CharacterName= InsertName; dict=classdie

A screenshot of a white background with black text

Description automatically generatedClass= ClassType;

Level =levelnumber

Tough = true/false;

Level = levelnumber\*dice;

If(race = HillDwarf);

HPvalue = += 1(perlevel);

If Tough= true;

HpValue= += 2(perlevel)

Dictionary ClassDie;

Bool If HpDesired=averaged;

A white rectangular table with numbers and symbols

Description automatically generatedRefer to dictionary ExpectedValue

If HpDesired=rolled;

Then refer to dictionary DieRandomValue

HitDieExamples: D6= 1,2,3,4,5,6

Dice# \* (expectedvalue)

If CharacterLevel = +1;

HitDieAmt = HitDie +1