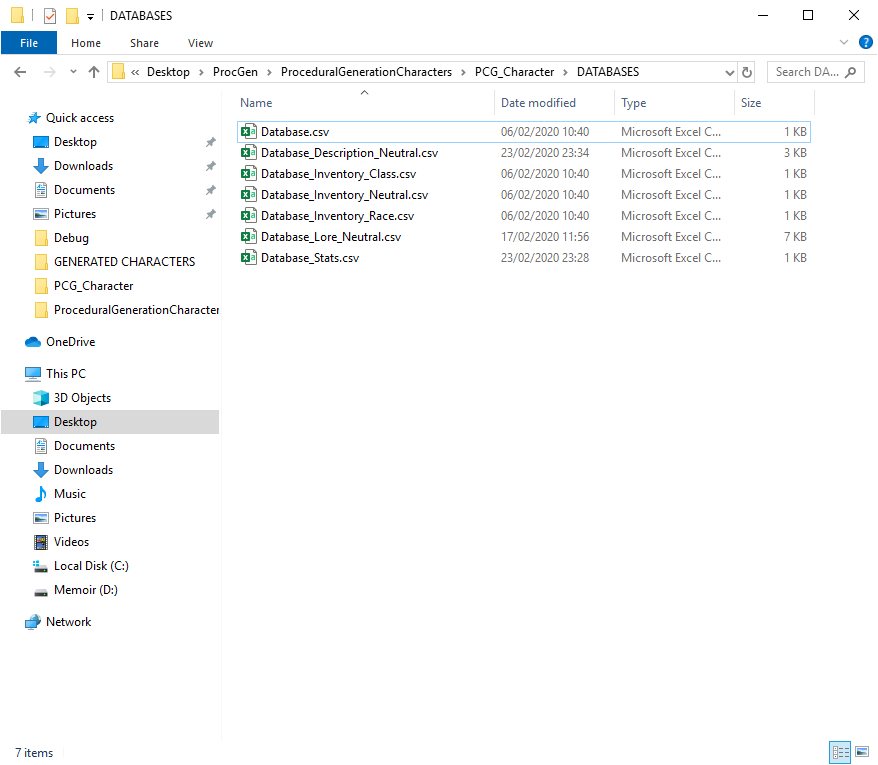
Make sure that the correct database files are in the correct folders or the PROGRAM WILL NOT WORK.

If they get lost or corrupted, you can download them from here:

This is the correct file structure:



By opening the files, you can see the correct way of filling in information.

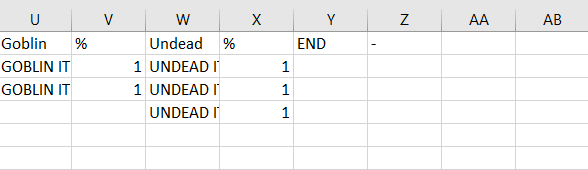
The information can be altered to your needs but **FOLLOWING THE SAME STRUCTURE.**

**Classes, Races, Stats and Inventory items, Lore and Characteristics can be added and removed freely.**

**IF YOU ADD A NEW RACE OR CLASS MAKE SURE TO ADD IT INTO EVERY APPROPRIATE DATABASE THAT USED THAT RACE OR CLASS FOR CALCULATIONS.**

**ALL DATABASES, MUST HAVE AN “END” TO SIGNIFY THE END OF THE COLUMNS ALONG WITH A “-“**

**EXAMPLE:**

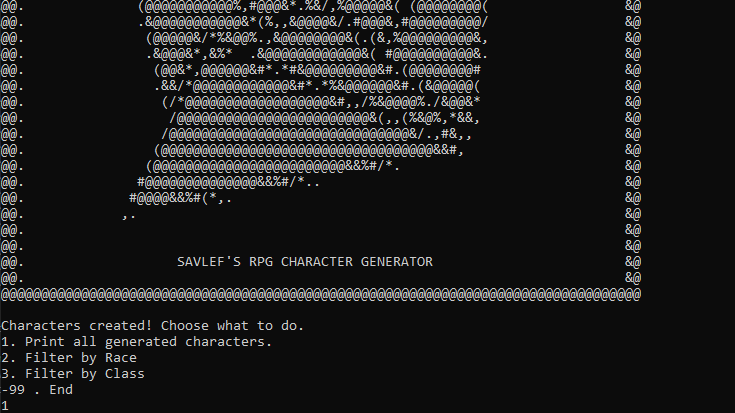
****

**FAILURE TO DO SO WILL RESULT IN THE PROGRAM NOT WORKING CORRECTLY OR AT ALL.**

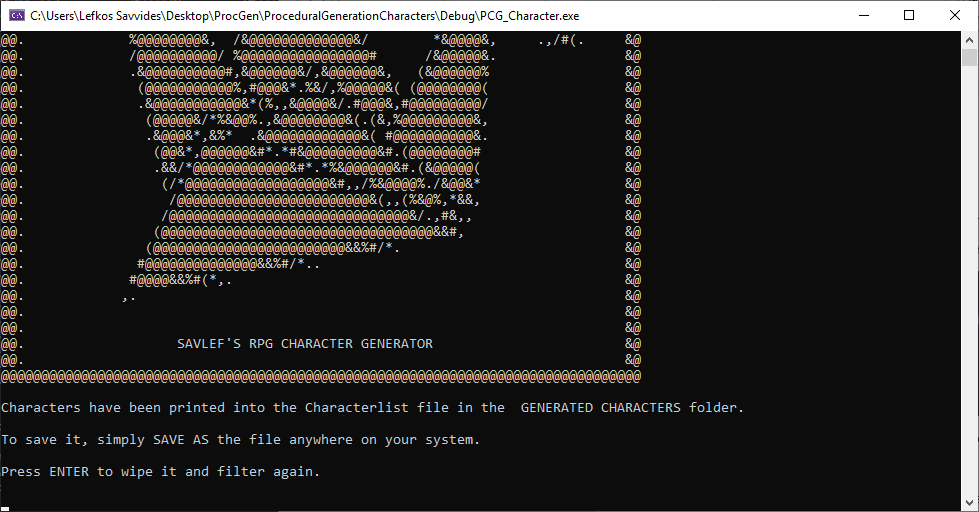
**The stamina stat is used in the calculation of the HP of the character, if the name is changed, the stat in that position in the database will be used instead.**

Run the program and follow the onscreen commands to generate your characters, choose any number between 1 and 1000 and type it down then press enter.

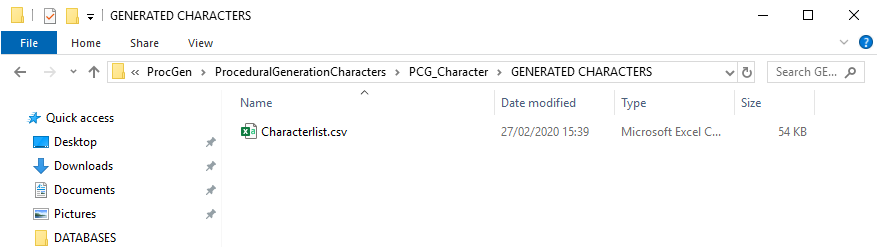
Then print them in any filter you want by typing the appropriate number.



Once you type the selection and press enter to confirm it. It will look like this



The generated characters can be found in the file: Characterlist.csv in the GENERATED CHARACTERS folder.



**As soon as you press ENTER again the file will be wiped. To save your character list just save the file as something else while you have it open.**   
Alternatively, you can just copy-paste the characters you like or even all of them into another spreadsheet folder.

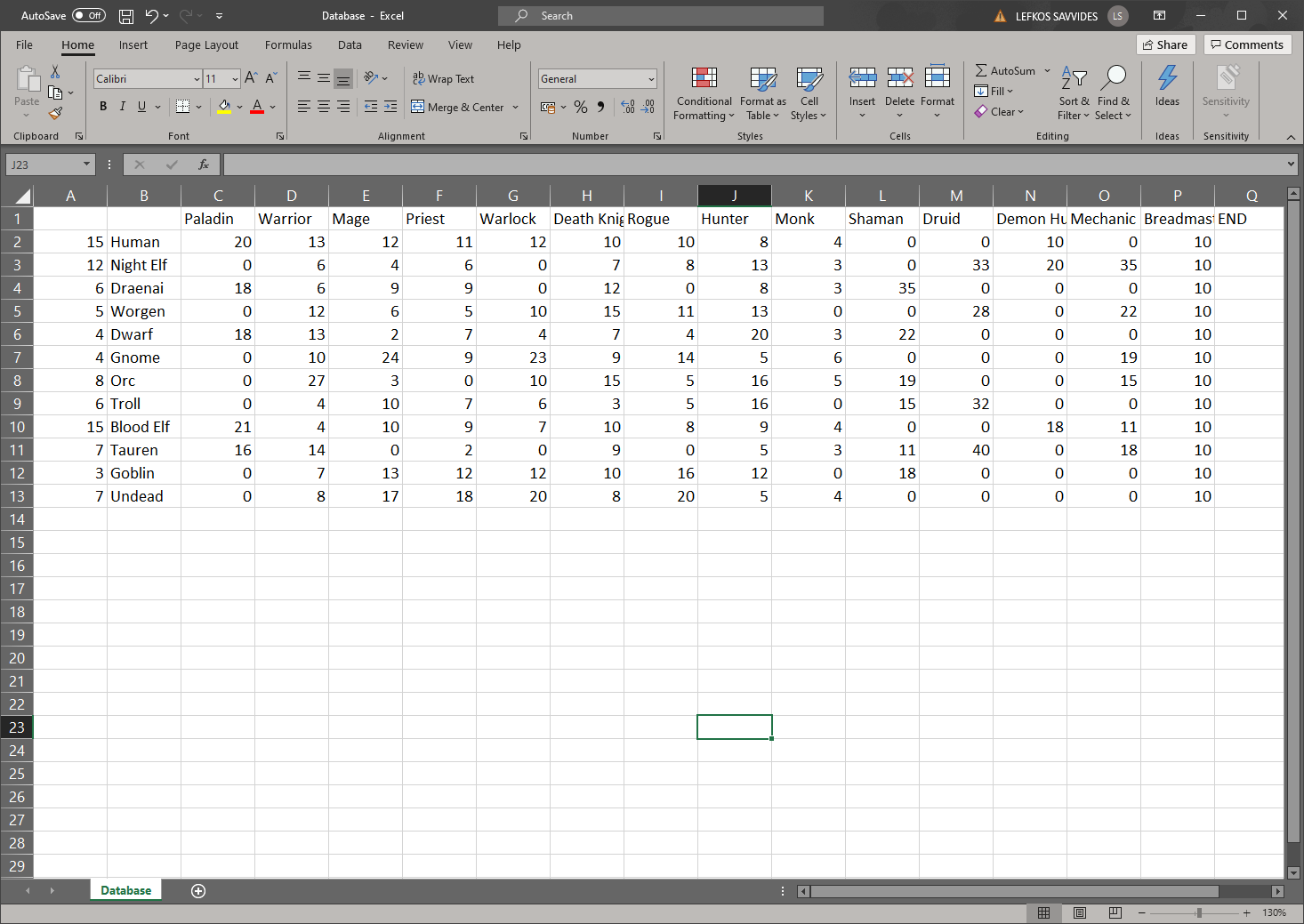
If you choose to view the generated characters again or with any other filter, just make the appropriate selection again and the file should display the same information as long as the program is running.

When you are done saving/ looking at your characters simply close the program.

**DATABASE FILES AND WHAT THEY DO:**

**Core DB:**

The file called “Database” is the core file that lists all the possible classes and races that exist in the universe.



Starting from column C onwards, every class is listed on the first row.

Starting from the second row, every race is listed on column B.

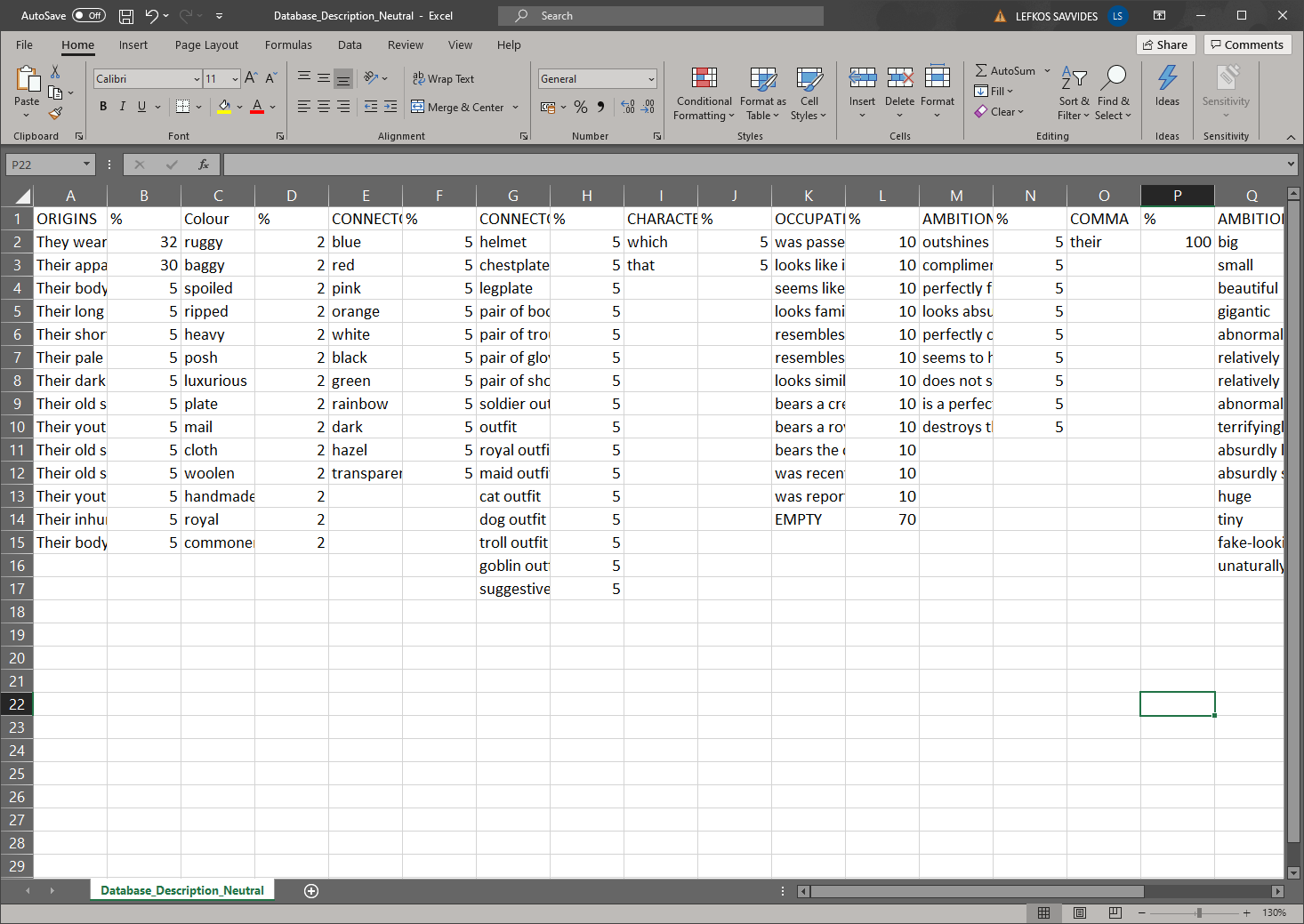
The number next to each race (left side) represents the percentage chance of that race existing.

The numbers on the corresponding cell for a class/race combination represents the chance of that class being picked when that race is selected.

Eg. If the character is a Blood Elf (Cell B10) the chance of them being a Warlock (G1) is 7% (G10).

Edit the numbers appropriately.

**Lore DBs:**

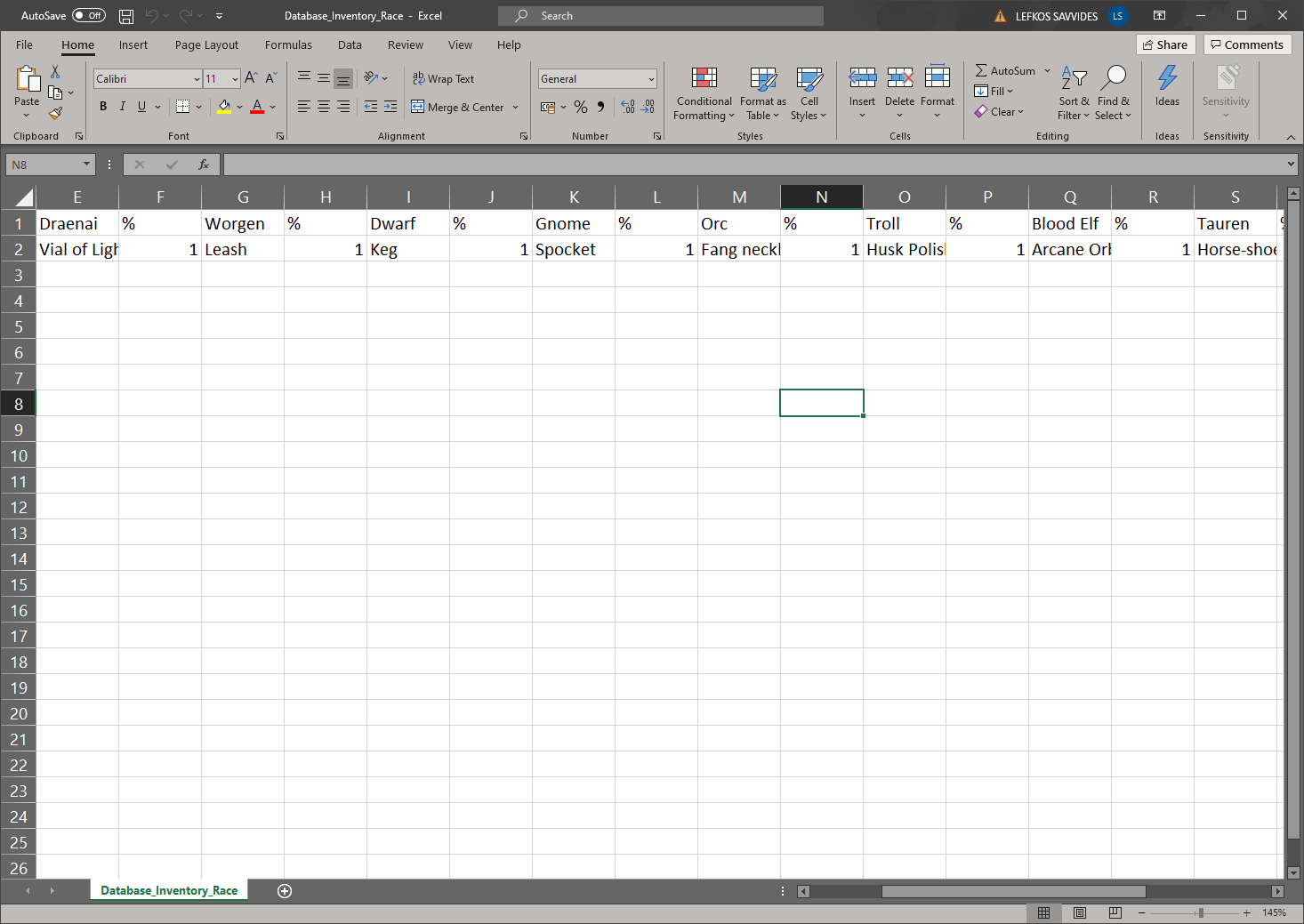


In the Databases for the Lore, Description and Characteristics the same structure is followed.

The sentences are split into parts and next to them to the right the percentage of that part of the sentence being selected is put. This is not out of 100.

All the numbers are added up so if there are 25 elements and everyone of them is marked as 15, then that means they all have an equal chance of being selected. The numbers would add up and any specific element would have a 15 / 25\*15 chance of being selected.

**Inventory DBs:**



All of the Inventory databases (Race, Class, Neutral) follow the same format.

On the first row every 2 cells all the races (or classes) are listed.

Next to each one of them it’s the percentage.

(Make sure if you add any classes ALL relevant databases are updated, including inventory, stats, etc)

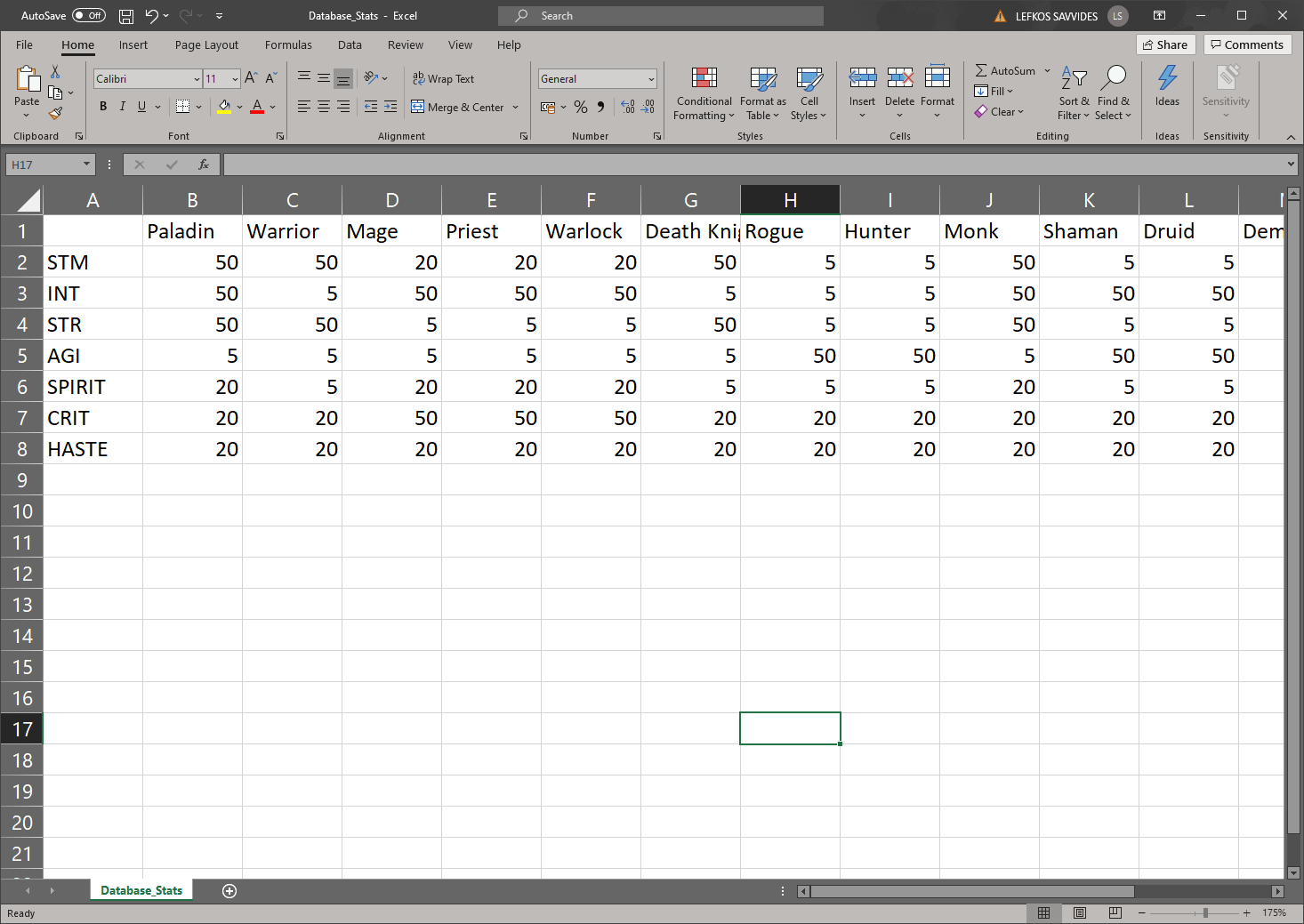
Below every race/class (category) every possible item for that selection should be inserted along with their chance of appearing.

Percentage works the same way as the Lore DBs.

**Racial Passives DB**

**This works exactly like the Race Inventory Database. Look directly above for information.**

**Stats DBs:**



How stats work:

Each character has a specific amount of stat points they can spend that depends on their level.

Their level is randomly generated, and each level increases the points they can spend by 2. Their starting value is the same.

The level cannot be below 0 and cannot exceed 0.

For every stat, there is a chance for it to get picked to assign a point to. That chance is listed as the numbers seen above in the picture.

For example, a Paladin has an equal chance of getting STM, INT, STR with a value of 50. Their rarest stat is AGI with a value of 5.

So, the actual chance of AGI being picked based on the above table would be 5 divided by the total numbers of chances for all stats, so 5/50+50+50+5+20+20+20

All stats begin with a value of 4 and the cost of them being upgraded increases based on two thresholds.

If enough points have been assigned to a stat and the stat is above 12, the cost increases to 2 points.

Similarly, if it reached above skill level 16, the cost increases again.

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