* Main Website
  + Char creation( 🡪 )
  + Char loading from local file
  + Char loading from Server (Acc creation, login)
  + Explanation of everything
* Char
  + general information (changeable, does not affect stats)
    - name, Gender, class, race, job, rank
  + Char stats (changeable, does affect stats)
    - Leben, Mana
    - Str, Vit, Agi, Dex, Chr, Int, Wis, faith, Per, luck
  + Char gear (changeable, does affect stats)
    - Weapon, Staff, Armor, Shield, Ammo
  + Char inventar (changeable, does not affect stats)
    - Gold, crafting materials, other gear (suitable from inventory) with stats, consumables
    - Create new item, change amount of an item, delete item, sell item.
  + Char skills (changeable, does affect stats)
    - Active or passiv skills
  + Char rings (changeable, does not affect stats)
  + Char traits (changeable, does not affect stats)
  + Char knowlegde (changeable, does not affect stats)
* Dice Generator
  + D2 – D20 (one or more dices at the same time)
  + Geranal or stats dice (e.g damage dice or addOnDice)
  + Roll the dice and add values to the stats (base or with gear)