Users

+ User Name: String

+ Password: String

+ method(type): type

Character

+ Character ID: int

+ Username: string

+ Name: string

+ Class: string

+ Race: string

+ Subrace: string

+ Level: int

+ Alignment: dasf

+ Ability List: string[]

+ character_sheet

+ Gold: int

+ Silver: int

+ Copper: int

Subrace

+ Subrace Name: string

+ Race Name: string

+ Description: string

+ Modifiers: int[]

Races

+ Name: string

Speed: int

+ Description: string

+ Modifiers: int[]

+ Features: Race Features[]

1

0..*

1

1..*

1..*

1

Starting Equipment

ID: int

+ Class Name: string

Amount: int

+ Description: string

1..*

CharacterClass

1..*

+ Class Name: string

1

+ Description: string

Hit Die: int

1

# of Skill Proficiency: int

# of Skill Proficiency: int

1

Feat Rankings

Ranking: int

+ Feat Name: string

+ Class Name: string

Level: int

Ranking: int

1..*

1..*

1

Feats

+ Name: string

+str: int

+dex: int

+con: int

+int: int

+wis: int

+chr: int

+ Description: string

+ Stat Boosts: int[]

+ Alterations to other data: voic

Spell List

1..*

ID: int

Spell ID: int

+ Class Name: string

Level Req.: int

Subclass

+ Name: string

+ Class Name: string

+ Description: string

Level: int

1..*

Class Features

Weap

+ Name: strin

Price: int

Damage: in

+ Damage Ty

Range: int

Range: int

on

g

t

ype: string

0..*

+ Modifiers: int[]

+ Size: string

Subrace Features

ID: int
+ Subrace Name: string
# Level: int
+ Name: string
+ Description: string

1..*

Race Features

ID: int
+ Race: string
+ Name: string
+ Description: string
# Level: int

1..*

+ AC: int
+ Initiative: int
+ Speed: int
+ Max HP: int
+ Temp HP: int
+ Proficiencies: string[]
+ Stats: int[]
+ Weapon: Weapon
+ method(type): type

Spells

Ranking: int

1

1..*

Spells

Spell ID: int

+ Spell Name: string

Cast Time: double

Damage: int

Range: int

+ AOE bool

+ Materials: string[]

+ Component 1: string

+ Component 2: string

+ School: string

1..*

Ranking: int

1..*

1..*

Spell List

ID: int

Spell ID: int

+ Subclass: Subclass

Level req. : int

Ranking: int

1..*

1..*

Subclass Feature

ID: int

+ Subclass Name: string

Level: int

+ Name: string

+ Description: string

ID: int

+ Class: string

Level req.: int

+ Name: string

+ Description: string

Equipment

+ Name: String

Price: int

Weight: int

+ Description: string

Weight: int

Armor

+ Name: string

AC: int

Max Dex: int

+ Stealth: bool

Weight: int

+ Materials: string

Price: int

Str Req: int

Properties
+ Name: string
+ Weapon: string
+ Description: string

0..*