**Variables**

Public Dictionary for the classes and hit die

Public Dictionary for ability scores and modifiers

Public int level

Public hitTotal

Public Bool Hill Dwarf

Public Bool Tough feat

Public Bool HP averaged/rolled

**Functions**

Figure out how many hit dice will be used based on level

Classes and dice roll

Calculations for CON score

Adjustments to health if the character has hill dwarf or tough feat

Calculation for averaged or rolled dice

**Pseudocode**

Main game starts

The entries from the inspector are taken

The entry for CON score will be passed through a function, the health will be adjusted in the function

The entry for bool tough feat and hill dwarf will be passed, the health will be adjusted in the function

The entry for dice roll will be passed through a function, and the roll will either be averaged (make sure to round) or random

For(i=0; i<level; i+=)

{

rollValue += hitTotal;

}