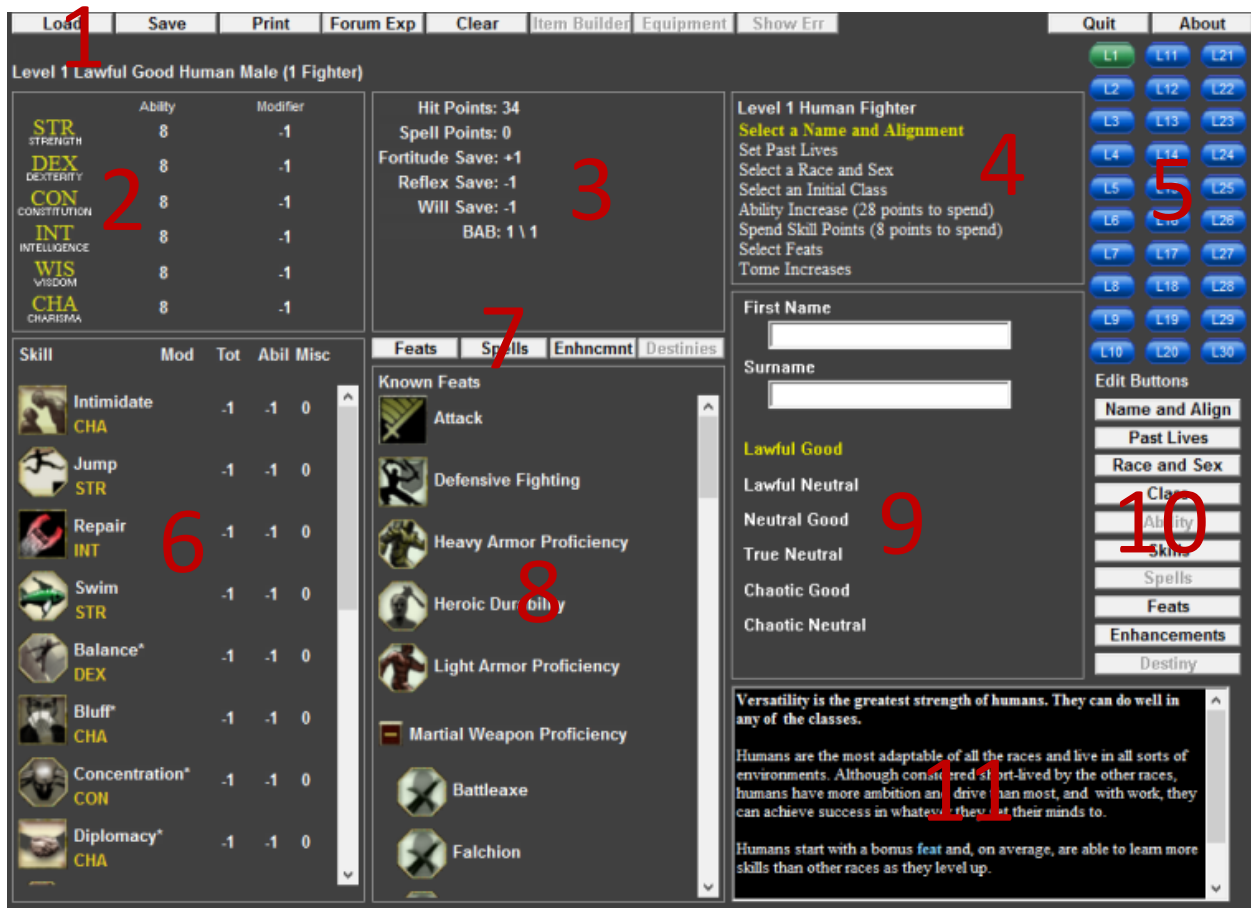


DDO Character Generator V4 Help

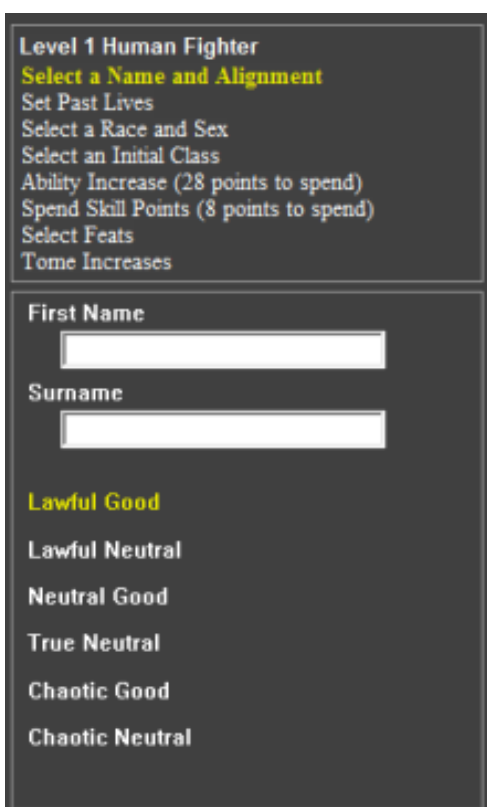
Welcome to the DDO Character Generator V4 help file. DDO Character Generator is a program used to help get the most out of your in game experience by helping you see the options for your character before you face them in game. Not all information about the game is in the planner, but we have tried to 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 very of the character based on the trait you are working with (ie Class, Skill). This method can helps see the overall picture more clearly at one time.

Opening Screen



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.
 - 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.**
 - k. Description Box – Will display information about current selection or messages.



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



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>

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

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



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>



<0>

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)

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.

Race and Sex

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

Initial Class

Select your Initial Class. If you selected an alignment that does not match your class you 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.

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.

Level 2 Human Fighter
Select a Class
Spend Skill Points (2 points to spend)
Select Feats
Tome Increases

L1L11L21
L2L12L22
L3L13L23
L4L14L24
L5L15L25
L6L16L26
L7L17L27
L8L18L28
L9L19L29
L10L20L30

Edit Buttons
Name and Align
Past Lives
Race and Sex
Class
Ability
Skills
Spells
Feats
Enhancements
Destiny

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.

Class will show the below screen. Grayed out classes cannot be chosen due to alignment choices. Drag you desired class to one of the Class selection boxes (1). To remove a selection from Class 2 or 3 right click on the class. Your current BAB at the level will be displayed on the right. Change the class at the desired level by selecting one of the class boxes for that Level.

Add Classes

Close

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

Fav Soul

Artificer

Druid

Warlock

Level	Class	Class Lvl				BAB
1	Fighter	1		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 achived.

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		
Availible	8	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2		

Auto Fill

Reset 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. Use the Reset Level Feats to remove any feats take that level (this will even clear feats that are not show due to class or race change).

Select Feats

Close

Level 1 Lawful Good Human Male [1 Fighter] Class this Level Fighter

Selected Feats

Attack

Defensive Fighting

Heavy Armor Proficiency

Heroic Durability

Light Armor Proficiency

Martial Weapon Proficiency

Battleaxe

Falchion

Greataxe

Greatclub

Greatsword

Handaxe

Heavy Pick

Kukri

Light Hammer

Light Pick

Longbow

Longsword

Feat List

Acrobatic

Alertness

Archer's Focus

Athletic

Augment Summoning

Bow Strength

Brutal Throw

Bullheaded

Cleave

Combat Expertise

Dichard

Discipline

Dodge

Exotic Weapon Proficiency

Bastard Sword

Dwarven Waraxe

Great Crossbow

Handwrap

Levels that have Feats to select are Blue

Levels with no Feats are Gray

Current level is Green

Add Feat to Wishlist to add at a later level

If you attempt to add a feat with out the requirements it will be added to the wish list.

L1

L2

L3

L4

L5

L6

L7

L8

L9

L10

L11

L12

L13

L14

L15

L16

L17

L18

L19

L20

L21

L22

L23

L24

L25

L26

L27

L28

L29

L30

Reset Level Feats

Ability Window

Click the 32 Point Build check mark for a favor build. Points Available shows the current amount remaining (includes points from Past Lives). Click on the Ability name in the Level up box to fill all abilities for level up. Enter past life tomes at level 1 to gain tomes points at the earliest possible level. Totals shown are for the level selected on the level bar.

Creation

Points Available 28

32 Point Build

	Base Value	Cost	Mod
STR Strength	<div><div>-</div><div>8</div><div>+</div></div>	+1	-1
DEX Dexterity	<div><div>-</div><div>8</div><div>+</div></div>	+1	-1
CON Constitution	<div><div>-</div><div>8</div><div>+</div></div>	+1	-1
INT Intelligence	<div><div>-</div><div>8</div><div>+</div></div>	+1	-1
WIS Wisdom	<div><div>-</div><div>8</div><div>+</div></div>	+1	-1
CHA Charisma	<div><div>-</div><div>8</div><div>+</div></div>	+1	-1

Level Up

Level	4	8	12	16	20	24	28	Total
STR Strength	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
DEX Dexterity	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
CON Constitution	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
INT Intelligence	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
WIS Wisdom	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
CHA Charisma	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0

Totals

	Value	Mod
STR Strength	8	-1
DEX Dexterity	8	-1
CON Constitution	8	-1
INT Intelligence	8	-1
WIS Wisdom	8	-1
CHA Charisma	8	-1

Tomes

	+1	+2	+3	+4	+5	+6	+7	Total
STR Strength	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
DEX Dexterity	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
CON Constitution	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
INT Intelligence	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
WIS Wisdom	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0
CHA Charisma	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	0

Instructions

To fill all level up abilities at on time Click on the Ability Name

Select your Level to see your current abilities at a given level.

For Past life tomes add them at level 1. Add other tomes at the level that they are used.

Close

L1

L2

L3

L4

L5

L6

L7

L8

L9

L10

L11

L12

L13

L14

L15

L16

L17

L18

L19

L20

L21

L22

L23

L24

L25

L26

L27

L28

L29

L30

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.