

## DDO Character Generator V4 Help

Welcome to the DDO Character Generator V4 help file. DDO Character Generator is a program used to help get the most out of your in game experience by helping you see the options for your character before you face them in game. Not all information about the game is in the planner, but we have tried to add a lot of it. For additional information please check out <http://ddowiki.com> there you will find a lot of information from the types of gear in game to specific abilities of each race and a lot more.

The interface has two different ways to interact with your character. The level by level approach, this most closely resembles how you would build a character in the game. Only seeing the options as they come available to you at the current level. The other method is on an overall view of the character based on the trait you are working with (ie Class, Skill). This method can help see the overall picture more clearly at one time.

## Opening Screen

The screenshot shows the 'Level 1 Lawful Good Human Male (1 Fighter)' character creation screen. Red numbers 1 through 12 are placed over various UI elements to identify them.

**1** points to the top menu bar containing: Load, Save, Print, Forum Exp, Clear, Item Builder, Equipment, Show Err, Quit, and About.

**2** points to the 'Attribute Window' on the left, which lists abilities: STR (8, -1), DEX (8, -1), CON (8, -1), INT (8, -1), WIS (8, -1), and CHA (8, -1).

**3** points to the 'Hit Points' section in the center, showing: Hit Points: 34, Spell Points: 0, Fortitude Save: +1, Reflex Save: -1, Will Save: -1, and BAB: 1 \ 1.

**4** points to the 'Level 1 Human Fighter' section on the right, which includes options to 'Select a Name and Alignment', 'Set Past Lives', 'Select a Race and Sex', 'Select an Initial Class', 'Ability Increase (28 points to spend)', 'Spend Skill Points (8 points to spend)', 'Select Feats', and 'Tome Increases'.

**5** points to the 'Edit Buttons' on the far right, which include: Name and Align, Past Lives, Race and Sex, Class, Ability, Skills, Feats, Enhancements, and Destiny.

**6** points to the 'Skill' table on the left, which lists skills like Intimidate (CHA), Jump (STR), Repair (INT), Swim (STR), Balance\* (DEX), Bluff\* (CHA), Concentration\* (CON), and Diplomacy\* (CHA).

**7** points to the 'Feats' tab in the center, which shows 'Known Feats' including Attack, Defensive Fighting, Heavy Armor Proficiency, Heroic Durability, Light Armor Proficiency, and Martial Weapon Proficiency.

**8** points to the 'Battleaxe' and 'Falchion' options under Martial Weapon Proficiency.

**9** points to the 'Lawful Good' alignment selection in the 'Select a Name and Alignment' section.

**10** points to the 'Class' button in the 'Edit Buttons' section.

**11** points to the 'Versatility is the greatest strength of humans...' text box at the bottom right, which describes human traits and abilities.

**12** points to the 'Humans are the most adaptable...' text box at the bottom right, which describes human traits and abilities.

1. Menu Bar and Current Character info
  - a. Load – Load an existing character.
  - b. Save – Save a character.
  - c. Print – Brings up the print character window.
  - d. Forum Export – Brings up the Forum Export window.
  - e. Clear – Resets the current character to start.
  - f. Item Build – Currently disabled.
  - g. Equipment – Currently disabled.
  - h. Show Errors – If a level button is shown in red this will display the current error(s) in the description box.
2. Attribute Window – Shows the current value of your attributes at the current level. Modified value will appear in ()
3. Current tracked abilities will display here

4. Character Level Interaction Buttons – The current option available for a selected level will be displayed here select desired choice to change the selection box.
5. Level Button – Your current level will be shown in green, click button to change level. If a level has an error in it, button will show in red.
6. Skill Display – Displays the value of the skills at the current level.
7. Special Traits Selection Bar – Select the current special trait to display in the display box.
8. Special Trait Display Box
9. Selection Box – Current options will show here based on the selection in the Character Level Interaction Box
10. Edit Button Menu
  - a. Name and Align – Displays the name and Alignment window
  - b. Past Lives – Displays the Past Lives window.
  - c. Race and Sex – Displays the Race and Sex window.
  - d. Class – Displays the Class edit window to edit the class at all levels on one page.
  - e. Ability – Displays the Ability window to set Abilities for level 1 and the Abilities increases on one page. – **Currently disabled.**
  - f. Skills – Displays the Skills window to set the skill for all levels on one page.
  - g. Spells – Displays the Spells window to set all spells on one page. – **Currently disabled.**
  - h. Feat – Displays the Feat window to set all feat on one page.
  - i. Enhancements – Displays the Enhancements window.
  - j. Destiny – Displays the Destiny window – **Currently disabled.**
11. Description Box – Will display information about current selection or messages.

Level 1 Human Fighter  
**Select a Name and Alignment**  
Set Past Lives  
Select a Race and Sex  
Select an Initial Class  
Ability Increase (28 points to spend)  
Spend Skill Points (8 points to spend)  
Select Feats  
Tome Increases

First Name

Surname

**Lawful Good**

Lawful Neutral

Neutral Good

True Neutral

Chaotic Good

Chaotic Neutral

### Name and Alignment

Enter a Name, Surname and select an Alignment.

Alignment select may affect your choices for Class later.

Level 1 Human Fighter  
Select a Name and Alignment  
**Set Past Lives**  
Select a Race and Sex  
Select an Initial Class  
Ability Increase (28 points to spend)  
Spend Skill Points (8 points to spend)  
Select Feats  
Tome Increases

☒ Heroic ☐ Iconic ☐ Epic



### Past Lives

Select your past lives for you Character. Use the radio button to select from Heroic, Iconic, and Epic past lives to add Feat.

Level 1 Human Fighter  
 Select a Name and Alignment  
 Set Past Lives  
**Select a Race and Sex**  
 Select an Initial Class  
 Ability Increase (28 points to spend)  
 Spend Skill Points (8 points to spend)  
 Select Feats  
 Tome Increases

☒ Heroic Class    ☐ Iconic Class

**MALE**    **FEMALE**

HUMAN	HALF-ELF
ELF	DROW ELF
HALFLING	HALF-ORC
DWARF	GNOME
WARFORGED	

### Race and Sex

Select your Race and Sex of your character. Use the Radio select from Heroic and Iconic Classes

Level 1 Human Fighter  
 Select a Name and Alignment  
 Set Past Lives  
 Select a Race and Sex  
**Select an Initial Class**  
 Ability Increase (28 points to spend)  
 Spend Skill Points (8 points to spend)  
 Select Feats  
 Tome Increases


### Initial Class

Select your Initial Class. If you selected an alignment that does not match your class your current alignment will be changed to one that is allowed by your class. To select the specific alignment you wish to have select the Name and Alignment selector again to select from the allowable options. Check under the menu bar to see if your alignment has been changed.

Level 1 Human Fighter  
 Select a Name and Alignment  
 Set Past Lives  
 Select a Race and Sex  
 Select an Initial Class  
**Ability Increase (28 points to spend)**  
 Spend Skill Points (8 points to spend)  
 Select Feats  
 Tome Increases

Ability	Value	Cost	Mod
Strength	8	1	-1
Dexterity	8	1	-1
Constitution	8	1	-1
Intelligence	8	1	-1
Wisdom	8	1	-1
Charisma	8	1	-1






Remaining Points to Spend: 28

☒ +4 Bonus Points (Requires 1750 Favor)

### Ability Increase

Select your desired ability scores. If you are building a character using the option Champion Option from favor select the checkbox.

Level 1 Human Fighter  
 Select a Name and Alignment  
 Set Past Lives  
 Select a Race and Sex  
 Select an Initial Class  
 Ability Increase (28 points to spend)  
**Spend Skill Points (8 points to spend)**  
 Select Feats  
 Tome Increases

Skill	Total Mod	Points Spent
 Intimidate	-1	0
 Jump	-1	0
 Repair	-1	0
 Swim	-1	0
 Balance*	-1	0

Remaining Points to Spend: 8

### Skill Points

Select how to spend your skill points

Level 1 Human Fighter  
 Select a Name and Alignment  
 Set Past Lives  
 Select a Race and Sex  
 Select an Initial Class  
 Ability Increase (28 points to spend)  
 Spend Skill Points (8 points to spend)  
**Select Feats**  
 Tome Increases

 Acrobatic  
 Alertness  
 Archer's Focus  
 Athletic  
 Augment Summoning

 Feat  
 Human Bonus Feat  
 Class Feat

### Select Feats

Select your desired Feats for the level by dragging the symbol to the desired feat box. Drag the item out of the box or drop a new item in to remove the current item.

Level 1 Human Fighter  
 Select a Name and Alignment  
 Set Past Lives  
 Select a Race and Sex  
 Select an Initial Class  
 Ability Increase (28 points to spend)  
 Spend Skill Points (8 points to spend)  
 Select Feats  
**Tome Increases**

Ability	Value	Change
Strength	≤ 8 ≥	0
Dexterity	≤ 8 ≥	0
Constitution	≤ 8 ≥	0
Intelligence	≤ 8 ≥	0
Wisdom	≤ 8 ≥	0
Charisma	≤ 8 ≥	0

Increase any ability by 1 to 7 total points. Requires tomes. NOTE: A tome added at this level won't affect skills or feat pre-reqs until NEXT level. Reincarnations or New Tomes can be applied at level 1 and will apply when the correct level is taken.

### Tome Increases

Add Value of the Tome you wish to add. For Tomes from past lives add them at level one. If you plan to add a tome but at a different level add the desired tome at the planned level.



Example of possible options at level 2 that would be displayed.

### Edit Buttons

**Name and Align** will set the current level to level 1 and Select the Name and Alignment Selector.

**Past Lives** will set the current level to level 1 and Select the Past Lives Selector.

**Race and Sex** will set the current level to level 1 and Select the Race and Sex Selector.



Add Classes

Lawful Good Human Male [20 Fighter]

Drag Class Icon to the Top Row

Left click Icon below at level to add class

Right click Icon to remove class from level

Fighter

Paladin

Barbarian

Monk

Rogue

Ranger

Cleric

Wizard

Sorcerer

Bard































































Fey Soul






























































Artificer

Druid

Warlock

Close

Level	Class	Class Lvl				BAB
1	Fighter	1				1
2	Fighter	2				2
3	Fighter	3				3
4	Fighter	4				4
5	Fighter	5				5
6	Fighter	6				6
7	Fighter	7				7
8	Fighter	8				8
9	Fighter	9				9
10	Fighter	10				10
11	Fighter	11				11
12	Fighter	12				12
13	Fighter	13				13
14	Fighter	14				14
15	Fighter	15				15
16	Fighter	16				16
17	Fighter	17				17
18	Fighter	18				18
19	Fighter	19				19
20	Fighter	20				20

Level	Class	Class Lvl				BAB
1	Fighter	1				1
2	Fighter	2				2
3	Fighter	3				3
4	Fighter	4				4
5	Fighter	5				5
6	Fighter	6				6
7	Fighter	7				7
8	Fighter	8				8
9	Fighter	9				9
10	Fighter	10				10
11	Fighter	11				11
12	Fighter	12				12
13	Fighter	13				13
14	Fighter	14				14
15	Fighter	15				15
16	Fighter	16				16
17	Fighter	17				17
18	Fighter	18				18
19	Fighter	19				19
20	Fighter	20				20

## Skills Window

With the skill window you will see the Class skill boxes shown in green. Current available skill points can be found on the bottom of the page. Left click in the cell to add a point, Right click in the cell to remove a point. On the far right you will find an autofill panel. Set your desired point total for the skill set the priority level and the program will try to fill all your skills to your set total for you. The Fill Class Skills will only put a point in none class skills if it cannot reach your total by filling Class Skills first. This tries to maximize the total number of skill point achieved.

Select Skills																					Reset	Accept	Close
Skills	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total	Set Total	Priority
Balance	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Bluff	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Concentration	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Diplomacy	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Disable Device	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Haggle	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Heal	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Hide	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Intimidate	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Jump	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Listen	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Move Silently	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Open Lock	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Perform	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Repair	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Search	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Spellcraft	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Spot	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Swim	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Tumble	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Use Magic Device	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	◀ 0 ▶	◀ 5 ▶
Spent	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Available	8	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2		

Auto FillReset AutoFill

☐ Fill Class Skills First

## Feat Window

The feat window show all level that you have an available feat to be selected with a Green Level Button, Blue Button if it has been selected and Gray if no feat available. The Yellow button is the current level selected. You can drag any feat you would like from the Feat List or Wish List to the desired Feat selection Box or on the Feat wish list box. The description box will give information about the feat. The Selected Feats will display any feat that is currently selected.



## Enhancement Window

Works just like the in game with the exception you get to pick the level that you wish to start adding your enhancements. If you would like to pick all your enhancements at one time select level 20 and you will have the max number of Action Points to spend