

Logo	<u>Home</u>	Character	Login/ user
Information How it works just a dice			

Home

Logo	Home	<u>Character</u>	Login/ user
New D o offline o server Load D o from local o from server			

Character

Offline / save

name:

gender:

class:

race:

job:

rank:

base stat stat:  (X) free points:

str: X	+ -	wis: X	+ -
vital: X	+ -	fit: X	+ -
agi: X	+ -	lck: <input type="text"/>	
dex: X	+ -		
chr: X	+ -		
int: X	+ -		

Skills:

Add

Traits:

Add

Knowledge:

Add

Start Ring:

Start Items:

Add

Start Gear:

-name	-name	-name	-name
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Add

Add

Add

Add

Popup

Name:   
desc:   
 select  X  Add

Save / save as

Char: New

Main

• Name (description, amount, rarity)

• Name (is-gear)  
↳ 0 → (description)

↳ 1 →  select  X  Add  
(description) (rarity)

• Name (  select  X  Add  
(description) (rarity) )

↳ Hover → description + values

Offline / save

name:   
gender:   
class:   
race:   
job:   
rank:  -  =>

str: X +()	+ z -	wis: X +()	+ z -
vit: X +()	+ z -	flh: X +()	+ z -
agi: X +()	+ z -	lch: <input type="text"/>	
dex: X +()	+ z -		
chr: X +()	+ z -		
int: X +()	+ z -		

Skills:   → Pop up

Parts:   → Pop up

Knowledge:   → Pop up

Ring: • Ring\_name

Items: •   → pop-up  
drag/drop  
↳ switch cur gear

Gear: 

-name	-name	-name	-name
<input type="button" value="v"/>	<input type="button" value="v"/>	<input type="button" value="v"/>	<input type="button" value="v"/>

Char: New  
Main

→ activate all  things

• Name (description)

• Name (if-gear)  
↳ 0 → (description)  
↳ 1 →     
(description)

• Name (  )  
(description)

