



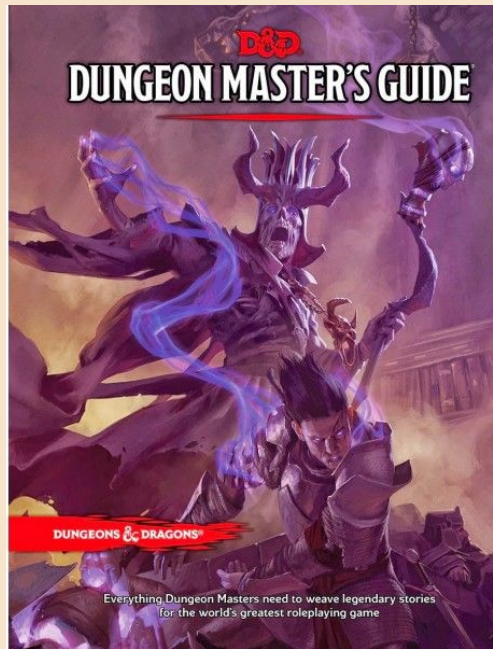
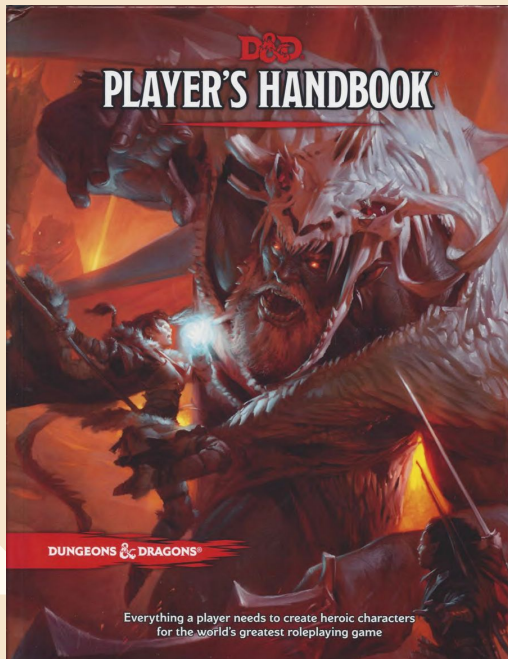
CharacterSmith3.5e

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DUNGEONS & DRAGONS

What is Dungeons and Dragons?



Overview of D&D

- Tabletop Role-Playing game
- Evolved from wargames
- 1 “Dungeon Master”
- Several Players
- D&D 3.5e





Okay, roll Athletics to see how well they do that.

That's high enough. Your character successfully climbs the wall.

I want my character to climb the wall.

I rolled a 19.



Concept

- CharacterSmith3.5e is a java application to help with character creation
- It will provide an easy way to customize and create characters
- Users can also randomize a selected portion of their character to help DMs generate general or niche NPCs easily and quickly



- Choose attribute - Will be used to allow user to assign different traits to their character such as ability scores, feats, class features etc.

LEVEL 
experience points

Functional Requirements

- Randomize attribute - Allows user to cause an attribute to be selected randomly
- Level skills - Will assist character in leveling skills using skill points
- View final character - Allows the user to view the fully created character
- Export final character - exports the created character sheet to PDF

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

STR _____ **DEX** _____ **CON** _____ **INT** _____ **WIS** _____ **CHA** _____

HP _____ **AC** _____ **TOUCH** _____ **FLAT-FOOTED** _____ **INITIATIVE** _____

WEAPON _____ **WEAPON BONUS** _____ **DAMAGE** _____ **CRITICAL** _____

ARMOR _____ **ARMOR BONUS** _____ **CHECK PENALTY** _____ **SPELL FAILURE** _____

SHIELD _____ **ARMOR BONUS** _____ **CHECK PENALTY** _____ **SPELL FAILURE** _____

AMMUNITION _____ **WEAPON** _____ **WEAPON BONUS** _____ **DAMAGE** _____ **CRITICAL** _____

SKILLS

SKILL NAME	INT	WIS	CHA	STR	DEX	CON
Appraise						
Autohypnosis						
Balance						
Bluff						
Climb						
Concentration						
Craft						
Craft ()						
Craft ()						
Decipher Script						
Diplomacy						
Disable Device						
Disguise						
Escape Artist						
Forensic						
Gather Information						
Handle Animal						
Heal						
Hide						
Intimidate						
Judge						
Knowledge ()						
Knowledge ()						
Knowledge ()						
Knowledge ()						
Listen						
Move Silently						
Open Lock						
Platform						
Perform						
Perform ()						
Profession						
Profession ()						
Psycraft						
Ride						
Search						
Sense Motive						
Sleight of Hand						
Spellcraft						
Survival						
Swim						
Tumble						
Use Magic Device						
Use Psionic Device						
Use Rope						

XP _____

CAMPAIGN _____

• Requires a skill that can be used untrained.
• Values that are in parentheses are in parentheses and are used for the character.
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Non-Functional Requirements

- D&D class database - stores list of D&D classes and class features
- Playable species database - stores the different playable species for D&D as well as ability modifiers and species traits
- Stat generator - creates a stat block to be assigned to character

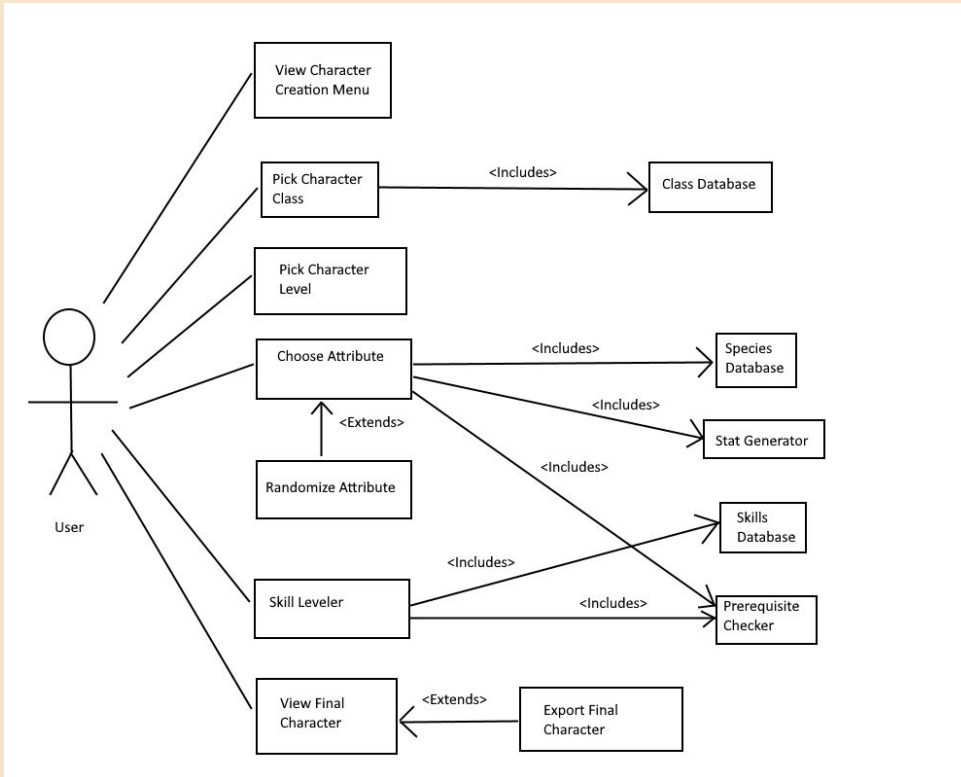


Non-Functional Requirements

- Prerequisite Checker - checks to make sure that an assigned attribute meets the necessary prerequisites before being selected
- Character information storage - Stores information for character being created before exporting
- Skills database - stores list of skills and related abilities

THE ROGUE			
Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Use Cases and Use Case Diagram



System Constraints

- Using Java for frontend and backend development (using Jswing library)
- The software will be a downloadable application
- Will use a website (other than github) as a distribution method





Evolutionary Features

Functional Requirements:

- Save character - allows created character to be saved in applet long term
- View saved characters - allows user to look through previously created characters

Non Functional Requirements:

- Saved character Database - stores previously made characters in the applet