User Manual

1. Run the **characterCreator** code
2. This should open a GUI that shows many buttons and a few entry fields. All should be locked except the name field, the buttons that calculate stats, the entry fields for stats, and the lock stats button.
3. Enter your name
4. During this time, you can click any of the calculate stats buttons to get a number calculated the same way the PHB calculates a number for stats (4 six-sided dice rolled, add them together and subtract the lowest should be a value between 3 and 18).
   1. Note that you can enter your own values if you rolled with your own dice
5. Once all stats are decided, hit the lock stats button.
   1. Note that the code will not let you move forward unless all the stats are between 3 and 18. A warning should appear if this occurs
6. Once stats are locked the race buttons should unlock. Select any race.
   1. Once selected stats may change
7. Now that a race has been selected the subrace buttons will unlock (only those applicable to the race). Choose a subrace
   1. Note that stat scores may change again with the selection of a subrace
   2. Humans and Half-Orcs do not have a subrace. If they are selected the code will prompt you to move on
8. Now the class section should unlock. Select a class
9. Finally select generate and a simple character sheet will be generated with the selected data and a picture relevant to the class you selected.
   1. Note that the code will not let you generate a character without a name. you will be reminded to name the character if you did not when you hit the generate button