Charcatername= name

Level#=level

Classtype=class

Tough = feat

Level=Dice#

Dictionary ClassDice

|  |  |
| --- | --- |
| **Class**  Sorcerer, Wizard | **Hit Die**  D6 |
| Artificer, Bard, Cleric, Druid, Monk, Rogue, Warlock | D8 |
| Fighter, Ranger, Paladin | D10 |
| Barbarian | D12 |

Dictionary constitution

|  |  |
| --- | --- |
| A.S. Mod | |
|  |  |
| 1 | −5 |
| 2–3 | −4 |
| 4–5 | −3 |
| 6–7 | −2 |
| 8–9 | −1 |
| 10–11 | +0 |
| 12–13 | +1 |
| 14–15 | +2 |
| 16–17 | +3 |
| 18–19 | +4 |
| 20–21 | +5 |
| 22–23 | +6 |
| 24–25 | +7 |
| 26–27 | +8 |
| 28–29 | +9 |
| 30 | +10 |

HP += Dice# \* HPModifier

Bool If hpdesire=averaged

Then refer to dictionary Expectedvalue

|  |  |
| --- | --- |
| Hit Die | Expected Value |
| D6 | 3.5 |
| D8 | 4.5 |
| D10 | 5.5 |
| D12 | 6.5 |

Dice# \* (expected value)

If hpdesire=rolled

Then refer to dictionary Random value

|  |  |
| --- | --- |
| Hit Die | Random Value |
| D6 | 1,2,3,4,5,6 |
| D8 | 1,2,3,4,5,6,7,8 |
| D10 | 1,2,3,4,5,6,7,8,9,10 |
| D12 | 1,2,3,4,5,6,7,8,9,10,11,12 |

Roll \* Dice#

If(class = Hill Dwarf)

Then HP = HP += level

If (feat=true)

Then HP = HP += (level \* 2)

If HP < 1

Make HP 1