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 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
  + Skill Tomes
* Enhancements
  + Racial trees
  + Class specific trees
  + General trees
  + Reaper trees
* Epic Destinies
  + Active tree
  + 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
  + Augments
  + Main hand weapon Filigrees
* Spells
  + Class spells
  + Granted spells
  + Spell Like Abilities
* Breakdowns
  + Many different types with totals and individual contributions listed
* Export
  + Customisable export to clipboard and Forums

# 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 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 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.

Automatic feat selection is also done for you when only a single feat 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.

The Program 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 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:



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 allows you to select the gear your character has equipped. The view looks like:



The Equipment View

By default a new character gets a single gear setup called “Standard”. The 3 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.
* Create a copy of the current gear set with a new name. This allows you to plan modifications from a current gear set without losing your original setup. A dialog is displayed to allow you to name the new gear set copy.
* Delete the currently selected gear set.



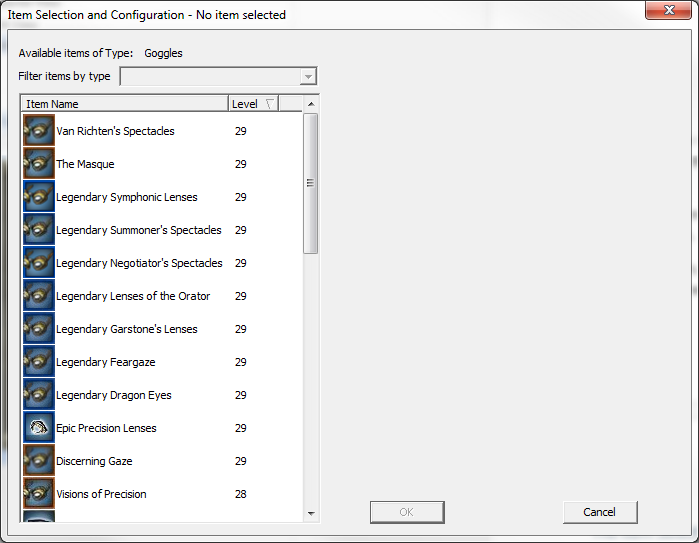
The name new Gear Set dialog

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 Goggles slot with no item selected

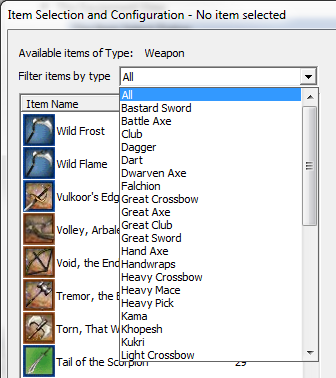
The dialog lists all the available items for the selected equipment slot. The item list can be sorted by Name and by Level (Default).

The current item (if any) starts selected.

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

When choosing Armor, for non-Warforged characters you can choose between Cloth, Light Armor, Medium Armor and Heavy Armor filters. Warforged characters can only choose from Docents.

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



The filter options for a main hand inventory slot.

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



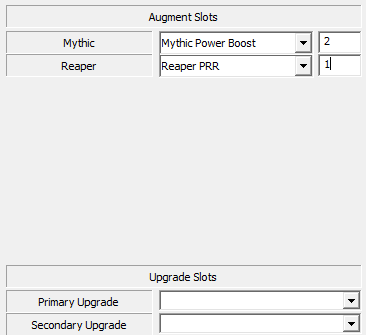
An example item tooltip

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).

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

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



Augment and Upgrade Slots for Mentau’s Goggles

**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.



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.



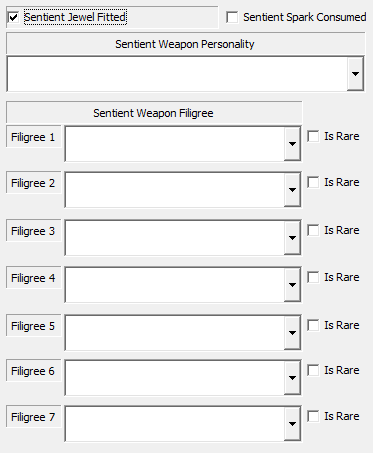
An upgrade slot with its available options displayed

**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 1 of a series of effects. Examples include Epic Greensteel and Thunderforge items.



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 slotted Filigrees:



The dialog controls displayed for a Sentient Jewel

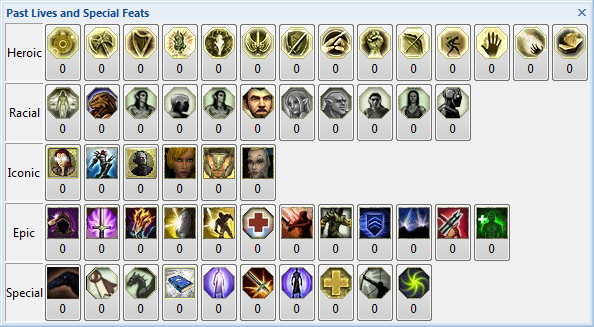
To enable the controls, check the “Sentient Jewel Fitted” option. The other Jewel and Filigree options become available:

* 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 fill 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 sentience (e.g. Greensteel or Thunderforged items)

## Past Lives and Special Feats

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



The Past Lives and Special Feats View

Past Lives are split into the sections depending on the type. Each Past Life type can be trained a maximum of 3 times (Typically 3, unless it’s a Special feat).

* Heroic – Gained from Heroic True Reincarnation (Min Level 20) and Iconic True Reincarnation (Max Level Character)
* Racial – Gained from Racial True Reincarnation (Min Level 20)
* Iconic – Gained from Iconic Reincarnation (Max Level Character)
  + Note that you have to select the Heroic feat associated with your main class yourself
* Epic – Gained from Epic Reincarnation (Max Level Character and 6 Million Destiny XP)
* Special – This is a catch all section for other special feats such as Inherent bonuses from Remnant turn in, and feats from Favour rewards, such as Draconic Vitality.

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.

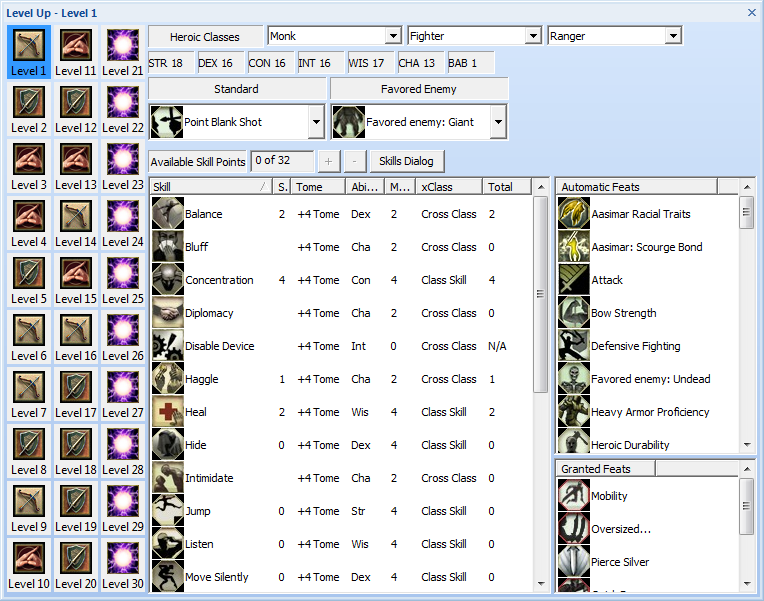
Mouse over a Past Life button to see what bonus’s that past life awards you.



The bonuses associated with the Racial Half-Orc past life feat(s)

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

## The Level Up View



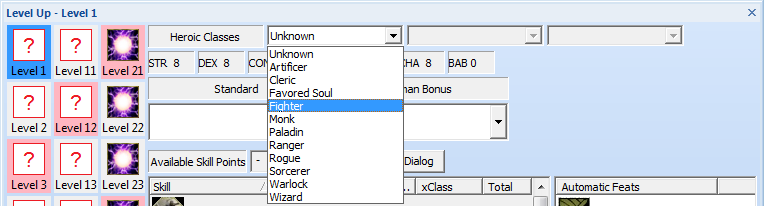
An Example Level Up View

The Level Up View allows you to select classes, feats and 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 class types. Select he 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.
* Drop list feat selection combo boxes.
  + These lists are filtered to selectable feats only. Feats you do not qualify for are not shown.
* Controls to spend skill points and display current skill values.
  + You can also pop up the skills dialog that allows you 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.
  + For example in the above picture “Barbarian” is not available as the default character alignment is “Lawful Good”. To be able to train Barbarian levels you would first have to change your characters alignment in the main character view.

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

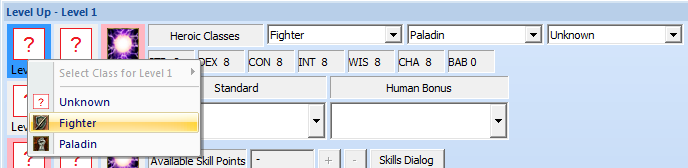


Second class selection available after first class selected.

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 base class selections done, 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).

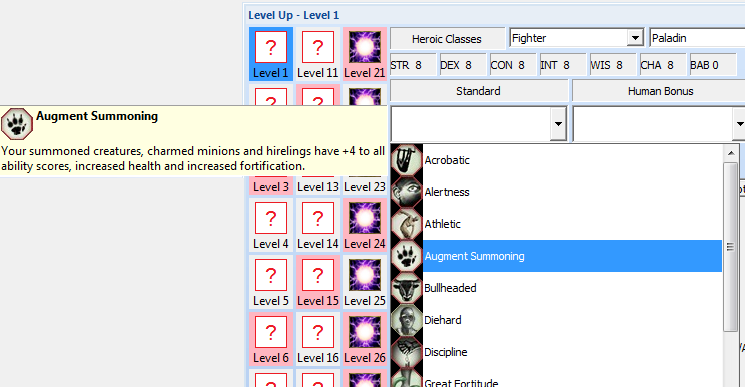
### Feat Selection

Each Heroic and Epic level may have feat selection 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 Ability values at the current level (Shown above the feat selection combo boxes)
* You 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 Feats 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.



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:

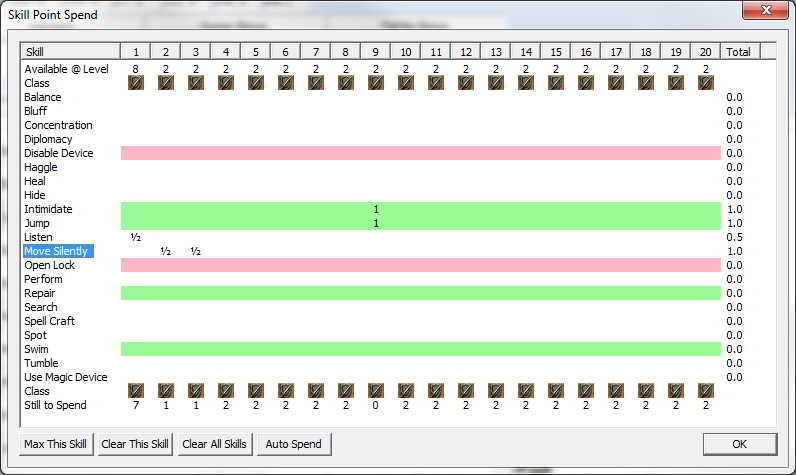
* Skill – The name of the Skill
* Spent at Level – The number of Skill points you have trained in this skill at this level
* Tome – The Skill Tome your character has for this Skill. Double click this field to set the Skill Tome value
* Ability – The Ability which gives a bonus to this skills total
* 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



Example Skills dialog for a 20th 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.