Dungeons and Dragons

Mr. Poole
Java

Lab

We're going to slowly start building out our own campaign!

So far you've been given Warrior and Wizard.

Choose from the below to implement!

Monk

Bard

Monk
Basic Rules

A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection

Hit Die: d8
Primary Ability: Dexterity & Wisdom
Saves: Strength & Dexterity

Bard
Basic Rules

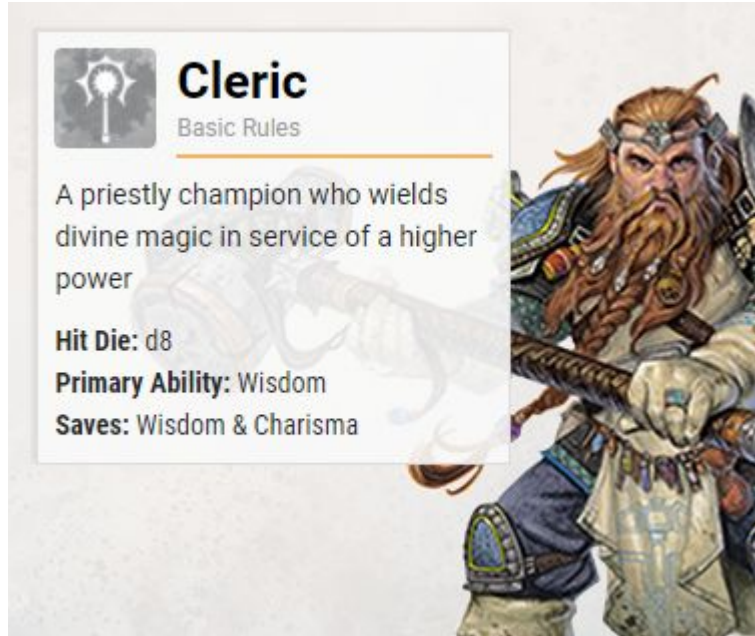An inspiring magician whose power echoes the music of creation

Hit Die: d8
Primary Ability: Charisma
**Saves:** Dexterity & Charisma

Cleric

Cleric
Basic Rules

A priestly champion who wields divine magic in service of a higher power

Hit Die: d8
Primary Ability: Wisdom
Saves: Wisdom & Charisma

Druid

Druid
Basic Rules

A priest of the Old Faith, wielding the powers of nature and adopting animal forms

Hit Die: d8
Primary Ability: Wisdom
Saves: Intelligence & Wisdom

Paladin

Paladin
Basic Rules

A holy warrior bound to a sacred oath

Hit Die: d10
Primary Ability: Strength & Charisma
Saves: Wisdom & Charisma
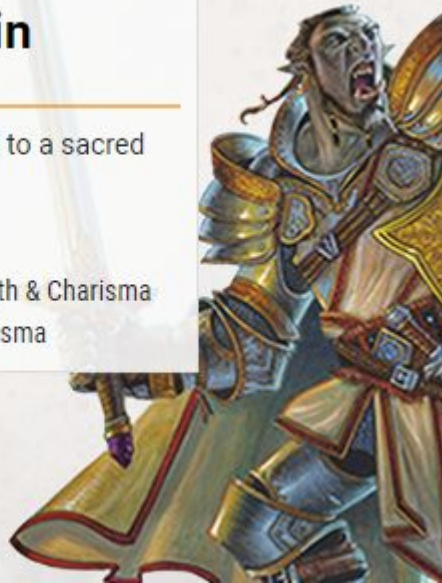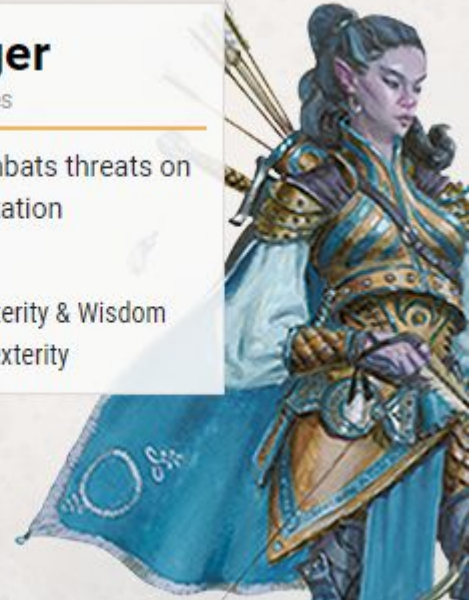
Ranger

Ranger
Basic Rules

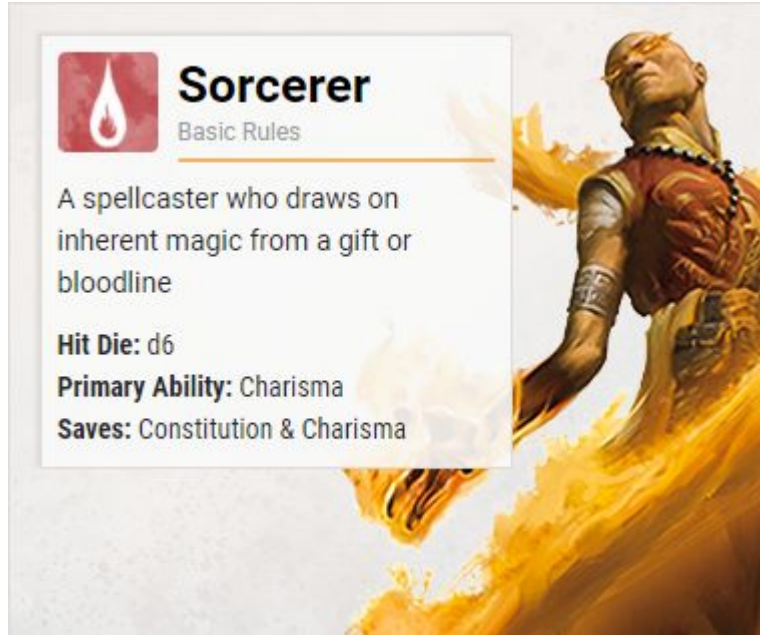A warrior who combats threats on the edges of civilization

Hit Die: d10
Primary Ability: Dexterity & Wisdom
Saves: Strength & Dexterity

Sorcerer

Warlock

Sorcerer
Basic Rules

A spellcaster who draws on inherent magic from a gift or bloodline

Hit Die: d6
Primary Ability: Charisma
Saves: Constitution & Charisma

Warlock
Basic Rules

A wielder of magic that is derived from a bargain with an extraplanar entity

Hit Die: d8
Primary Ability: Charisma
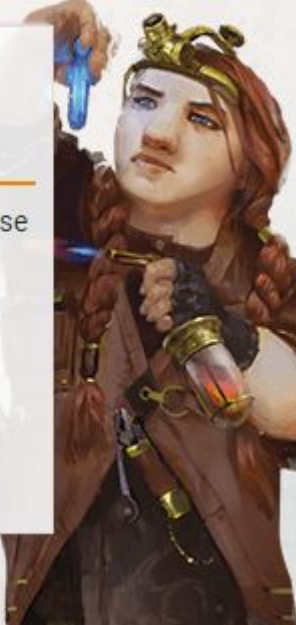**Saves:** Wisdom & Charisma

Artificer

Artificer
Tasha's Cauldron of Everything

Masters of invention, artificers use ingenuity and magic to unlock extraordinary capabilities in objects.

Hit Die: d8
Primary Ability: Intelligence
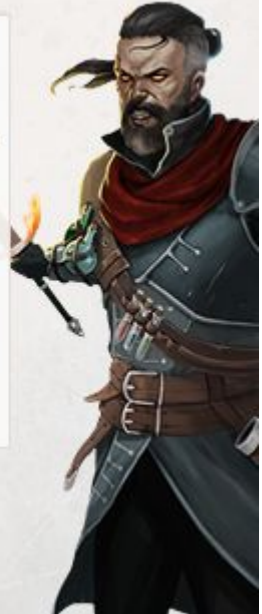**Saves:** Constitution & Intelligence

Blood Hunter

Blood Hunter
Critical Role

A fanatical slayer that embraces dark knowledge to destroy evil

Hit Die: d10
Primary Ability: Strength or Dexterity, & Intelligence
Saves: Dexterity & Intelligence

Fighter

Rogue

Fighter
Basic Rules

A master of martial combat, skilled with a variety of weapons and armor

Hit Die: d10
Primary Ability: Strength or Dexterity
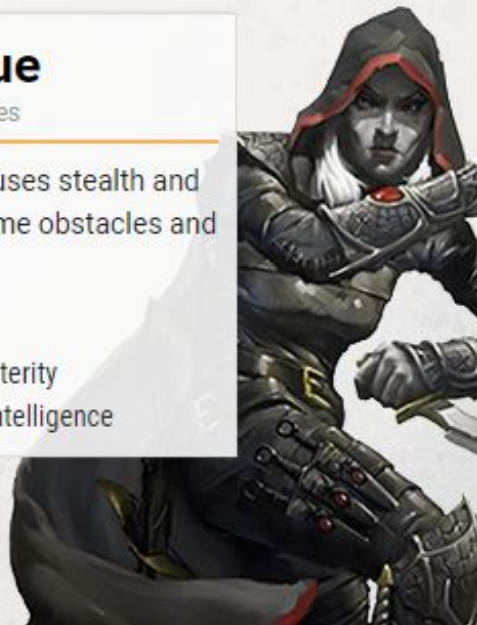**Saves:** Strength & Constitution

Rogue
Basic Rules

A scoundrel who uses stealth and trickery to overcome obstacles and enemies

Hit Die: d8
Primary Ability: Dexterity
Saves: Dexterity & Intelligence

Lab Part 1

1. Implement the following
   a. Global Variables: String name, int health, int attack
      i. Health and attack are random rolls from 1-15
   b. **Two Constructors**
      i. **Empty** (default name, health, attack)
      ii. String (set name, default health, default attack)
   c. public void **setHealth**(int) (sets health)
   d. public int **getHealth**() (returns health)
   e. public String **getName**() (returns name)

Lab Part 2

2. Implement the following
   a. public void attack(Warrior)
      i. Roll from 1 to int attack,
      ii. Get Warrior health
      iii. Set health to current health - attack
   b. public void attack(Wizard)
      i. Same as above
   c. I've added public void printArt() for fun too

Lab Part 3

3. In Main
   a. Create a Warrior
   b. Create a Wizard
   c. Create a role of your choice
   d. Print out their name and art if you have it.