

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:
V select X Add

Save / save as

Char: New

Main

Name (description, amount, rarity)

Name (if-gear)
↳ 0 → (description)
↳ 1 → V select X Add
(description)(rarity)

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

Hover → description + values

Offline / save

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

str: X +()	+ z -	wis: X +()	+ z -
viz: X +()	+ z -	flth: 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 (is-gear)
↳ 0 → (description)
↳ 1 →
(description)

• Name ()
(description)