How To Use DDOBuilder

Version 1

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# Introduction

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

Welcome to the 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
  + Alignment
  + Ability spend
  + Ability Tomes
  + Guild Level
* Feat selection
  + Also automatic feats
  + Granted feats (From gear and enhancements)
* Skill points spends
* Enhancements
  + Racial trees
  + Class specific trees
  + General trees
  + Reaper trees
* Epic Destinies
  + Active tree
  + Twists of fate
  + Destiny tracking
* Past Live(s)
  + Racial
  + Heroic
  + Epic
  + Iconic
  + Special (Granted special feats and remnant turn ins)
* Gear
  + All level 20+ gear supported
  + Augments
* Spells
  + Class spells
  + Granted spells
  + Spell Like Abilities
* Breakdowns
  + Many different types with totals and individual contributions listed
* Export

# Using DDOBuilder

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

Your screen layout is saved between uses in the file DDOBuilder.ini which is saved automatically in the same location as the DDOBuilder executable. By default the first time your 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 level up state for the following features:

* Feat Selections
* Enhancement Selections
* Epic Destiny selections
* Twist of Fate 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 strength below 13 in the main character view, 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, if you have Cleave trained that would also be revoked.

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. This will be flagged as a warning on the relevant screens.

## The Main Toolbar



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

* Create a new character
* Open an 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

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 attributes of your character along with other features. It looks like:



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 affect what classes are available for selection in the Level Up view.
* Build points to spend selection. Note that build points 34/36 are disabled as these are only available if your character has Past Lives.
* Ability point spend.
* Ability tomes. These can be set individually for each ability of 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.