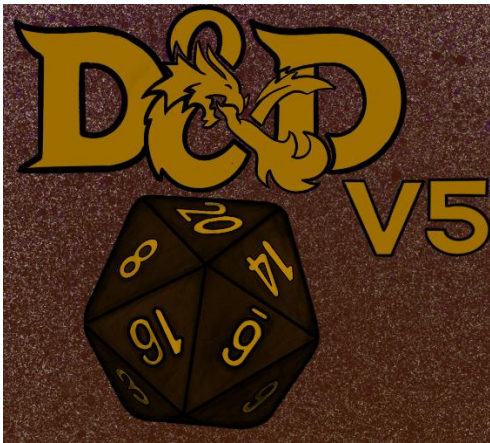


TBD – Programmers:

Project title:

- D&D character sheet
- DDCS
- D20
- D&D players aide
- D&D players journal
- Literally no clue so we'll put a pin in that....

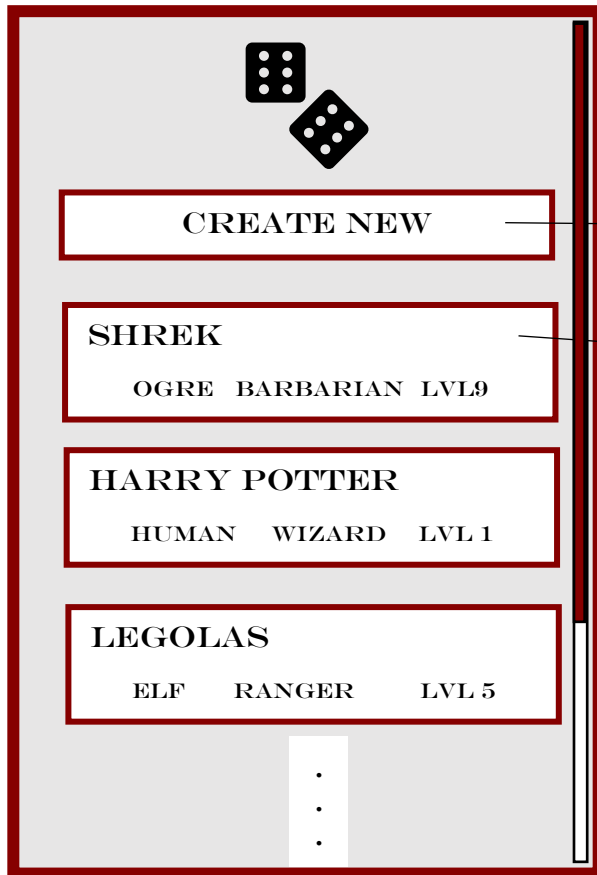
Project logo:



Color Scheme:

-  or  or  or  or 

Home:

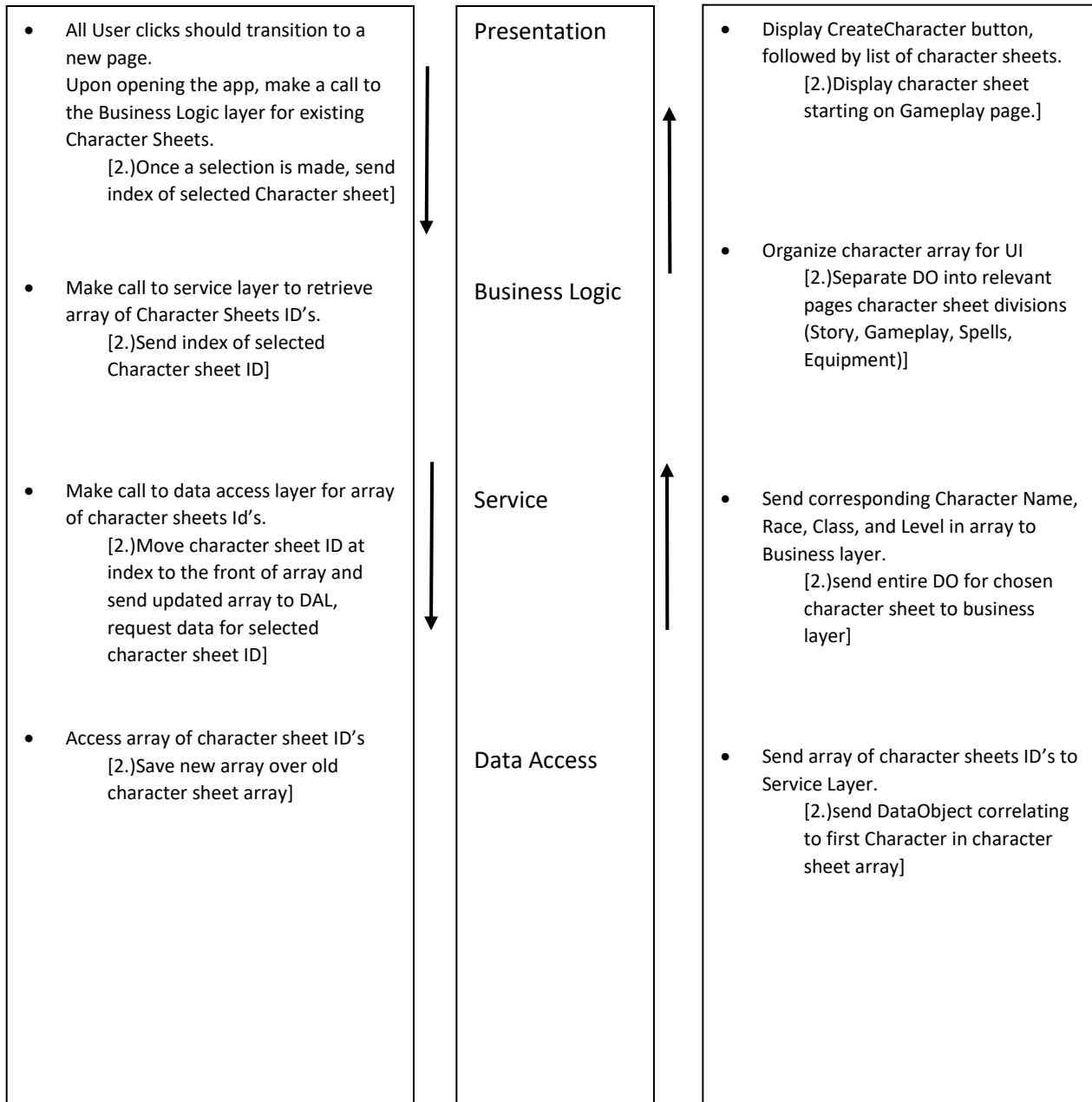


1.)-> Create A Character

2.)-> Character Sheet

Side note:

- Font: Engravers MT
- Characters will be in a list
- List will be ordered by date last used
- Character Name should be followed by
 - Race
 - Class
 - Level



1.) Create A Character



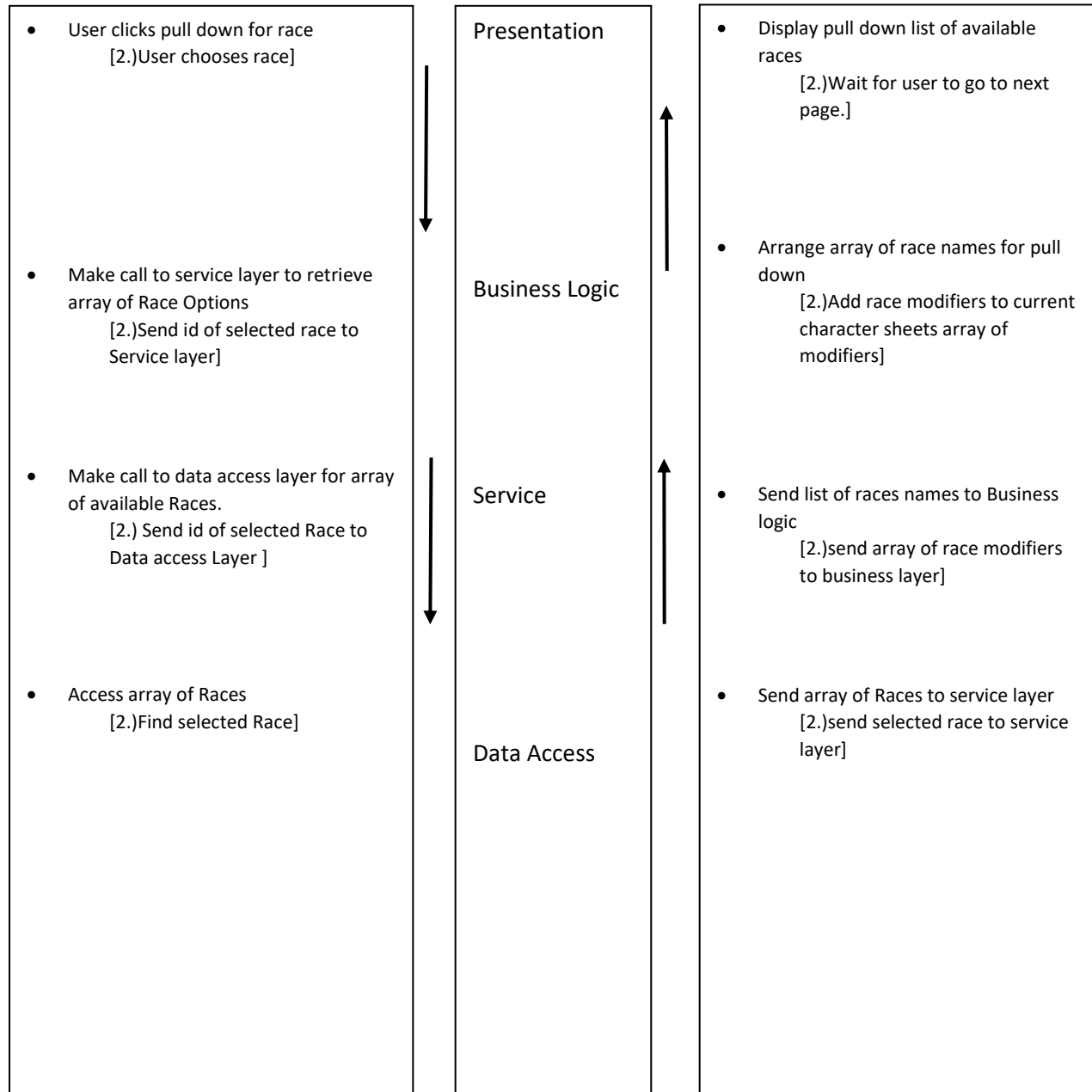
A character creation form with a light gray background and an orange border. It contains several input fields and buttons. The fields are: 'Character Name: Legolas Thranduil', 'Race: Elf' (with a downward arrow), 'Subrace: Wood Elf' (with a downward arrow), 'Class: Ranger' (with a downward arrow), 'Level: 1', and 'Exp: 0'. At the bottom are 'Cancel' and 'Next' buttons.

Character Name: Legolas Thranduil	
Race: Elf ▼	
Subrace: Wood Elf ▼	
Class: Ranger ▼	
Level: 1	
Exp: 0	
Cancel	Next

Side Note:

- Font: Imprint MT Shadow
- Allowing for characters starting at higher than level one will be difficult, low priority

Signifies a pull down with all relevant options loaded from the API



Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

?

Back Auto-Generate Next

Side Note:

- Font: Calibri (body)
- There could be a check for the sum of all stats to see if they are reasonable for a lvl 1 player, low priority
-

Handbook rules for determining ability scores:

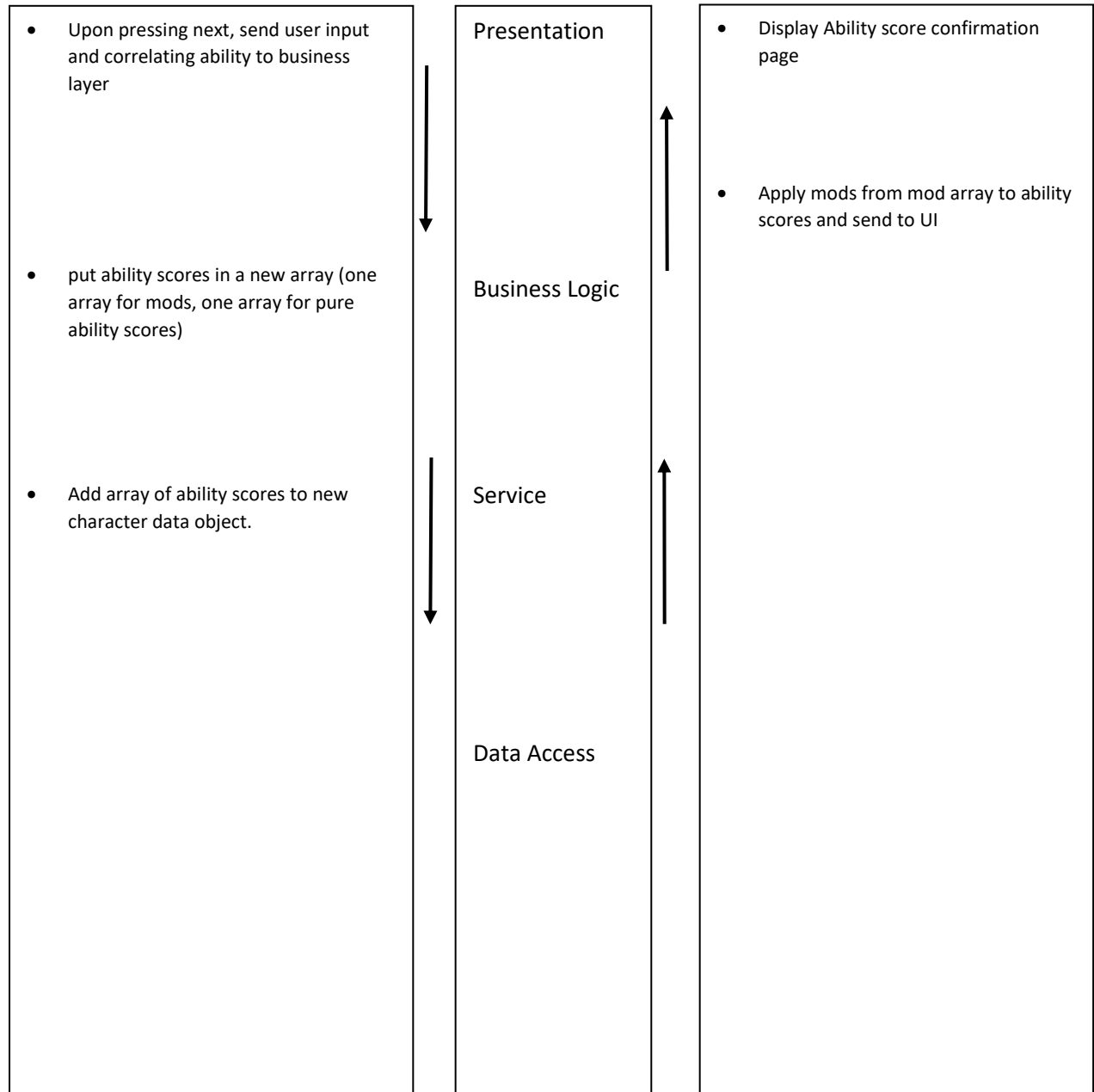
For each ability, roll four D6 dice and add together the three highest dice. Assign that roll to an ability and repeat.

-or-

Assign 15, 14, 13, 12, 10, 8 to stats of your choice.

(this can be a pop-up for new players)

Auto-Generate could automatically insert the handbook suggestions for race, or be a random dispersement of the std. 15, 14, 13, 12, 10, 8



Strength	Dexterity
<div></div>	<div></div>
Constitution	Intelligence
<div></div>	<div></div>
Wisdom	Charisma
<div></div>	<div></div>
Back	Confirm

Page will be a simple confirm or go back.

It will display the ability scores from the previous step with the addition of racial increases, along with the algorithm calculated modifiers

Saving Throws

Skills

Back

Confirm

Should provide a list of Race and Class approved options from which you can select. Loaded from Api and the a simple bubble pick.

Name: LegolasThranduil	
Age: 351	Height: 6'
Eyes: Green	Skin: pale
Weight: 120	Hair: silver
Alignment: Chaotic ▼ Good ▼	
Background: Ranger ▼	
<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	
Back	Next

Page will be a simple confirm or go back.

It will display the ability scores from the previous step with the addition of racial increases, along with the algorithm calculated modifiers

Name: Legolas Thranduil

Weapons - +

Name, type, calc modifier,
price

Back

Back


Game rules dictate weapons are typically either inherited from your race and class choices or purchased from starting gold.

We will leave it open to abuse by the user but list gold next to the weapon so if they wanted to follow rules they could. (our api does not list starter weapons for race or class)

All weapons will come from the API, low priority is adding a custom option.

Repeat for armor and other.

2.)Character Sheet



Name: Shrek	
Age: 45	Height: 7
Eyes: Green	Skin: Green
Weight: 370	Hair: none
Alignment: Chaotic Good	
Background: Outlander Shrek a mean and highly territorial green ogre who loves the solitude of his swamp, finds his life interrupted	
Allies & Organizations	
Features & Traits	
Other Proficiencies & Languages	
Personality Traits	
Ideals	

Side Note:

- Font: Bahnschrift Condensed
- Page should scroll to show all features
- Ideally this page holds all the "storyline characteristics" and is not needed frequently. These characteristics will remain relatively static for most players.
- Some of these may need to be **uneditable**, as they will take strings from race/ class/ background, as presets.

Background

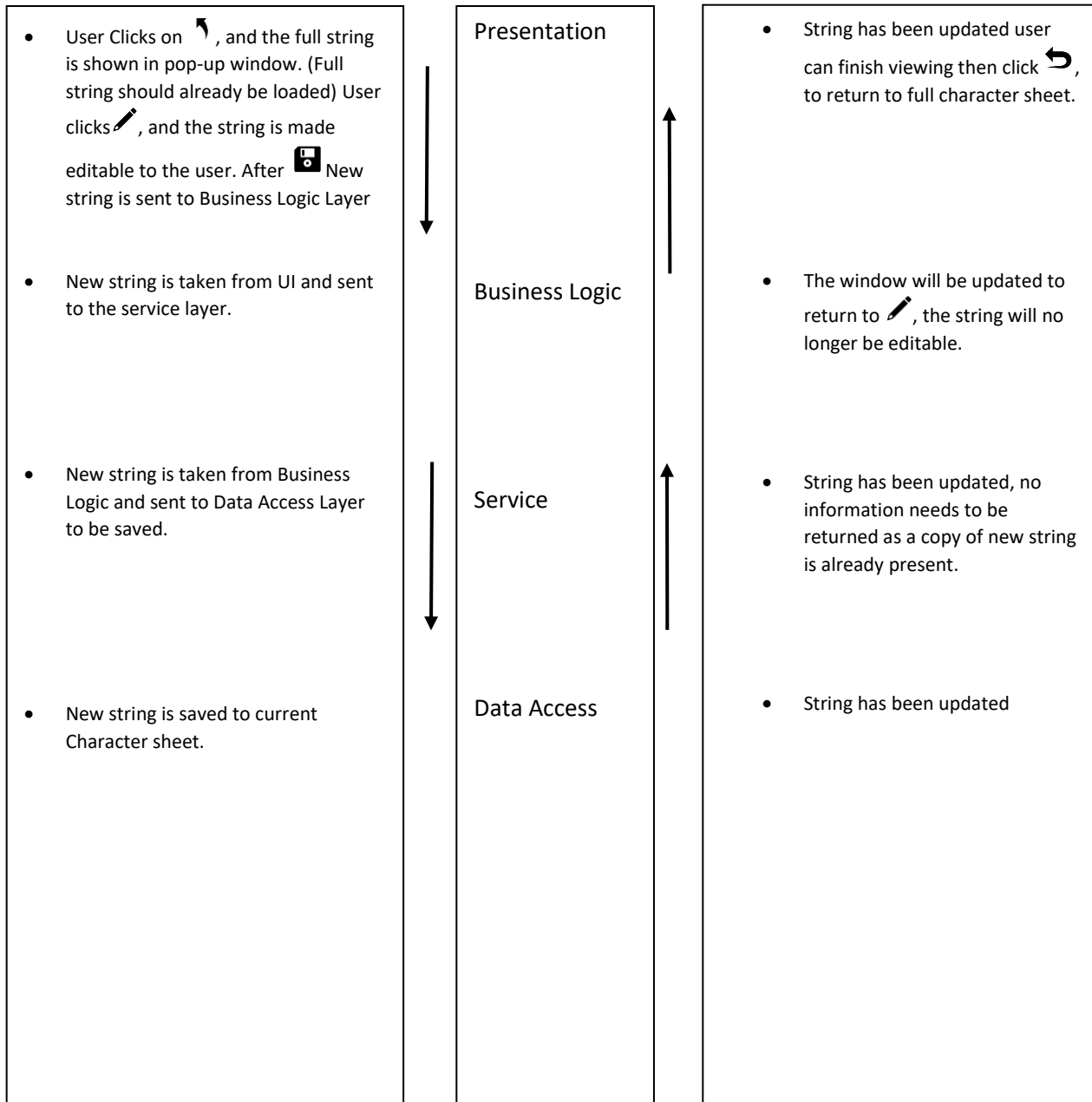
Shrek a mean and highly territorial green ogre who loves the solitude of his swamp, finds his life interrupted when countless fairytale creatures are exiled there by the fairytale-hating and vertically-challenged Lord Farquaad of Duloc. Angered, he decides to ask Farquaad to exile them elsewhere. Shrek brings along a talking Donkey, who is the only fairytale creature willing to guide him to Duloc.

Background

Shrek a mean and highly territorial green ogre who loves the solitude of his swamp, finds his life interrupted when countless fairytale creatures are exiled there by the fairytale-hating and vertically-challenged Lord Farquaad of Duloc. Angered, he decides to ask Farquaad to exile them elsewhere. Shrek brings along a talking Donkey, who is the only fairytale creature willing to guide him to Duloc.

Bonds

Flaws



NAME: HARRY POTTER

RACE: HUMAN

CLASS: WIZARD

LEVEL: 1

SUB-RACE: NONE

BACKGROUND: SAGE

EXP: 0

+1
INITIATIVE

+3
ARMOR
CLASS

30 FT
SPEED

♥

CURRENT HIT POINTS

1-D6
HIT DICE

SUCCESSSES

FAILURE

DEATH SAVES

STRENGTH
8
-1

DEXTERITY
12
+1

CONSTITUTION
14
+2

INTELLIGENCE
15
+2

WISDOM
10
+0

CHARISMA
13
+1

MODIFIERS

SAVING THROWS

+2
PROFICIENCY
BONUS

PASSIVE
WISDOM 10

SKILLS

TURN BASED-ACTIONS

REST

LEVEL-UP

Side Note:

- Font: Copperplate Gothic Light
- The dependencies on here are gonna be insane 🤪
- Most data will be derived, or dynamic

Idk how this works yet, perhaps a pop up that allows for switching between normal and temporary hit points and a way to take damage

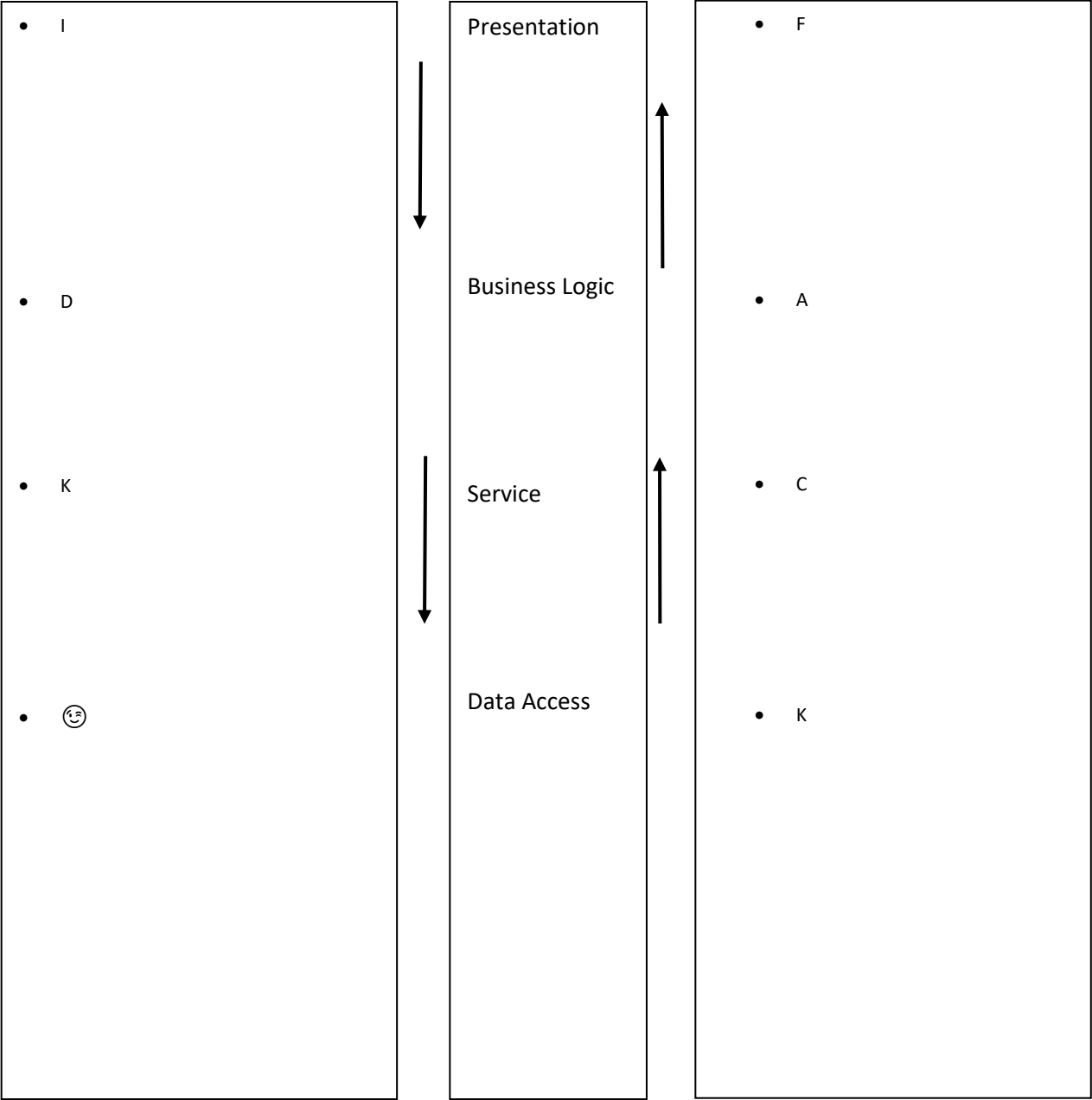
A pop up that lets you select and deselect the dots...

Modifiers/Saving Throws: the two will just be a toggle and the circles below the stats will hold the values for whichever is highlighted, because saving room...

Clicking on this will pull up the list of Proficiencies, as apposed to swiping to the other page

2a.)?

2b.)?



Attacks

Name	Atk Bonus	Damage/Type
Shortbow	+7	10D6 +3 P
Shortbow	+7	10D6 +3 P
Shortbow	+7	10D6 +3 P

SpellCasting Class:

SpellCasting Ability

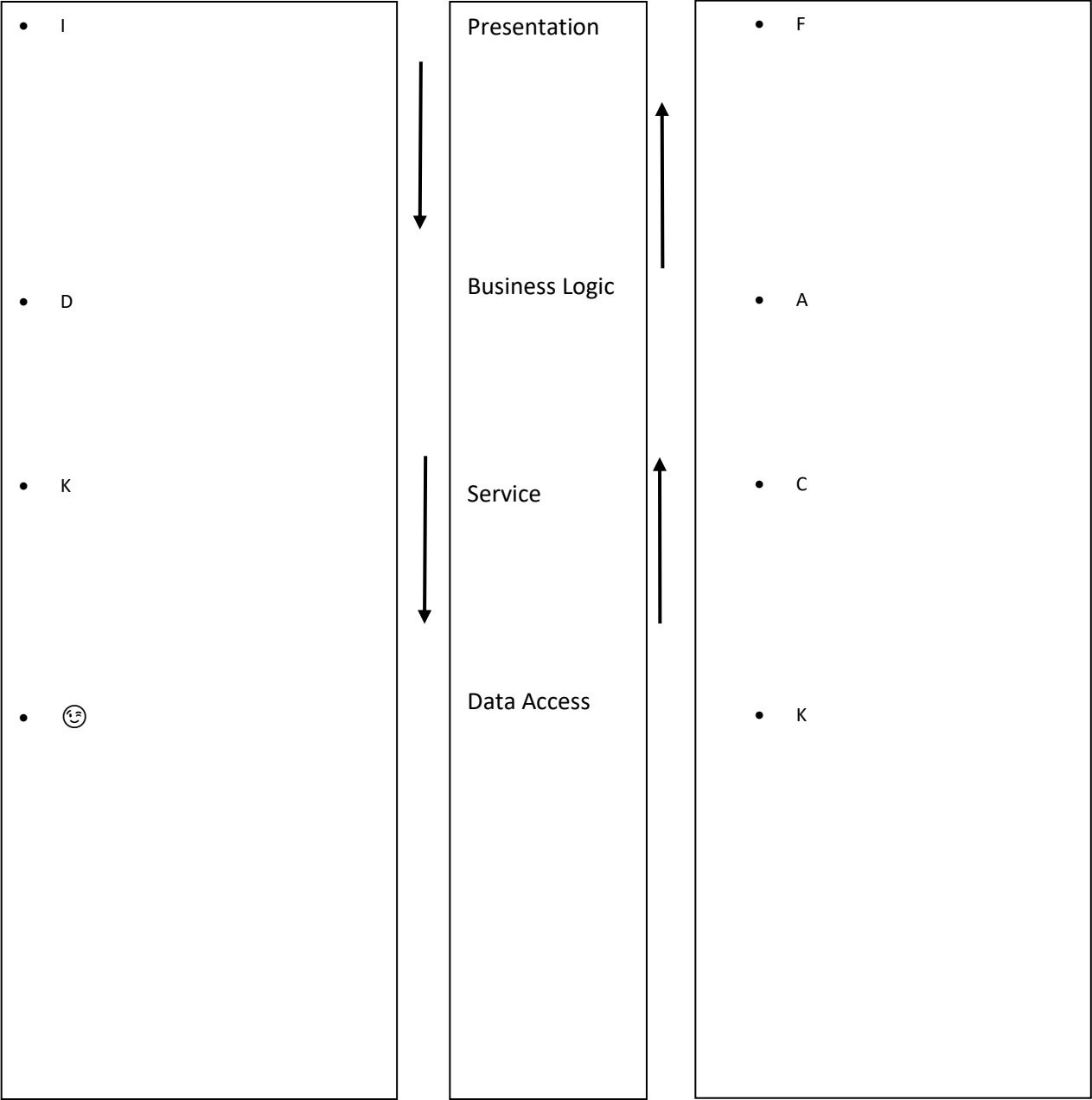
Spell Save DC:


Spell Attack Bonus:

Spells

Side Note:

- Font: Franklin Gothic Book
- Ideally we would add a weapon and that weapon would draw from appropriate modifiers
 - Add Weapons from a list of ones provided by api
 - Allow custom?
- Ideally spells would be added and pull from appropriate stats and modifiers.
- Apparently spells are complex and I do not fully understand them yet
 - Add Spells from a list of spells provided by api
 - Allow custom?





0

0

0

20

0

Weapons

Armor

Other

