Class Entity

Class Spell

cast() → make_spell_check() → cast_spell()

self.SpellBook[„Spellname"]

player.changeCHP()

player.change_wild_shape_CHP()

Handels Dmg, Heal, Sneak Attack, death_saves,
unconscious, wild shape CHP

do_the_fighting()

Fight

roll_for_initiative()

Fight

fight_ongoing_check()

Player

player.start_of_turn()

Player_AI()

make_death_save()

player.end_of_turn()

While

long_rest()

Make_normal_attack_on(target)

need_dash()   will_provoke_attack()

attack(player, target)

Handels Advantage, Dmg Resistance, critical hit

player.SpellBook[„Spellname"].cast

Class AI

do_your_turn(fight)

smart_spellcasting(player, fight)

Twinned fire boldt
empowered Spell

smart_attack(fight)

Checks: Reckless,
Rage, Frenzy

choose_att_target(fight)

Generates Score for ever possible
Target.

Return Best Target

do_opportunity_attack()

Special Abi.: use Entity class functions

wild_shape()

inspire()