

# How to Use DDOBuilder

## Contents

Introduction .....	3
Using DDOBuilder .....	4
The Main Toolbar .....	5
The Main Character View.....	6
The Equipment View .....	7
The Item Select Dialog .....	8
Past Lives and Special Feats .....	12
The Level Up View.....	14
Choosing your Classes.....	15
Feat Selection.....	16
Automatic Feats .....	17
Granted Feats.....	17
Spending Skill Points .....	17
The Skills Dialog .....	18
Enhancements View.....	19
Reaper Enhancements .....	20
Epic Destinies .....	21
Fate Points .....	22
Twists of Fate .....	22
Spells View .....	23
Spell Like Abilities.....	23
Fixed Spells.....	24
User Selected Spells .....	24
Stances View .....	25
User Controlled Stances.....	25
Auto Controlled Stances .....	25
Self and Party Buffs View .....	26
Notes View .....	26
Breakdowns View.....	27
Breakdowns List .....	27
Contributions List.....	28
Special Breakdowns .....	28

Export of Data .....	28
Abbreviations Used .....	30
Addendum .....	30

## Introduction

This document gives a brief overview on how to use the DDOBuilder application.

Welcome to DDOBuilder, a free fan made application for the Standing Stones game “Dungeons and Dragons Online” that allows you to plan and optimise your characters outside of the game environment.

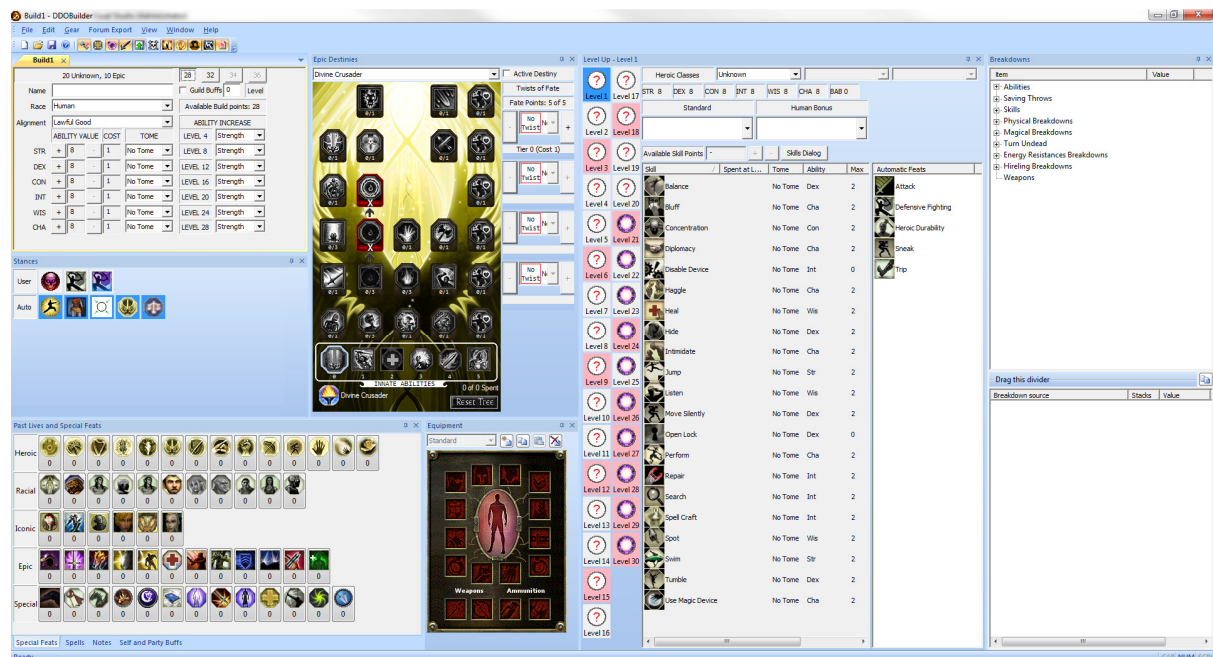
Basic features include:

- Character Creation
  - Name
  - Race
  - Alignment
  - Ability spend
  - Ability Tomes
  - Guild Level
- Feat selection
  - Automatic feats
  - Granted feats
- Skill Points spends
  - Skill Tomes
- Enhancements
  - Racial trees
  - Class specific trees
  - General trees
  - Reaper trees
- Epic Destinies
  - Twists of Fate
  - Destiny tracking
- Past Lives
  - Racial
  - Heroic
  - Epic
  - Iconic
  - Special (Granted special feats and remnant turn ins)
- Gear
  - All level 20+ gear supported (Not all TOEE supported)
  - Augments
  - Sentient Weapon Filigrees
- Spells
  - Class spells
  - Granted spells
  - Spell Like Abilities
- Breakdowns
  - Many different types with totals and individual contributions listed
- Self and Party Buffs
- Notes
- Export, Clipboard and Forum

## Using DDOBuilder

DDOBuilder is built for ease of use and access to features. All window locations can be user configured using drag/drop and resize functionality.

Your screen layout is saved between runs in the file DDOBuilder.ini which is saved automatically in the same location as the DDOBuilder executable. By default the first time you run DDOBuilder you get a default screen layout optimised for a standard screen display of 1920 by 1080.



The basic screen layout with a new undefined character created.

DDOBuilder will maintain your character in a valid state for the following features:

- Feat Selections
- Enhancement Selections
- Epic Destiny selections
- Twist of Fate selections
- Gear selections

For example if you have the Feat “Power Attack” trained at level 1, which requires a base Strength of 13 and were to lower your base Strength below 13, then DDOBuilder will revoke the Feat selection and tell you about it in a message box. Note that these revocations can cascade as if “Power Attack” is revoked, which is a requirement for the “Cleave” Feat, that would also be revoked if trained.

Automatic Feat selection is also done for you when only a single Feat selection option is available.

Skill Points are not fully enforced. You can only spend what you have, but changes to Race/Class and Intelligence later can cause your available Skill Points at levels to change.

DDOBuilder also tracks all the effects from your character setup and shows the totals for standard in game attributes and effects.

## The Main Toolbar



The Main Toolbar

The toolbar shown at the top of the screen gives quick access to the following features from left to right:

- Create a new character
- Open a previously saved character
- Save the current character
- About – Display application version and information
- Show / Hide the Breakdowns View
- Show / Hide the Enhancements View
- Show / Hide the Epic Destinies View
- Show / Hide the Equipment View
- Show / Hide the Level Up View
- Show / Hide the Reaper Enhancements View
- Show / Hide the Past Lives and Special Feats View
- Show / Hide the Spells and SLAs View
- Show / Hide the Stances View
- Show / Hide the Self and Party Buffs View
- Show / Hide the Notes View

View display can be toggled on/off as required to hide information you are not interested in at any point. Restoring a view displays it in its previously displayed location.

## The Main Character View

This is the main view that lets you define the starting attributes of your character, Race, Alignment, Tomes and Level ups. It looks like:

20 Unknown, 10 Epic					28	32	34	36
Name	<input type="text"/>				<input type="checkbox"/> Guild Buffs	0	Level	
Race	Human				Available Build points: 28			
Alignment	Lawful Good				ABILITY INCREASE			
	ABILITY VALUE		COST	TOME	LEVEL 4	Strength		
STR	+	8	- 1	No Tome	LEVEL 8	Strength		
DEX	+	8	- 1	No Tome	LEVEL 12	Strength		
CON	+	8	- 1	No Tome	LEVEL 16	Strength		
INT	+	8	- 1	No Tome	LEVEL 20	Strength		
WIS	+	8	- 1	No Tome	LEVEL 24	Strength		
CHA	+	8	- 1	No Tome	LEVEL 28	Strength		

The Main Character View


You can enter and setup the following information:

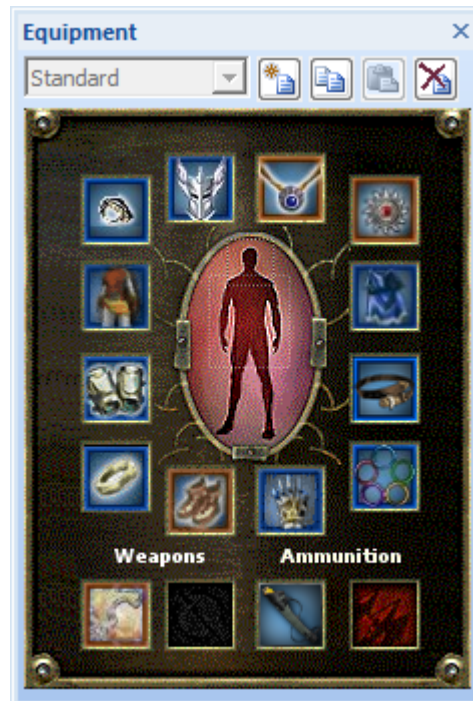
- The Name of your character
- The Race of your character
- The Alignment of your character – This can/will affect what classes are available for selection in the Level Up View
- Build points to spend selection
  - With no past lives you can select between 28 or 32 point builds
  - With 1 Heroic/Racial Past life, you automatically get 34 build points
  - With 2 or more Heroic/Racial Past lives you automatically get 36 build points
- Ability point spend, using the [+] and [-] buttons next to the relevant ability
  - Cost of the next [+] buy shown immediately to the right.
- Ability tomes. These can be set individually for each ability or you can use the “Supreme” option in the Strength tome drop list to set all attributes at the same time.
- Ability Level ups. Choose the ability that gets a +1 increase at levels 4/8/12/..., you can also set all at the same time by selection the “All <Ability>” option in the level 4 drop list selection.
- Guild Level and whether guild buffs should be applied to your character. Guild buffs are only applied if this check box is set. You can enter your guild level.

Your current class levels are also displayed.

The number of available build points left to be spent are displayed. This can go negative if you spent ability points for a 32/34/36 point build and revoked past lives that qualified you for the additional build point spend.

## The Equipment View

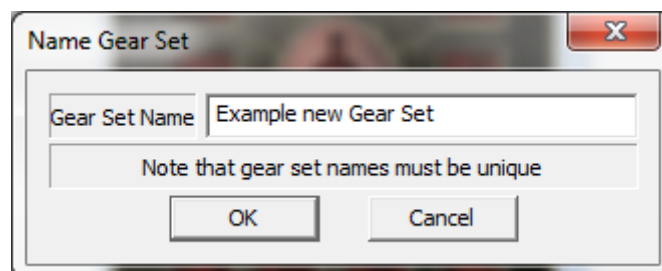
The Equipment View display can be toggled by clicking the button  in the main toolbar.



The Equipment View

By default a new character gets a single gear setup called "Standard". The 4 buttons to the right of the drop list allows the following functions:

- Create a new Gear set. A dialog is displayed allowing you to name the new Gear Set.
- Copies the current Gear Set to the clipboard as a private format.
- Paste a copy of the Gear Set from the clipboard with a new name. This allows you to plan modifications from a current Gear Set without losing your original setup or move Gear Sets between characters. A dialog is displayed to allow you to name the new Gear Set copy.
- Delete the currently selected Gear Set.



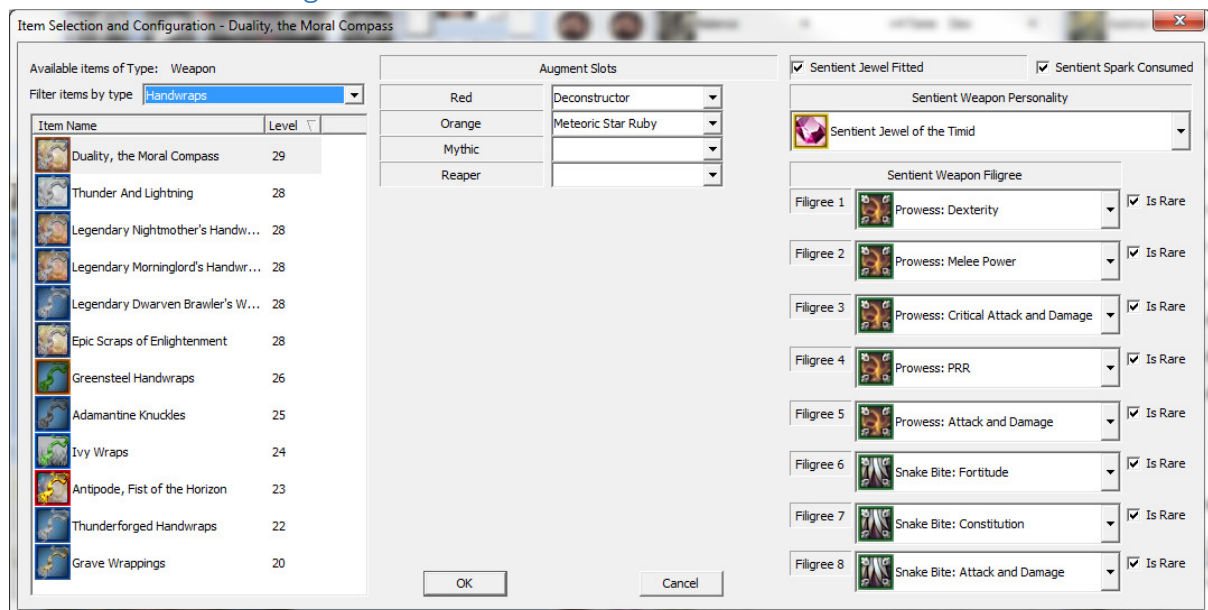
The name new Gear Set dialog

The drop list combo box only becomes active when you have 2 or more Gear Sets for a character defined. Select the Gear Set you wish to view your character for. Only one Gear Set can be active at a time.

To equip or edit an item, left click the equipment slot that you wish to choose an item for. The Item Select Dialog is displayed.

To clear an item, you can right click an equipment slot. This comes with an “Are you sure?” dialog to confirm equipment removal.

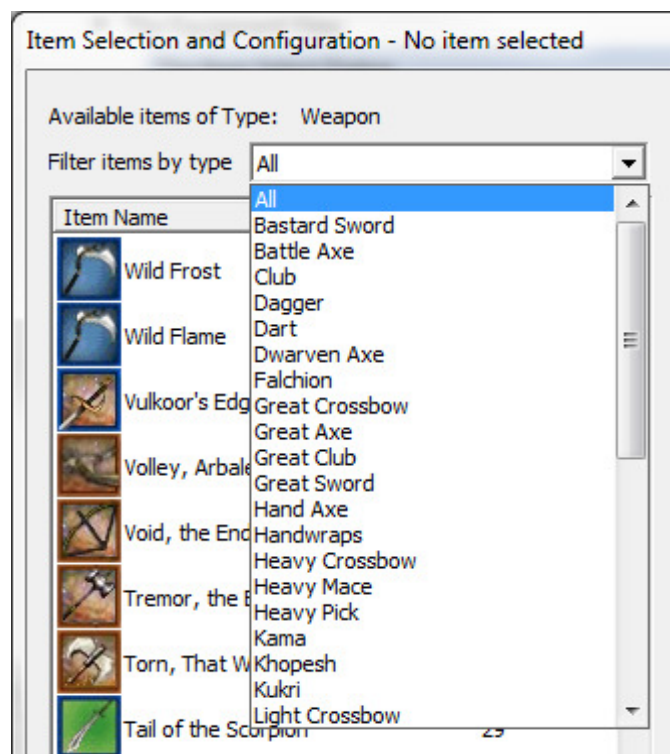
## The Item Select Dialog



The Item Select Dialog for the Weapon slot with a Sentient Jewel Active

The dialog lists all the available items for the selected equipment slot which your character is eligible for (Items with class or alignment restrictions are not shown). The item list can be sorted by Name and by Level (Default).

Some equipment slots also allow sub-filtering of the items, this happens for Armor and Weapon equipment slots.



The filter options for a main hand inventory slot.




When selecting Armor, you can filter by Cloth, Light, Medium and Heavy Armor filters. Warforged can only choose from Docents.

When selecting for a Weapon slot, you can filter by weapon type, and for your off-hand also from Shields, Orbs and Rune-Arms. (Note to select Rune-Arms you must have the Rune-Arm feat trained).

**The currently selected item (if any) is always shown in this list even if it no longer passes the filter selection.**

You can hover the mouse over an item in the list to review its basic stats.



**Legendary Symphonic Lenses**

**Drop Location:** Quest: An Invitation to Dinner

**Charisma +19:** Passive: +19 Enhancement Bonus to Charisma.

**Perform +22:** Passive: +22 Competence Bonus to the Perform skill.

**Anthem:** When wielded by a character with Bard levels, this item begins to hum an inspiring tune. Your bard songs regenerate slowly over time.

**Feat Mobility:** While equipped, this item grants the feat Mobility.

**Adherent of the Mists Set (Legendary):**

5 Pieces Equipped gives: +20 Profane Bonus to PRR

- +20 Profane Bonus to Positive, Negative and Repair Amplification
- +10 Profane Bonus to Melee and Ranged Power.
- +20 Profane Bonus to Universal Spell Power

**Blue:** Empty augment slot

Cracked but not yet broken, these spectacles once belonged to a brilliant Barovian composer who spent his life writing organ music. After creative differences with Strahd himself, his career was ended early - and quite suddenly.

An example item tooltip

To select an item, click on it in the list. This will then become the selected item for that equipment slot if you press OK to end the dialog.

Clicking Cancel will close the dialog without applying any changes made to the selected item (if any).

When an item has been selected you can also configure its Augment slots, Upgrade slots, Special Slots and Filigrees if required.

**Augment Slots:** All items can have regular Augments and optional Mythic and Reaper augments. For these types of augments, select the augment type and enter the value of the augment you have on your item if it does not have a specific value associated with it.

Augment Slots	
Blue	
Mythic	
Reaper	

+2 Festive Intelligence  
+2 Festive Wisdom  
Diamond of Balance  
Diamond of Bluff  
Diamond of Charisma  
Diamond of Concentration  
Diamond of Constitution  
Diamond of Dexterity  
Diamond of Diplomacy  
Diamond of Disable Device  
Diamond of Exceptional Char  
Diamond of Exceptional Cons

A Blue augment slot with the available list of augments displayed

**Upgrade Slots:** Upgrade slots are specific to the item type. Select from the available list to choose the upgrade to be applied to the item. Once an upgrade slot has been assigned, it can no longer be changed. To recover the choices, you would have to switch to a different item and back to the original item to get the options once again.

Upgrade Slots	
Primary Upgrade	
Secondary Upgrade	Blue Yellow

An upgrade slot with its available options displayed

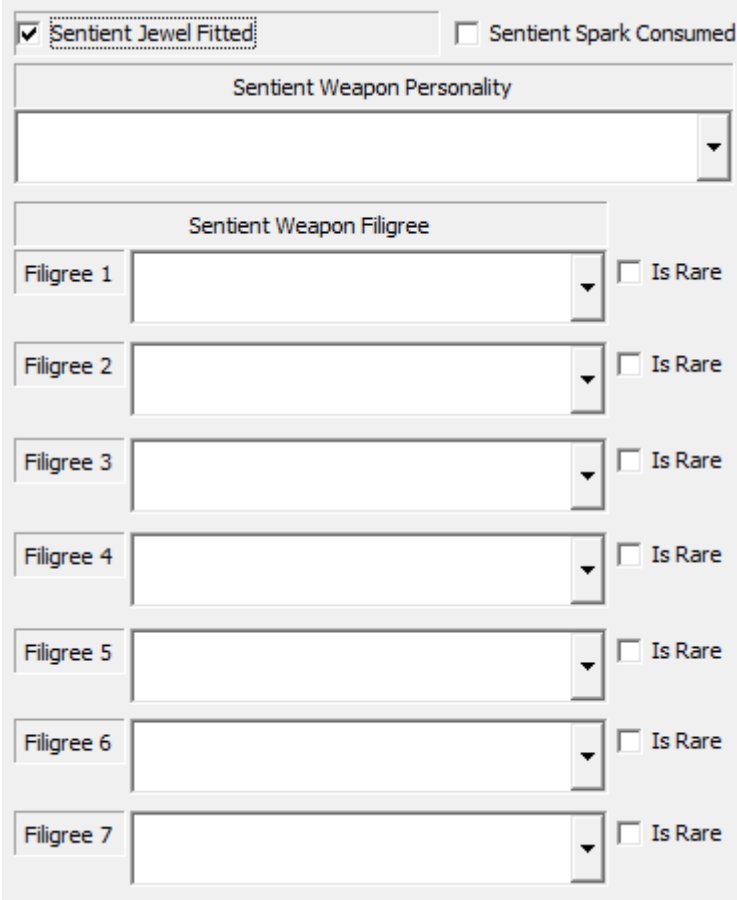
**Special Slots:** Some items are setup to have “Special” named augment slots. This allows you to select a specific variant of a given named item drop that can come with a selection of effects. Crafted items are handled this way also.

Augment Slots	
Manacles Variant	
Green	
Colorless	
Mythic	
Reaper	

+11 Armor Bonus  
+120% Fortification  
+45 Acid Resistance  
+45 Cold Resistance  
+45 Electric Resistance  
+45 Fire Resistance  
+45 Sonic Resistance  
+9 Constitution  
+9 Dexterity  
+9 Strength

Prisoner’s Manacles with its variant slot drop list displayed

**Filigrees:** When you select an item for your main hand weapon, you also get dialog options to configure an optional Sentient jewel and Filigrees if the item can accept Sentence:




The dialog controls displayed for a Sentient Jewel

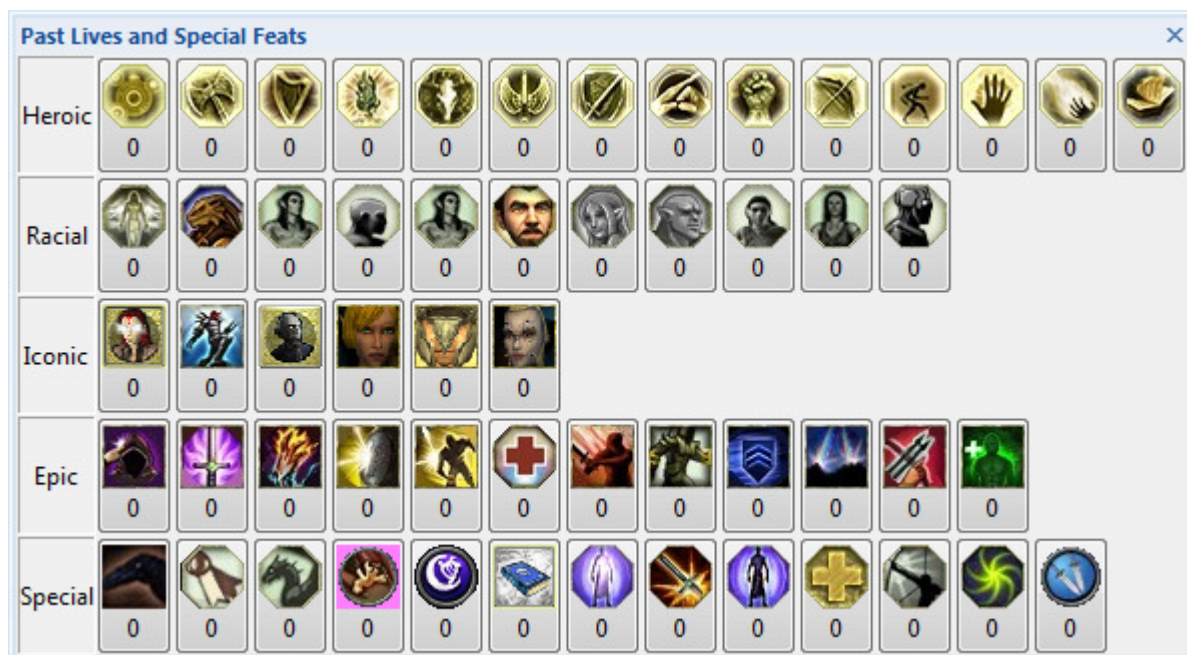
To enable the controls, check the “Sentient Jewel Fitted” option. The other Personality and Filigree options become available:

- Sentient Spark Consumed – From update 39, a special “Spark of Memory” item is available that allows your Sentient jewel to gain an additional Filigree slot. When checked you have the option to configure 8 Filigree slots
- Personality – Choose the gem personally you have slotted
- Filigrees 1 to 8 – Use the drop list to choose the Filigree you have slotted. Each Filigree type can only be selected once. Check the “Is Rare” box if you have the “Rare” version of that filigree slotted to also get the rare effects applied

When changing equipped items for your main hand weapon, the Sentient Weapon Filigree and Jewel settings are retained on switching items, unless you switch to an item that cannot accept sentence (e.g. Greensteel or Thunderforged items)

## Past Lives and Special Feats

The Past Lives and Special Feats View display can be toggled by clicking the button  in the main toolbar.



The Past Lives and Special Feats View

This view allows you to configure the Past Lives and Special feats your character has acquired.

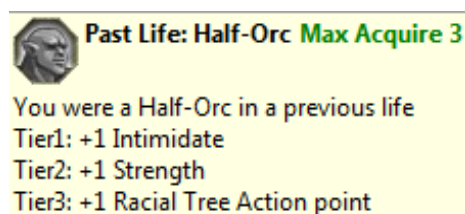
Past Lives are split into sections depending on type. Each Past Life type can be trained a maximum of 3 times. Special feats have their own maximum acquire count.

- Heroic – Gained from Heroic True Reincarnation and Iconic True Reincarnation
- Racial – Gained from Racial True Reincarnation
- Iconic – Gained from Iconic Reincarnation
  - Note that you have to select the Heroic feat associated with your main class yourself
- Epic – Gained from Epic Reincarnation
  - Training Epic past lives will auto award Fate Points at relevant tiers
- Special – This is a catch all section for other Special Feats such as Inherent bonuses from Remnant turn in, Enhancement Trees and Feats from Favour rewards

To train a Feat, click it with the left mouse button. To revoke a trained Feat, right click it.

The number of times the Feat has been trained is displayed immediately under the Feat icon.

Mouse over a Feat button to see what bonus's that Feat awards you.




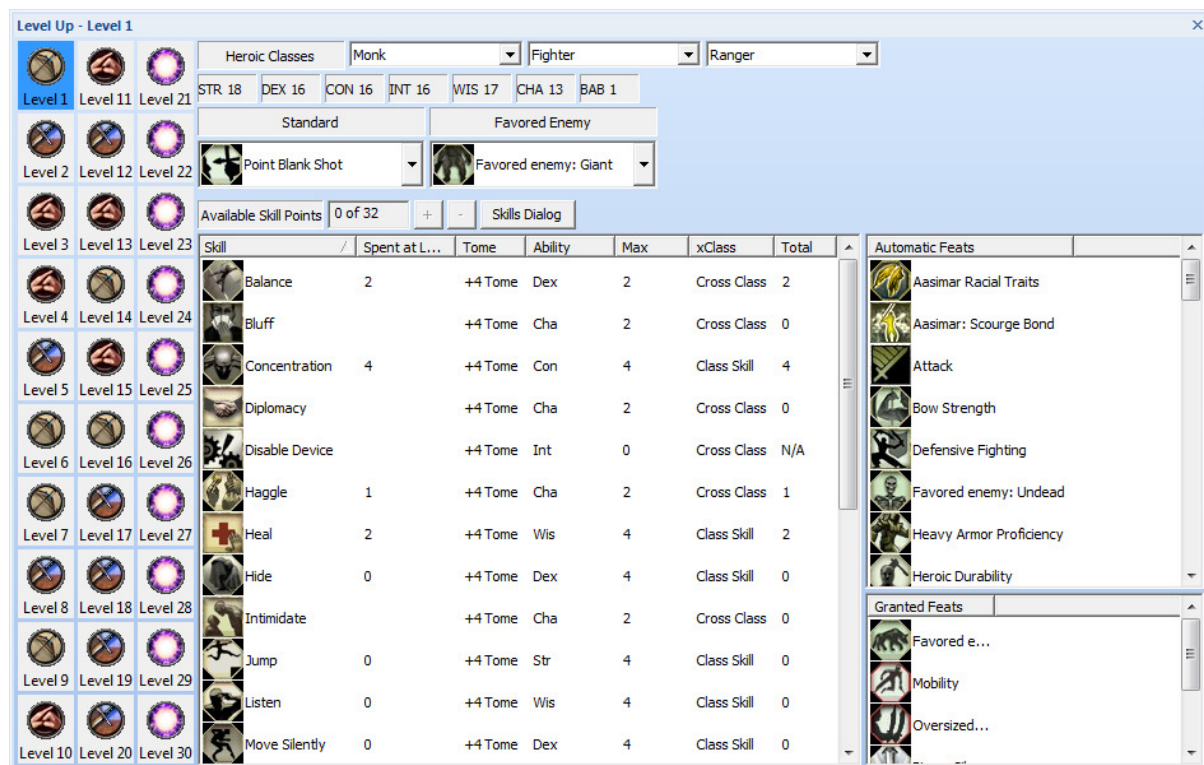
The bonuses associated with the Racial Half-Orc past life Feat

Past life Feats affect the number of build points you have available for ability selection in the Main Character View.

Some special feats will change which enhancement Trees you have available (Harper Agent, Falconry and Vistani)

## The Level Up View

The Level Up View display can be toggled by clicking the button  in the main toolbar.



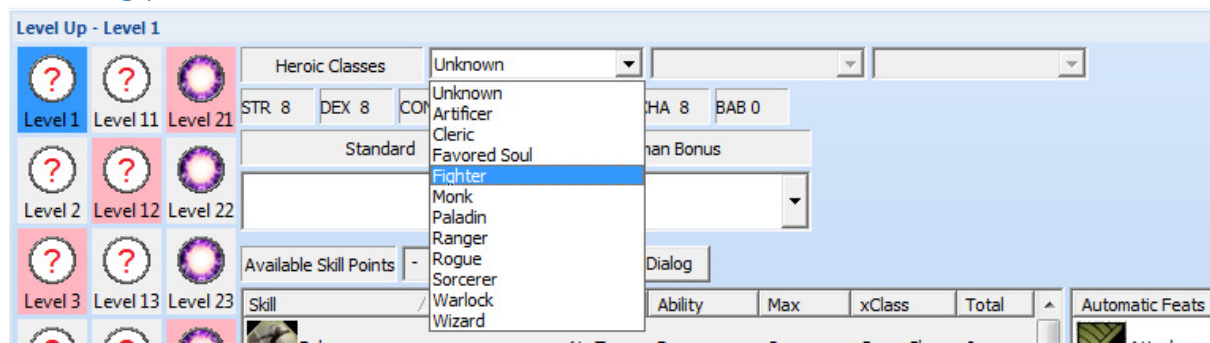
An Example of the Level Up View

The Level Up View allows you to select Classes, Feats and spend Skill Points for each of the 30 levels that your character can train.

The controls available include:

- A button for each level you can train. The selected level has a blue background
  - A pink background shows that you either have an untrained Feat for that level or a problem with that level (e.g. an overspend of Skill Points)
- The Heroic classes that your character can select from
  - Any character can have a maximum of 3 different Heroic class types. Select the classes you want using the drop list combos at the top of this screen
  - Note that the available classes may be limited by your current Alignment
- Your base Ability and BAB values at the selected level. These values include Ability tomes and level up selections and class contributions for BAB.
- Drop list Feat selection combo boxes
  - These lists are filtered to selectable Feats only
- Controls to spend Skill Points and display current skill values.
  - You can also pop up the skills dialog to spend Skill Points across all levels.
- A list of all the automatically acquired Feats for the currently selected level.
- For level 1 only, a list of any Granted Feats from enhancements and equipment.

## Choosing your Classes

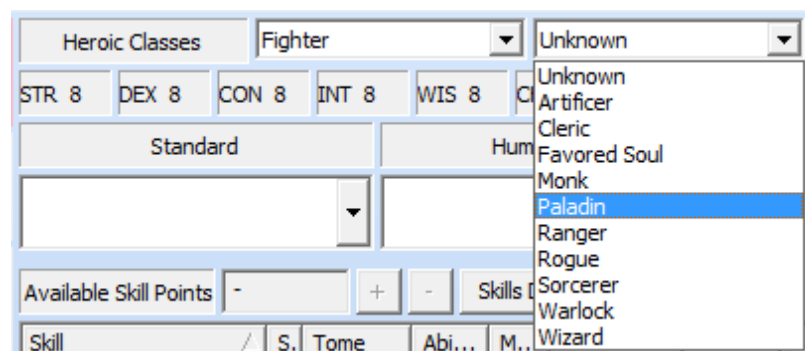


Class Selection drop list displayed

For a new character only the first drop list control is available.

- The classes listed in this control are limited by your Alignment

Once a class has been selected, you will be able to choose your next class option:

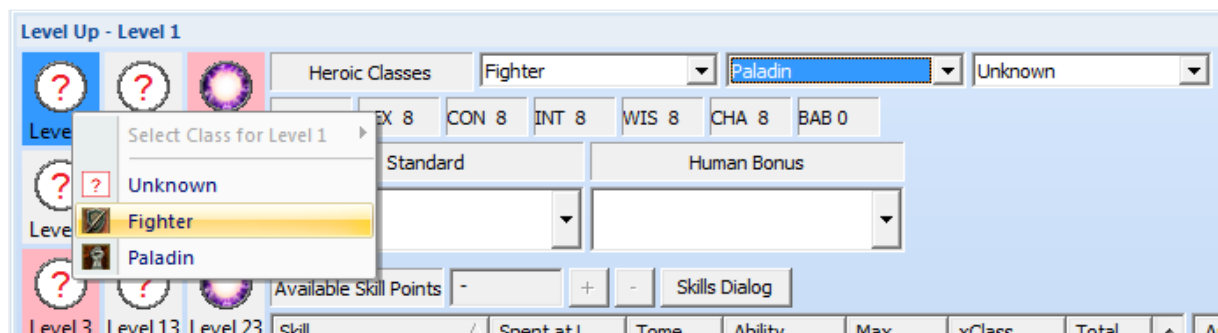


Second class selection available after first class selected.

This works the same for the third class selection also.

Setting a previously selected class to “Unknown” will clear that class from any trained levels. Feats, Enhancements and Destiny selections may/will be revoked by doing this.

Once you have your class selections, you can set which class is trained at a given level by selecting that level via its level button and then left clicking that button once again to display a class select pop-up menu:



Class selection for level 1 from the list of selected heroic classes

Classes for each level will be set individually in this way except for when setting the class for level 1, which will default to setting the same class for all levels which are currently set to “Unknown”.



*Note: For Iconic races, DDOBuilder does not enforce specific class requirements for level 1 as these can be changed by a +X Heart of Wood in game. You will however get a warning in the level 1 tooltip and the forum export output.*

Setting a specific levels class will update the available Feats for that level and may invalidate current Skill Point spends (if any).

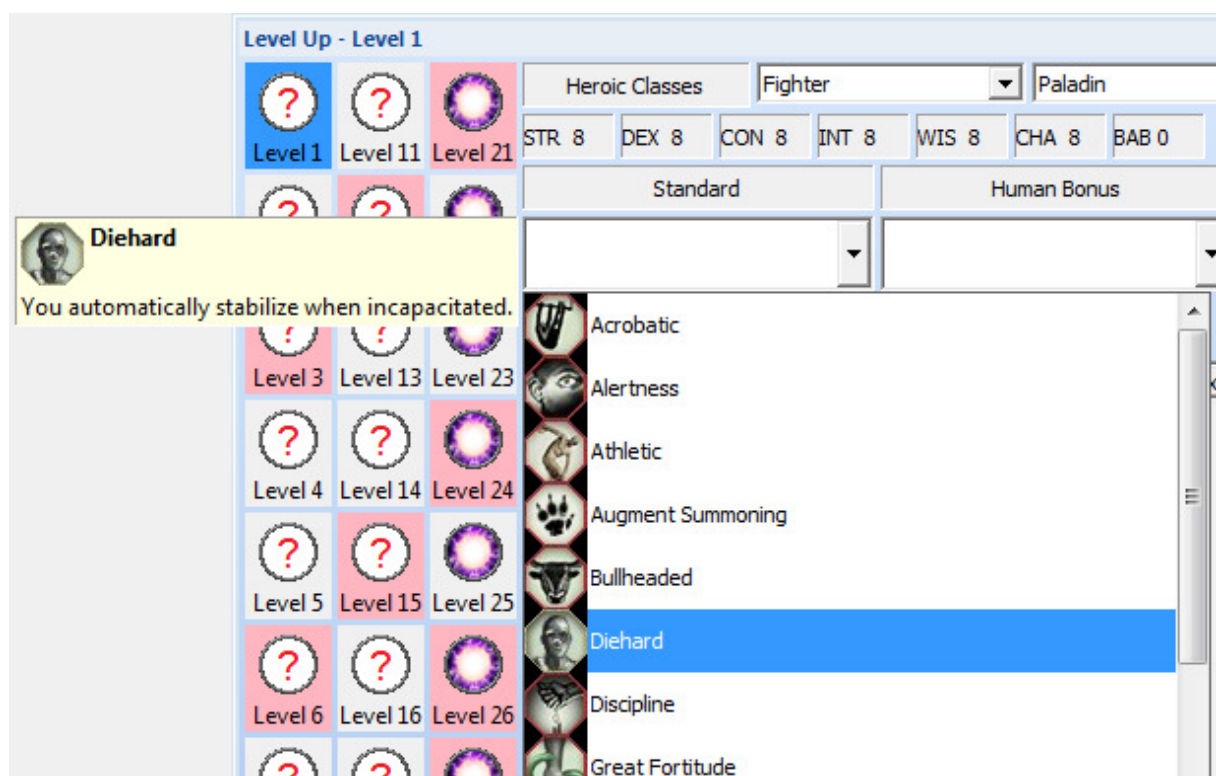
## Feat Selection

Each Heroic and Epic level may have Feat selection(s) available. These are displayed as drop list combo boxes at the top of the screen with a label above saying what type of Feat selection it is.

There can never be more than 3 Feat selection options at any given level.

The available Feats in the list are automatically filtered by the following criteria to only show ones you qualify to train:

- Your current level
- Your base Ability values at the current level (Shown above the feat selection combo boxes)
- Your current BAB
- Any previous required Feat prerequisites
- The Feat slot type
- Your current Classes and class levels



An open Feat Selection drop list for a Standard Feat selection at level 1

Note that during Feat selection a tooltip is displayed beside the combo box to allow you to review the Feat information.

Select a Feat from the drop list to train that Feat.



## Automatic Feats






This control lists any automatically acquired Feats at this level. You can mouse over them in the control to get a description of their effects.

## Granted Feats

This control is only visible at level 1 and lists any Granted Feats from equipment or enhancements. You can mouse over them in the control to get a description of their effects.

## Spending Skill Points

The Skill Points you have available at the selected level are displayed, the number of which are dependent on your Class, Race and Intelligence value.

Available Skill Points		8 of 8	+	-	Skills Dialog		
Skill	/	Spent at Level	Tome	Ability	Max	xClass	Total
 Balance			No Tome	Dex	2	Cross Class	0
 Bluff			No Tome	Cha	2	Cross Class	0
 Concentration			No Tome	Con	2	Cross Class	0
 Diplomacy			No Tome	Cha	2	Cross Class	0
 Disable Device			No Tome	Int	0	Cross Class	N/A

Skills list for a Fighter at Level 1

Skill points can only be trained once you have a Class set for the selected level.

The columns in this control are:

- Skill – The name of the Skill
- Spent at Level – The number of Skill Points you have trained in this skill at this level
- Tome – The Skill Tome your character has for this Skill. Double click this field to set the Skill Tome value
- Ability – The Ability which gives a bonus to this skills total
- Max – The maximum Skill ranks this skill can have at this level
- xClass – Whether the Skill is a Cross class (½ skill rank per Skill Point) or a Class skill (Full rank per Skill Point)
- Total – The total Ranks trained in this skill for all levels up to and including the current level.
  - This total can be “N/A” for special skills such as Open Locks and Disable Device as you have to have Rogue or Artificer levels to be able to train these skills.

To train a skill, select it in the Skills list and click the [+] or [-] buttons.

These buttons will be enabled when you can spend Skill Points and disabled when you cannot.

To spend Skill Points across all levels at the same time, click the [Skills Dialog] button.

## The Skills Dialog

Skill	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Available @ Level	8	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
Class	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	0.0
Balance																					0.0
Bluff																					0.0
Concentration																					0.0
Diplomacy																					0.0
Disable Device																					0.0
Haggle																					0.0
Heal																					0.0
Hide																					0.0
Intimidate									1												1.0
Jump									1												1.0
Listen	1/2																				0.5
Move Silently		1/2	1/2																		1.0
Open Lock																					0.0
Perform																					0.0
Repair																					0.0
Search																					0.0
Spell Craft																					0.0
Spot																					0.0
Swim																					0.0
Tumble																					0.0
Use Magic Device																					0.0
Class	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	0.0
Still to Spend	7	1	1	2	2	2	2	2	0	2	2	2	2	2	2	2	2	2	2	2	

Max This Skill Clear This Skill Clear All Skills Auto Spend OK

Example Skills dialog for a 20<sup>th</sup> Level Fighter

This dialog allows you to quickly and efficiently set your Skill Point spends for all your Heroic levels at the same time.

Move your mouse over the dialog to select the level and Skill to train. This is shown by selection lines around the Skill and level.

- To train a skill rank at that level left click that location, to revoke a skill rank, right click that location
- Class skills are shown with a Green background
- Cross class skills have a White background
- Non-trainable skills are shown with a Red background
- Overspend in a skill is shown by the numbers appearing in RED

The top two line shows the total number of Skill Points you have available at that level and the icon of the class selected at that level.


The bottom two lines show the class selected and the number of unspent Skill Points at that level.

There are four special options available via buttons at the bottom of the dialog:

- [Max This Skill] – The selected skill will have Skill Points automatically assigned to it where available to try and attain the maximum ranks possible at Heroic level 20
- [Clear This Skill] – All Skill Points assigned to this skill at all levels are revoked
- [Clear All Skills] – All spent Skill Points at all levels are revoked
- [Auto Spend] – DDOBuilder applies an auto spend (i.e. a Max This Skill action) on skills selected for you by a weighting scheme based on your class selections. It does this until you have no more Skill Points to spend

Changes made in this dialog apply to your character as they are done.

## Enhancements View

The enhancements view display can be toggled by clicking the button  in the main toolbar.

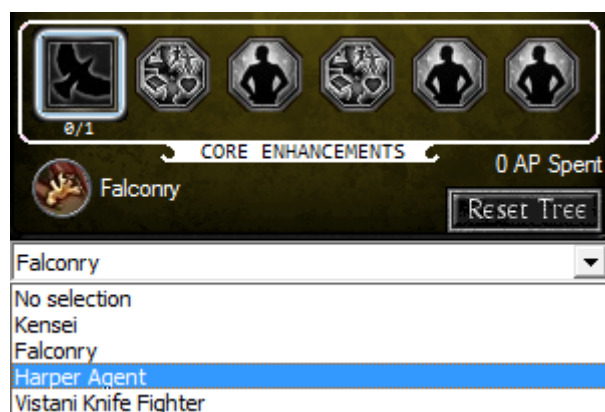


The Enhancements View for a Level 20 Fighter

This view allows you to select and train enhancements by spending Racial and regular Action Points.

The number of available Action Points and Racial points are shown in the windows title bar.

All characters can have a maximum of 7 enhancement trees. One Racial tree, and 6 class/general trees. If the tree you want is not one of the 7 you can choose it using the drop list combo boxes displayed under the class/general tree options:



A tree with the available tree selection drop list displayed

Selecting a new tree will switch out the current tree selection. The current tree can only be switched out if no Action Points have been spent in it.

Only trees your character is eligible for will be available.

Any given enhancement tree can have the following actions done:

- Left click a highlighted icon to train that enhancement
  - Can only be done on enhancements with a white highlight border
- Right click the tree to revoke the last trained enhancement in this tree
  - This can be done until all trained enhancements are revoked
- Mouse over an enhancement to get a description of its effects
- Reset all Action Points spent in this tree

Individual tree enhancements can have:

- Multiple ranks, each to be bought separately



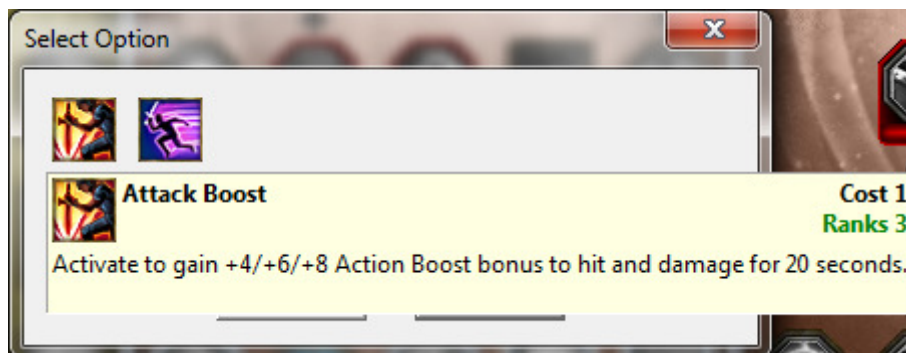
An untrained enhancement with multiple ranks

- Additional requirements, such as required trained Feats to be selected



An enhancement with a trained Feat requirement


- A multiple select option dialog when choosing a variant of a specific enhancement



An enhancement with a multi-selector

Options in the multi-selector dialog may be disabled if you do not meet the individual requirements for them.


## Reaper Enhancements

The Reaper Enhancements View display can be toggled by clicking the button  in the main toolbar.

The Reaper Enhancements View works exactly the same as regular enhancement trees except that there is no limit on points spent, and the effects only apply if Reaper stance is active<sup>1</sup>.

<sup>1</sup> Some Reaper core effects always apply outside of Reaper mode

## Epic Destinies

The Epic Destinies View display can be toggled by clicking the button  in the main toolbar.



The Epic Destinies View for an end game character with Epic Completionist

The Epic Destinies View allows you to configure your active destiny, spend Fate Points and select Twists of Fate.

Only one Destiny tree can be active at a time. By default this view shows your active tree (if any).

Select the Epic Destiny you wish to spend points in using the drop list combo box. You can spend points in any Destiny at any time, although only the enhancements in the active Destiny will be applied to your character.

You can have a maximum of 24 Destiny Points to spend in a Destiny tree, but by default you have no points to spend until you level up the Destiny tree. This is done by selecting the free Destiny core innate ability options in the tree, which mimics how destiny points are awarded via destiny xp in game.



Destiny tree enhancements are acquired and revoked exactly the same way as standard Enhancements.

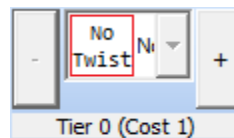
## Fate Points

Fate Points are automatically made available depending on:

- The number of Epic past lives you have
- The number of trained Innate Abilities in each of the Destiny trees
- Any Tomes of Fate in the Past lives and Special Feats View

## Twists of Fate

Twists of Fate can be levelled up as they are in game by using the [+] and [-] buttons on each twist:



An Untrained Twist of Fate

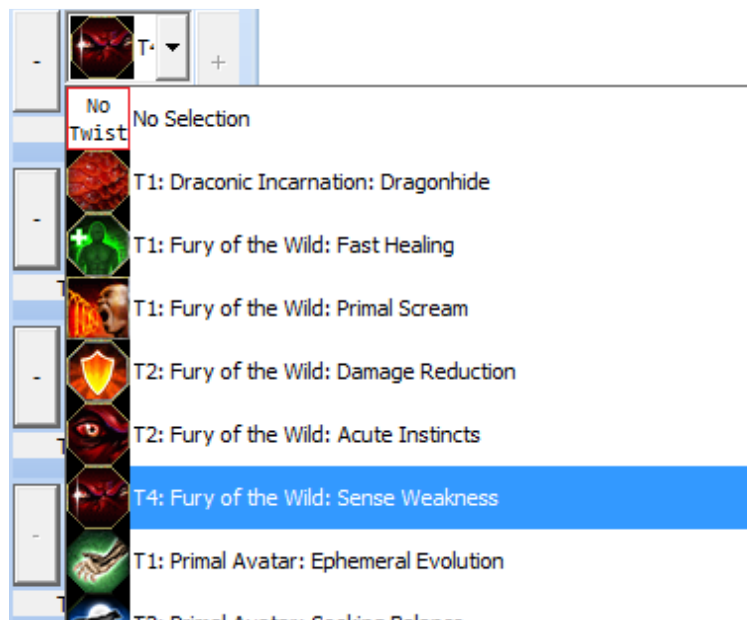
The current tier of the Twist is displayed, along with the cost in Fate Points to upgrade the Twist to the next tier.

The number of available and spent Fate points is also displayed.

You cannot train a Twist to a higher level than a previous Twist in your Twist list.

A fifth Twist is automatically listed if you qualify for Epic Completionist.


To select a Twist of Fate, the relevant enhancement from the Destiny you want to train it from must be trained in that tree. Click the drop list and you will be presented with a list of available trained Destiny enhancements from the non-active trees up to the available Twist tier:



A Tier 4 Twist and its available list of selectable enhancements

Revoking a trained Twist from the relevant Destiny will cause a revocation of the Twist of Fate.

## Spells View

The Spells view display can be toggled by clicking the button  in the main toolbar.



The Spells View for a character with Cleric, Sorcerer and Warlock levels

The Spells View shows any Spell Like Abilities (SLA) and class specific spells you have due to your class levels.

A tab for each spell casting class you have will be available. All characters gain access to the SLA tab.

Spells come in two varieties:

1. User selectable spells
2. Fixed spells

Spells in the control are always listed alphabetically from left to right. Fixed spells are always shown first.

## Spell Like Abilities



A character with SLAs

Any SLAs granted through Feats, Enhancements and Gear will be listed. You can mouse over these SLAs to get a description of them.

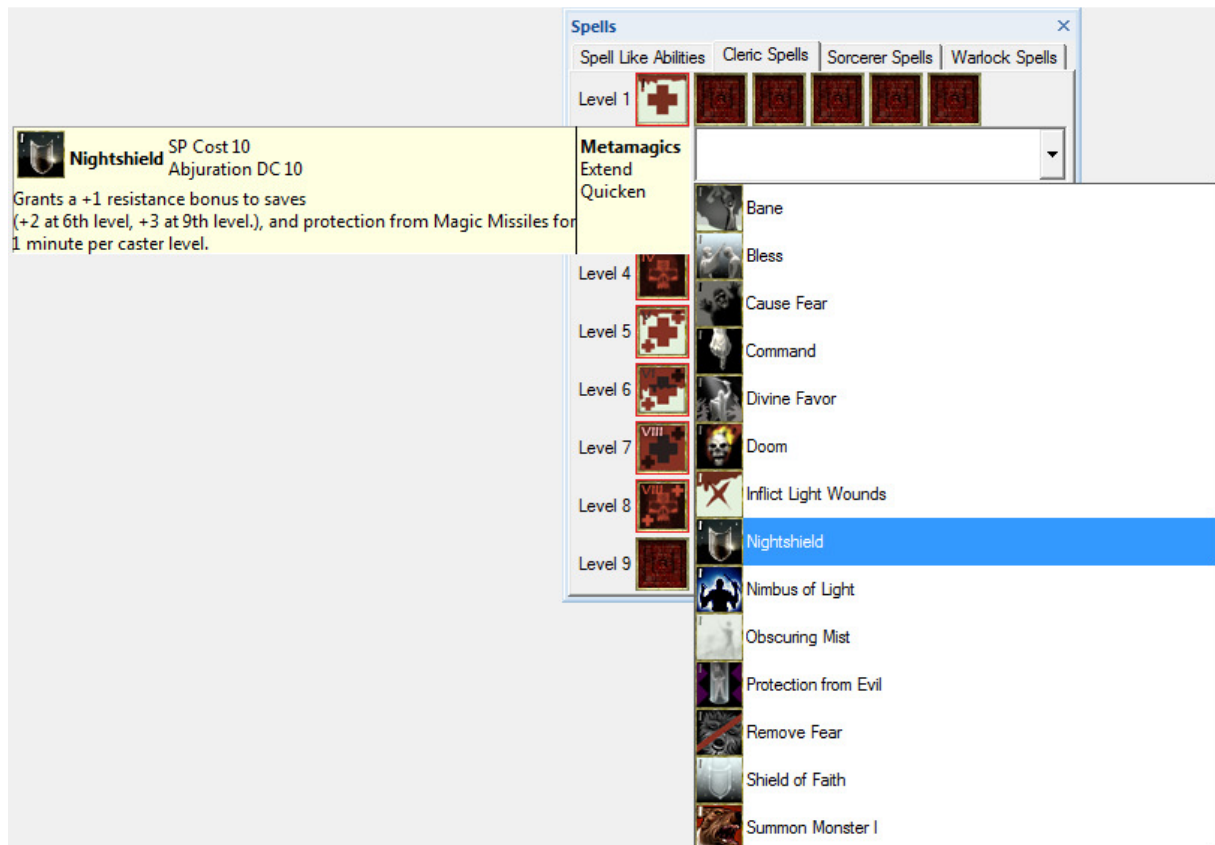
## Fixed Spells

Fixed spells are spells you gain at a specific level for your class, such as Clerics automatically gain the standard cure spells at each level. Fixed spells are shown with a red border and cannot be changed.

Some classes' award fixed spells based on Enhancement selections, such as Warlocks. These spells are automatically added to the relevant spell level section when they become available.

## User Selected Spells

To select/change a spell, left click the spell slot and a drop list of available spells at that level will be displayed:




Spell selection for a Cleric level 1 spell

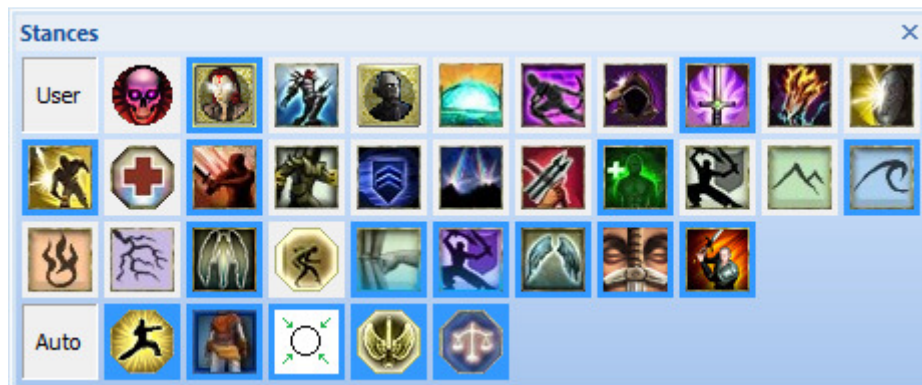
A tooltip is displayed while spell selection is in progress. The same tooltip is shown when you mouse over an already selected spell.

The tooltip allows you to see the spell DC, Spell Point cost and available metamagics that can be applied to the spell in question.



## Stances View

The Stances View display can be toggled by clicking the button  in the main toolbar.



The Stances View for a character with many available options

The Stances View allows you to configure the states of enhancements and abilities that can be optionally enabled or disabled.

Stances come in two varieties:

- User Controlled – You decide whether the stance is enabled or disabled
- Auto Controlled – DDOBuilder enables or disables the stances automatically based on equipped gear and selected enhancements where appropriate

### User Controlled Stances

Enabled stances have a blue border, while disabled stances have no border.

Mouse over a stance to get a description of it.

Left click a stance button to toggle its state.

Some user controlled stances are mutually exclusive, for example, a Monk can only have one of Wind, Water, Earth or Fire stance active at a time. Enabling a stance that is exclusive will automatically disable the other stances for you.

User controlled stances are automatically added to this section as they become available. For example, training an Epic Past life will make the relevant Active Past Life stance be listed.

When a stance is active, relevant effects that apply when the stance is active will be listed in the Breakdowns View and totals will be updated.

### Auto Controlled Stances

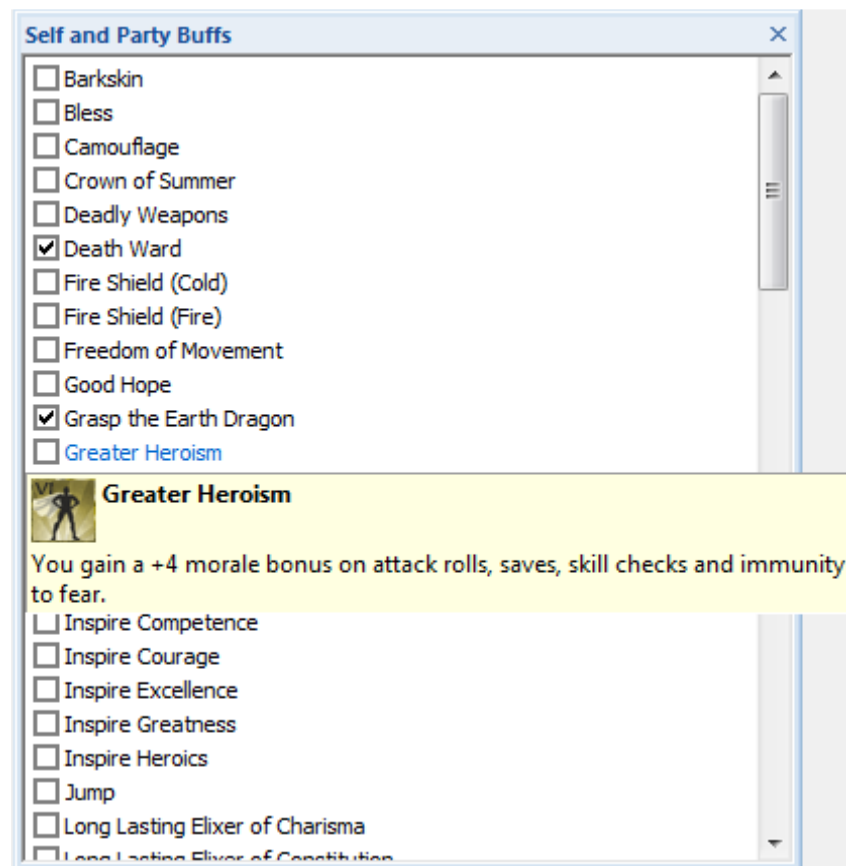
DDOBuilder will set the states of these stances for you automatically based on your equipped gear and selected enhancements.

Mouse over an Auto controlled stance to get a description of it.

Only Active Auto controlled stances are shown.

## Self and Party Buffs View

The Self and Party Buffs View display can be toggled by clicking the button  in the main toolbar.




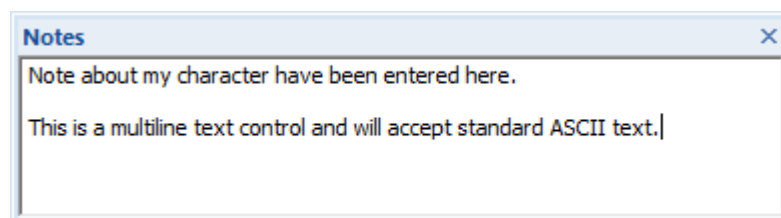
Example Self Buffs View with selected buffs and a tooltip displayed

The Self and Party Buffs View allows you to configure which of common buffs you play with for your character. Apply checkmarks against those buffs that you will have on your character.

Effects will be applied or revoked as required and the breakdowns will update where appropriate.

## Notes View


The Notes View display can be toggled by clicking the button  in the main toolbar.



An example notes view with some text

The Notes view allows you to enter free format standard ASCII text. These Notes are saved with your character and allow you to keep information about character with the character build.

## Breakdowns View

The Breakdowns View display can be toggled by clicking the button  in the main toolbar.

Breakdowns

Item	Value
Abilities	
Strength	77
Dexterity	56
Constitution	68
Intelligence	33
Wisdom	49
Charisma	49

Drag this divider

Breakdown source	Stacks	Value	Bonus Type
Base	1	16	Ability
Ability Tome	1	8	Inherent
Level Ups	7	7	Level Ups
Past Life: Half-Orc	3	1	Feat
Racial Completionist	1	2	Feat
Sun Stance: Strength	4	4	Feat
Completionist	1	2	Feat
Kensei: Ability I: +1 Strength	1	1	Enhancement
Kensei: Ability II: +1 Strength	1	1	Enhancement
Aasimar Scourge: Ability I: +1 Strength	1	1	Enhancement
Aasimar Scourge: Ability II: +1 Strength	1	1	Enhancement
Spell: Ram's Might	1	2	Size
Legendary Disciple of the Dawn	1	2	Profane
Legendary Bracers of the Fallen Hero	1	19	Enhancement
Legendary Bracers of the Fallen Hero : Green ...	1	2	Insightful
Legendary Five Rings : Legendary Slavelords ...	1	4	Quality
Legendary Ring of Prowess : Green : Globe of...	1	1	Exceptional
Filigree 3: The Beast's Mantle: Strength	1	1	Stacking
Floating Rock Garden	1	2	Guild
Inactive Items			
Ocean Stance: Strength Penalty	4	-2	Feat
Reaper's Strength or Dexterity I: +1 Strength	1	1	Reaper
Reaper's Offense III: +1 Strength	1	1	Reaper
Reaper's Strength or Dexterity II: +1 Strength	1	1	Reaper
Reaper's Strength or Dexterity III: +1 Strength	1	1	Reaper
Reaper's Strength or Dexterity IV: +1 Strength	1	1	Reaper

Example content for the Strength breakdown for an end game build

The Breakdowns View allows you to view the total values for many different in game parameters.

Some of the listed breakdowns are Gear specific and will be added or removed depending on your selected gear (Weapon breakdowns).

### Breakdowns List

The current total value of a given breakdown is displayed in a tree structure. Expand or contract the tree elements to review the breakdown totals.

To find out how a given breakdown total was achieved, click the item in question and all the contributions to that breakdown will be listed.

## Contributions List

This control shows all the individual contributions and their sources that apply to the selected breakdown.

The  copy button will place a table of the breakdowns contributions on the clipboard as text.

Stacking rules for items are automatically applied because of this items can be:

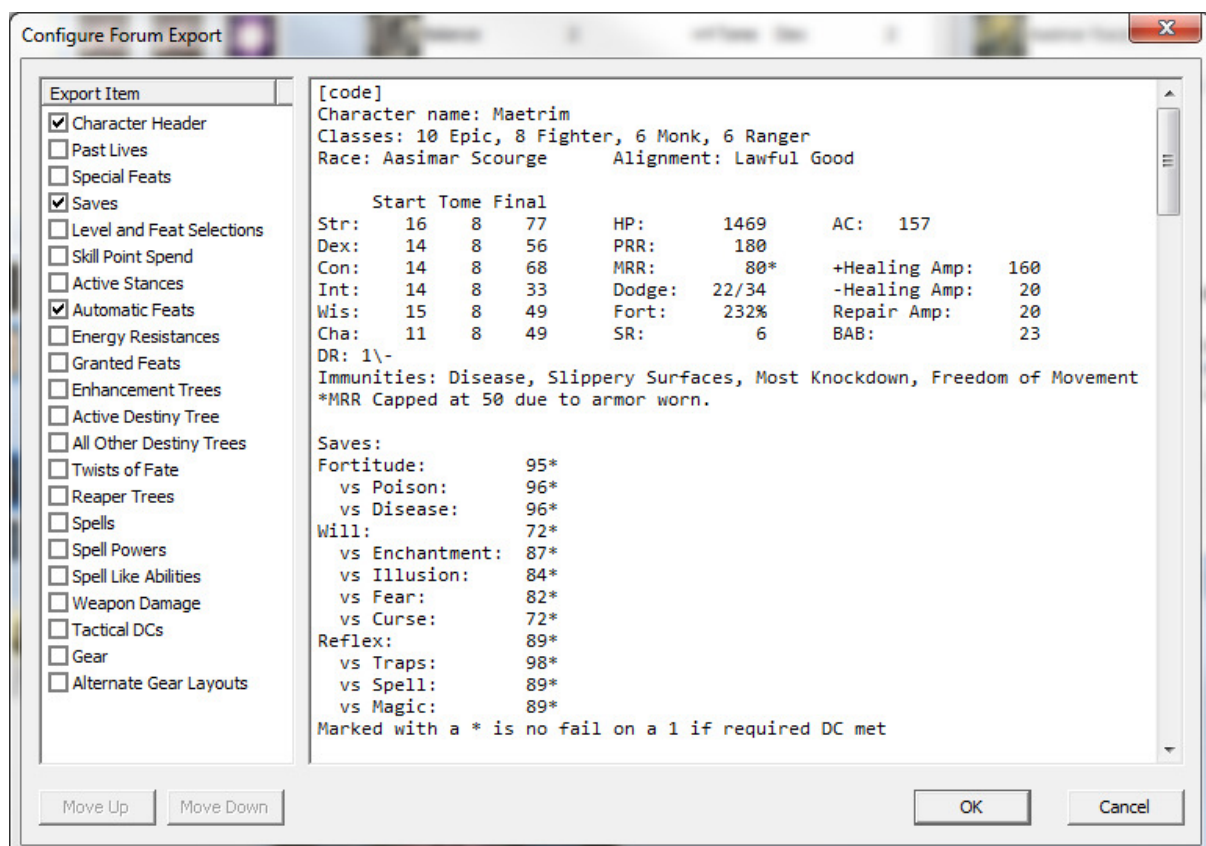
- Active – Applies to and added to the current total
- Inactive – A bonus will only apply when the relevant stances are active, e.g. the Ocean stance Strength penalty only applies if the character is in Ocean stance
- Non-stacking effects – If you have the same bonus type from multiple sources, only the highest value applies. Any effects that do not apply due to the stacking rules are listed

## Special Breakdowns

Some breakdowns act slightly differently to standard numeric breakdowns, such as Immunities and DR (Damage Reduction). These just list specific items.

## Export of Data

You can access the export dialog by selecting the “Forum Export\Export to Clipboard” command from the menu. The following dialog is displayed:



**Configure Forum Export**

**Export Item**

- ☒ Character Header
- ☐ Past Lives
- ☐ Special Feats
- ☒ Saves
- ☐ Level and Feat Selections
- ☐ Skill Point Spend
- ☐ Active Stances
- ☒ Automatic Feats
- ☐ Energy Resistances
- ☐ Granted Feats
- ☐ Enhancement Trees
- ☐ Active Destiny Tree
- ☐ All Other Destiny Trees
- ☐ Twists of Fate
- ☐ Reaper Trees
- ☐ Spells
- ☐ Spell Powers
- ☐ Spell Like Abilities
- ☐ Weapon Damage
- ☐ Tactical DCs
- ☐ Gear
- ☐ Alternate Gear Layouts

**[code]**

Character name: Maetrim  
Classes: 10 Epic, 8 Fighter, 6 Monk, 6 Ranger  
Race: Aasimar Scourge Alignment: Lawful Good

	Start	Time	Final			
Str:	16	8	77	HP:	1469	AC: 157
Dex:	14	8	56	PRR:	180	
Con:	14	8	68	MRR:	80*	+Healing Amp: 160
Int:	14	8	33	Dodge:	22/34	-Healing Amp: 20
Wis:	15	8	49	Fort:	232%	Repair Amp: 20
Cha:	11	8	49	SR:	6	BAB: 23

DR: 1\~  
Immunities: Disease, Slippery Surfaces, Most Knockdown, Freedom of Movement  
\*MRR Capped at 50 due to armor worn.

**Saves:**

Fortitude:	95*
vs Poison:	96*
vs Disease:	96*
Will:	72*
vs Enchantment:	87*
vs Illusion:	84*
vs Fear:	82*
vs Curse:	72*
Reflex:	89*
vs Traps:	98*
vs Spell:	89*
vs Magic:	89*

Marked with a \* is no fail on a 1 if required DC met

Move Up Move Down OK Cancel

Forum Export Configuration Dialog

This dialog allows you to configure the sections of data that you want to copy to the clipboard as text.

Place checkmarks against items you want in the export, and remove those you do not want.

You can re-order the export items by selecting an item in the left hand list and using the [Move Up] and [Move Down] buttons.

The enabled/disabled state and order of these items are retained between runs and will be the same next time you use the export functionality.

The control on the right shows the data that will be copied to the clipboard on an [OK] of this dialog.

Clicking [Cancel] does not copy anything to the clipboard.

This data is editable, but any changes you make to it will be lost if you change the display state or order of any item. Changes are not kept between dialog runs either.

Example output for the Character Header:

[code]

Character name: Maetrim

Classes: 10 Epic, 8 Fighter, 6 Monk, 6 Ranger

Race: Aasimar Scourge      Alignment: Lawful Good

	Start	Tome	Final			
Str:	16	8	77	HP:	1469	AC: 157
Dex:	14	8	56	PRR:	180	
Con:	14	8	68	MRR:	80*	+Healing Amp: 160
Int:	14	8	33	Dodge:	22/34	-Healing Amp: 20
Wis:	15	8	49	Fort:	232%	Repair Amp: 20
Cha:	11	8	49	SR:	6	BAB: 23

DR: 1\-

Immunities: Disease, Slippery Surfaces, Most Knockdown, Freedom of Movement

\*MRR Capped at 50 due to armor worn.

[/code]

## Abbreviations Used

A list of any abbreviations and acronyms used in this document:

AP	Action Point
BAB	Base Attack Bonus
DC	Difficulty Check
DDO	Dungeons and Dragons Online
DR	Damage Reduction
SLA	Spell Like Ability
SSG	Standing Stone Games
TOEE	Temple of Elemental Evil

## Addendum

The DDOBuilder application is provided as is with no warranty of any kind.

Use at your own risk.

The Author of this program is in no way a representative of Standing Stone Games, just a long time player.

Many thanks go to those who edit the [DDOWiki](#) from which large amounts of the data for this program was obtained.

Please report any bugs, comments or suggestions in the main DDO thread or directly at the GitHub project:

[GitHub Repository](#)

[DDO Forums thread](#)

Maetrim of Cannith