

Frequently Asked Questions

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet

As the Character Record Sheet has reached a high level of complexity, not everything will be as intuitive for everyone. Although this FAQ is made for **MPMB's Character Record Sheet**, most of it applies to **MPMB's Spell Sheets per Class** and **MPMB's Adventure Logsheet** as well.

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Table of contents

1 GENERAL / TECHNICAL ISSUES

- 1.1 Where are all the options? Why can't I find everything from the Player's Handbook?
- 1.2 The PDF is not working, what could it be? Is it a bug?
- 1.3 Can I use the sheets on a mobile device (Android, iOS)?
- 1.4 How can I report a bug?
- 1.5 Why are some bookmarks greyed out?
- 1.6 Why are (the texts in) dialogs cut off?
- 1.7 I sent this PDF to my DM, but they can't see what I entered. How do I create a readable version?
- 1.8 Is this sheet available in another language than English?
- 1.9 Is there a night / dark mode version of the sheet?

2 DIFFERENT VERSIONS & UPDATING

- 2.1 What different MPMB products are there?
- 2.2 What is the difference between the Colourful and Printer Friendly (Redesign) versions?
- 2.3 How can I update to the latest version?
- 2.4 Why didn't everything come along when updating to the latest version?
- 2.5 Why are (some) images not importing to a new PDF?
- 2.6 Are there MPMB products for older editions of D&D?
- 2.7 Where can I find the version number?

3 USING THE SHEETS

- 3.1 What optional rules does the sheet support?
- 3.2 How do I change the calculated values and modifiers (e.g. from magic items)?
- 3.3 I can't find a page, why are not all pages visible?
- 3.4 Can I use these sheet for Adventurers League play?
- 3.5 What is the source "All official WotC backgrounds" and how does it work?
- 3.6 How do I print a blank sheet, without the form fields?
- 3.7 What does the abbreviation "HoS" stand for?
- 3.8 Choose Features options are greyed-out, how do I make them work?
- 3.9 Why are not all cantrips/spells present as a weapon option?
- 3.10 How does the Wild Shape calculation work?

4 ADDING (CUSTOM) OPTIONS TO THE SHEETS

- 4.1 How can I add a class/race/feat/spell/background/magic item to the sheet?
- 4.2 Will you add this content I found (or made)?
- 4.3 What rules does this sheet use?
- 4.4 When will you add the latest Wizards of the Coast material?

5 CREATING ADDITIONAL CONTENT FOR THE SHEET

- 5.1 How to get started
- 5.2 Please share your creations!
- 5.3 My script is getting an error, but it doesn't say where?
- 5.4 Note on Racial Variants (RaceSubList)
- 5.5 How do I add my own automation to the sheet?

Follow and support the sheets' progress on patreon.com/morepurplemorebetter

Please [contact me](#) if you have any questions!

Flapkan.com

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[/u/morepurplemorebetter](https://u/morepurplemorebetter)

[MPMB on Discord](#)

1 GENERAL / TECHNICAL ISSUES

1.1 Where are all the options? Why can't I find everything from the Player's Handbook?

The sheets only contain the materials that are in the [System Reference Document \(SRD\)](#). This is because MPMB's D&D 5e Character Tools are not licensed by Wizards of the Coast to contain any of their copyrighted materials. Thus, the sheets can only legally encompass the materials that Wizards of the Coast has freely made available for others, using the [Open Gaming License](#).

Note that getting these PDFs licensed is not a viable option, because then they would no longer be available for free.

However, you can expand the content of the sheets yourself with the help of the script import function, as explained over at [MPMB's website "How-To Guide: Add More Content"](#).

You can find fan-made content ready to import into the sheets over at the [/r/MPMB subreddit](#).

1.2 The PDF is not working, what could it be? Is it a bug?

When something is not working, it can be due to many things, but most often it is an issue with the software you are using to view the PDF or that you are not using the latest version of MPMB's Character Record Sheet.

Use the **Get Latest Version** bookmark to see if there is an update. The current version number is listed in this bookmark and at the bottom of every page.

Adobe Acrobat DC only

Make sure you are using the latest version of Adobe Acrobat DC on Windows or macOS. [Get Adobe Acrobat Reader DC for free here](#).

MPMB's D&D 5e Character Tools only work with Adobe Acrobat DC (Reader, Standard, or Pro) on a machine that runs Windows or macOS. Adobe Acrobat on mobile devices such as Android, iOS, or Windows Phone is not supported, nor is Adobe Acrobat installed through the Windows Store.

The reason for the sheet only working in Adobe Acrobat on Windows or macOS is that it leverages the Acrobat JavaScript API for its automation and no other software supports it.

Make sure JavaScript is enabled in Adobe Acrobat

If you are already running Adobe Acrobat DC, then make sure that JavaScript is enabled. You can do this by going to **Edit >> Preferences >> JavaScript**.

Re-install Adobe Acrobat

Still having issues? It can't hurt to try a fresh install of Adobe Acrobat. Follow these steps:

1. Uninstall your Adobe Acrobat installation
2. Run the [Adobe Reader and Acrobat Cleaner Tool](#)
3. Restart your machine
4. Install [Adobe Acrobat Reader DC](#) again

macOS users – don't use Preview


Important notice for Apple users: **never, ever use Preview on Mac** to open one of MPMB's sheets. Using Preview can have the unfortunate side-effect of removing all JavaScript from the PDF and have the file immediately auto-saved. As a result, if you open the sheet with Preview just once, it might be broken beyond recovery. You will then have to start again with a freshly downloaded sheet.

Report a bug

If updating your software does not resolve your issue, there might well be something wrong with the sheet. See ["1.4 How can I report a bug?"](#) below for how to proceed.

1.3 Can I use the sheets on a mobile device (Android, iOS)?

The full features of MPMB's Character Record Sheet are only available when using **Adobe Acrobat DC** on **Windows** or **macOS** and not in Adobe Acrobat for mobile devices. See also "[1.2 The PDF is not working, what could it be? Is it a bug?](#)" above.

The **Flatten button**  (or **Functions >> Flatten** bookmark) is intended as a solution for tablet users. The idea is that you set up your sheet on a proper PC and press "Flatten" before bringing the sheet over to your tablet (or other mobile device). Now you can only edit the fields needed during play and all functions that can't work on your tablet are hidden. After you are done with play, transfer your sheet back to your PC, open it with Adobe Acrobat, and press "Flatten". Now you have a sheet that can be edited fully again.

If you find that the PDF is too slow on a mobile device and/or that you don't need fillable fields, you can print the PDF to PDF to have a read-only version that works in any PDF viewer. See "[1.7 I sent this PDF to my DM, but they can't see what I entered. How do I create a readable version?](#)" below.

1.4 How can I report a bug?

Please only report a bug if:

1. You are certain that you found something wrong with the latest version of the sheet (see "[2.3 How can I update to the latest version?](#)" below), and
2. The issue isn't covered in this FAQ, and
3. It is not the result of using the wrong software (see "[1.2 The PDF is not working, what could it be? Is it a bug?](#)" above), and
4. The issue is not the result of a 3rd-party import script (contact the script's author instead).

When reporting a bug, please include the **JavaScript error code** that the sheet produces (if any) and the **sheet's version number**. If you can, please also include a step-by-step guide how to reproduce the issue, starting from a freshly downloaded sheet.

If you don't see an error code, make sure that showing JavaScript errors is enabled in Adobe Acrobat. You can do this by going to: Edit >> Preferences >> JavaScript; and putting a checkmark in the box labelled "Show console on errors and messages".

You can report a bug to MPMB in one of the following ways:

1. [Bug-reporting channel on the MPMB Discord server](#) (preferred)
2. [Leave a comment on Patreon](#)
3. [MPMB's website contact form](#)

1.5 Why are some bookmarks greyed out?

Bookmarks are greyed out when the relevant page is not visible. When you make the page visible, while using Adobe Acrobat Standard or Pro, the bookmark becomes its normal black colour again. Similarly, when you make a page hidden while using Adobe Acrobat Standard or Pro, the bookmark becomes greyed out.

Unfortunately, Adobe has restricted the editing of bookmarks in Adobe Acrobat Reader. As a result, you will not see any bookmarks change colour while using Adobe Acrobat Reader.

1.6 Why are (the texts in) dialogs cut off?

First, make sure you are using the latest version of Adobe Acrobat Reader DC. A recent update allows dialogs to automatically get a scroll-bar if they are larger than your screen's area.

If you run your computer with display scaling (sometimes called DPI scaling) other than 100%, you will have misbehaving dialogs. Display scaling is often used on laptops and other devices with a screen that has a high resolution, but is physically small. There are several things you can try:

Disable display scaling in Adobe Acrobat

1. Open Adobe Acrobat DC
2. Go to Edit >> Preferences >> General
3. Set “Scale for screen resolution (restart required):” to “No Scaling” and click OK
4. Close Adobe Acrobat DC
5. Open one of MPMB’s sheets and see what changed

Disable display scaling in Windows

The easiest way is too disable display scaling for your monitor. In Windows 10: right-click on your desktop, choose “Display Settings” and select “100%” under “Scale and layout”.

However, you likely don’t want to permanently change your DPI scaling for your whole system. You can set Windows to not use DPI scaling for just Adobe Acrobat DC. Follow these instructions how to do this on Windows 10:

1. Close your running instance(s) of Adobe Acrobat, if any
2. Find the location of the executable for Adobe Acrobat in Explorer (for Adobe Acrobat Reader DC this is C:\Program Files (x86)\Adobe\Acrobat Reader DC\Reader\AcroRd32.exe)
3. Right click this executable file and select ‘Properties’
4. Go to the ‘Compatibility’ tab and click the button ‘Change high DPI settings’
5. Check the box ‘Override high DPI scaling behaviour’ and select ‘System’ from the drop-down box below
6. Click ‘OK’ twice to close the two ‘Properties’ dialogs
7. Open one of MPMB’s sheets and see what changed

You can also set the above on a shortcut to Adobe Acrobat so that you can open a version of Adobe Acrobat without DPI scaling and one with DPI scaling.

1.7 I sent this PDF to my DM, but they can’t see what I entered. How do I create a readable version?

MPMB’s D&D 5e Character Tools require Adobe Acrobat DC (Reader, Standard, or Pro) on Windows or macOS. It is likely that your friend is not using the right software to open the sheets. See also “[1.2 The PDF is not working, what could it be? Is it a bug?](#)” above.

To help your friend out, you can print one of MPMB’s sheets to PDF to create a read-only version that can be viewed by any PDF viewer. The PDF you create this way won’t have any of the fillable fields or automation, but will have a much smaller file size and you won’t have to explain that specific software is needed.

To print to PDF, simply go to the print dialog in Adobe Acrobat DC (Ctrl + P / Command + P) and select a PDF printer to print with. For example, Windows 10 comes with a built-in PDF printer “Microsoft Print to PDF”.

Apple users will have a harder time printing to PDF, because Adobe has decided to disallow the Mac built-in PDF printer to work from Acrobat. You will have to install a third-party PDF printer for this to be possible, like [RWTS-PDFwriter](#) for example.

1.8 Is this sheet available in another language than English?

Currently there are no translated versions of this sheet and English is the only version.

I would like to create a translated version of the sheet, but this will require some thorough re-writes of code that will take a lot of time.


On top of that, there is a lot of content that needs to be translated into languages that MPMB knows little/nothing about. This will require help from the community.

When the time comes, I will be sure to reach out and ask if people are willing to help translate.

1.9 Is there a night / dark mode version of the sheet?

Because MPMB's D&D 5e Character Tools are very much designed to be used printed out at the tabletop, and people don't want to waste their printer ink/toner, there is no version with a dark background.

However, Adobe Acrobat DC does offer you an option to invert colours on any PDF, which you use to your advantage. To use this feature, do the following:

1. Make sure you are using the Printer Friendly or Printer Friendly – Redesign version of the sheet. The Colourful version will not look as good with the colours inverted (i.e. terrible).
2. Open Adobe Acrobat Reader DC (or Pro / Standard) and switch to the dark mode theme using **View >> Display Theme >> Dark Gray**. If you don't see this option, then you'll have to update Adobe Acrobat Reader DC first with **Help >> Check for Updates**.
3. Now go to **Edit >> Preferences >> Accessibility** and enable "**Replace Document Colours**".
 - a. Select the radio button for "**Use High-Contrast colours**" and select the text-background colour combination that you like from the drop-down box.
 - b. Disable "**Only change the colour of black text or line art.**"
 - c. Enable "**Change the colour of line art as well as text.**"
4. Now open the MPMB sheet you want to use. The input field highlighting will probably not look so good when the colours are inverted. You can change this with the **Color button**  (or **Functions >> Set Highlight Color** bookmark).

Be aware that this will change how images look that you added on the background page and the like.

2 DIFFERENT VERSIONS & UPDATING

2.1 What different MPMB products are there?

MPMB's Character Record Sheet

This is the character builder, the main product. It tries to house all parts of your character's administration in one handy PDF. It is available on [MPMB's website as Pay What You Want](#).

MPMB's Complete Spell Sheets per Class

The complete spell sheets are a set of PDFs that contain pre-generated spell sheets for each class. These are generated using the Character Record Sheet's function to 'create full class spell list'. You can generate the same lists inside the character record sheet. These files are only available to those who join [MPMB's Patreon](#).

MPMB's Adventure Logsheets

These documents are nothing more than the extracted adventure logsheet pages from the Character Record Sheet. These files are only available to those who join [MPMB's Patreon](#).

MPMB's Spell Sheet Generator (deprecated)

The spell sheet generator is a precursor to the character record sheet and is no longer actively supported. It is a macro-enabled Excel workbook that allows you to generate spell sheets. You can find it [here on ENworld](#).

This Excel is offered as a legacy product, but it is highly recommended to use the Character Record Sheet to produce spell sheets, as they are more user-friendly, support higher quality graphics, are form-fillable, and are editable on the fly.

2.2 What is the difference between the Colourful and Printer Friendly (Redesign) versions?

All of MPMB's PDF product come in four variants, which are each identical in functionality. They differ in appearance, lay-out, and, in case of the colourful sheets, paper size. See the images below.

Colourful ~ A4 & Colourful ~ Letter

Printer Friendly – Redesign

Printer Friendly

Colourful

The Colourful versions follow the design of Javier Aumente's D&D 5e hojas de personaje (no longer available online unfortunately or I would link them here).

The Colourful versions are made to fit a paper size exactly. Use the A4 version if you print to A4 paper and the Letter version if you normally print to Letter format paper.

Unlike the Printer Friendly sheets, the Colourful versions have a lot more information on each page, including general combat rules references.

Printer Friendly (Redesign)


The Printer Friendly versions were made to emulate the look and feel of the official character sheet by Wizards of the Coast.

The Printer Friendly - Redesign version is identical in lay-out to the Printer Friendly version, but uses graphical elements designed by MPMB instead of those taken from the official character sheet by Wizards of the Coast. The dragon heads used for the Redesign version are taken from [5th Ed. Complete Character Sheet by Bruno Mendonça](#) (front page) and the character sheet by /tg's /5eg (player reference page).

Contrary to the Colourful versions, the Printer Friendly versions have an extra page for rules reference.

2.3 How can I update to the latest version?

Because MPMB's Character Record Sheet is just a document and not a full program, you can't initiate an update from within. Instead, you will have to download the latest version and import the content of your old character sheet into this newer version. You can use the **Get Latest Version** bookmark to grab the newest version of the PDF that is available.

Once you have opened the newer sheet, click the **Import button**  (or **Functions >> Import/Export** bookmark) and select **"Import a character directly from another MPMB's Character Sheet PDF"**. Then follow the steps in the pop-up dialogs.

For a more thorough explanation of what to do, see the ["How To Guide: Upgrade to New Sheet"](#).

2.4 Why didn't everything come along when updating to the latest version?

What can be imported depends on the version of the sheet you are importing from and the settings in the new sheet. Please take time to read the pop-ups that you get when you import. The pop-up dialogs explain precisely what has and hasn't been brought over to the newer version.

If you are importing from a sheet v12.998 or older into a v13 or newer sheet, you might have missing subclass features, feats, racial features, and spells. This is due to the fact that the sheet now only contains material from the System Reference Document (SRD). You will need to add import scripts for the content that you need prior to bringing your character over. You can find import scripts on the [/r/MPMB subreddit](#) for a lot of things, so be sure to check it out. See also **"1.1 Where are all the options? Why can't I find everything from the Player's Handbook?"** above.

2.5 Why are (some) images not importing to a new PDF?

Images that you put in the icon/image fields by selecting something from the built-in menus can always be imported in a new sheet. These aren't actually imported, just matched to what the old sheet had set them to.

However, images that you added yourself can only be imported if you are using Adobe Acrobat Standard or Adobe Acrobat Pro. This functionality has been restricted in Adobe Acrobat Reader by Adobe. If you want to have this functionality, I advise filing a feature request with Adobe to allow Adobe Acrobat Reader to add pages. These kind of feature requests have worked in the past.

2.6 Are there MPMB products for older editions of D&D?

MorePurpleMoreBetter has only made automated sheets for the 5th edition of Dungeons & Dragons, not for any other editions or other tabletop roleplaying games.

2.7 Where can I find the version number?

On the bottom of every page of the PDF you can find the version number written in small print. On some pages of the Colourful sheets there was too little space left on the bottom and the version number is listed in the margin on the right.

There is also a bookmark “**Get Latest Version**” that list the version number and you can go to **File >> Properties >> Description**, where the version is part of the document title.

3 USING THE SHEETS

A lot of questions can be answered by reading the **tooltips** (mouseover texts) of the fields in the PDF. Simply hover your cursor over a field for little while and you will see an explanatory text appear.

3.1 What optional rules does the sheet support?


Because of the import content functionality, MPMB's Character Record Sheets can potentially support any background, class, subclass, race, subrace, feat, magic item, spell, and psionic you can think of. For more information on that, see [MPMB's website "How-To Guide: Add More Content"](#).

As for the core rules, the character sheet supports the following optional rules from the Player's Handbook (PHB) and Dungeon Master's Guide (DMG):

Feats (PHB, page 165)

It should be pretty clear on the sheet how to add feats.


Encumbrance (PHB, page 176)

Open the carried weight dialog with the **Weight button**  (or **Functions >> Weight** bookmark) and select the radio button for **"Use the variant encumbrance rules"**.


Proficiency dice (DMG, page 263)

Enable the **modifier fields*** and enable the **checkbox for proficiency dice**. This checkbox is located near the proficiency bonus.

Honour / Sanity ability (DMG, page 264)


You can add either Honour or Sanity as a 7th ability score. Do this with the **Scores button**  (or **Functions >> Ability Scores** bookmark), which opens the Ability Scores dialog. In that dialog you will see a drop-down box to select the desired 7th ability. The sheet will sometimes use the abbreviation "HoS" to refer to this ability.

Spell Points (DMG, page 288)


Open the spell menu with the **Spells button**  (or the **Functions >> Spells Options** bookmark) or the **Spell Sheet Options button** on the first spell sheet page, and select **"Use Spell Points instead of Spell Slots"**.

Players make all rolls (Unearthed Arcana: Variant Rules, with mathematical corrections)

Enable the **modifier fields*** and enable the **checkbox for players make all rolls**. This checkbox is located near the AC listing.

* The modifier fields are hidden by default, but you can toggle their visibility with the **Mods button**  (or **Functions >> Modifiers** bookmark).

3.2 How do I change the calculated values and modifiers (e.g. from magic items)?

You can add modifiers to any of the calculated values of the sheet, effectively changing the result. You can do this with the so-called **modifier fields**, which are hidden by default, but you can toggle their visibility with the **Mods button**  (or **Functions >> Modifiers** bookmark).


Once these fields are visible, you will find them next to a calculated field. You can add numbers to them and also use ability score modifiers as dynamic variables. You can even make a short formula like "Str+2" to add the Strength modifier and +2 to the calculated value. If you hold down the **Ctrl**, **Shift**, or **Command** key on your keyboard while you click in the field, a pop-up dialog will open that explains this better.

Besides these modifier fields, for weapons, armour and shields you can also add a modifier by writing it as "+1" or "-5" into the name field for either. This will be added to both weapon damage and to hit for attacks, or to AC for armour/shields. For example, try writing "+2 Longsword" for an attack entry.

3.3 I can't find a page, why are not all pages visible?

Except for the first two pages of the character sheet, all pages are optional. The pages visible by default are those that MPMB deemed most likely to be used.


You can change the visibility of (part of) pages by the following ways:


1. By clicking a (greyed out) bookmark of a page (subset of the Navigation bookmark)
2. With the **Layout button** 
3. With the **Navigation** or **Functions >> Set Pages Layout** bookmarks
4. With the **Options button** at the top of the Adventurers Logsheet, Companion, Notes, Spell Sheets, and Wild Shape pages


The **Adventurers Logsheet**, **Companion**, **Notes**, **Spell Sheets**, and **Wild Shape** pages allow you to have multiples of them. You can do this with the options mentioned above.

As with everything in the sheets, you need **Adobe Acrobat DC (Reader, Standard of Pro)** to make use of these features (see "[1.2 The PDF is not working, what could it be? Is it a bug?](#)").

3.4 Can I use these sheet for Adventurers League play?

The sheet is specially tuned for Adventurers League (AL) play with several features. Simply press the **League button**  (or **Functions >> Adventurers League** bookmark) and you will see a menu of options to make your AL live easier.

You can add an infinite amount of Adventurers Logsheets pages to the PDF. Use the **Layout button**  (or **Navigation** or **Functions >> Set Pages Layout** bookmarks) for adding/removing logsheet pages.

As you can only use the Player's Handbook (PHB) and one additional source book for your AL character (the '**PHB+1 rule**'), make sure to exclude all sources except the PHB and one other. Click the **Sources button**  (or **Functions >> Source Material** bookmark) to open the Source Selection dialog. There is even a special source called "**All official WotC backgrounds**" that you can leave enabled so that you have access to all backgrounds even when you excluded sources for the '**PHB+1 rule**'.

Please be aware that not all options offered by the sheet are legal in AL play. Not all class and race options found in this sheet are allowed and some of the actions described in the rules section are taken from the Dungeon Masters Guid (DMG) and are therefore, by the strict definition of the rules, not officially part of the Adventurers League repertoire.

For more details on what is and isn't allowed, check out the [Adventurers League resources](#) and the [Adventurers League Player & DM Pack](#).


3.5 What is the source "All official WotC backgrounds" and how does it work?

This source is specifically added for Adventurers League play (AL). In AL, you can only use the PHB and one other official WotC published source book (the PHB+1 rule). However, this rule does not apply to backgrounds. You can always use backgrounds from any official WotC resource. To accommodate this, all backgrounds are listed as being included in the "All official WotC backgrounds" source.

Thus, when you excluded a source, but still include the "All WotC backgrounds" source, you will still have all AL-legal backgrounds listed as options.

As a result of this, you should be aware that if you excluded the "All WotC backgrounds" source but not anything else, all backgrounds will still be available as they are all part of one source or another.

3.6 How do I print a blank sheet, without the form fields?

It is possible to print a sheet that has none of the auto-filled content. Click the **Print button**  (or **Functions >> Print** bookmark) and in the dialog that opens, enable the checkbox for “**Hide all fields as to print a truly empty sheet to fill out by hand**” before continuing to the print dialog.

Don’t forget that before you print, you can add (any number of) companion pages, adventure logsheets, wild shape pages, spell sheet pages with empty lines on it, and note pages.

3.7 What does the abbreviation “HoS” stand for?

This abbreviation is used by the sheet to refer to the 7th ability score, which can be either “**Honour**” or “**Sanity**”. For those abilities to be visible and usable, first enable them in the **Ability Scores dialog**. For more information, see “[3.1 What optional rules does the sheet support?](#)”.

3.8 Choose Features options are greyed-out, how do I make them work?

The sheet will test to see if a class feature is available based on its prerequisites. If the character doesn’t meet the prerequisites, you won’t be able to select the feature using the **Choose Features button** on the second page.

If you want the sheet to ignore these prerequisites and simply make all features accessible, add the below code snippet to the sheet.

```
ignorePrereqs = true;
```

You can add this code to sheet with the **Functions >> Add Extra Materials** bookmark and selecting “**Add material manually (copy-paste)**”. This will open a dialog where you can paste the above code.

3.9 Why are not all cantrips/spells present as a weapon option?

This is intentional. Only cantrips that require an attack roll or that do damage after a saving throw are available as an option. Cantrips are omitted if they require a saving throw to cause another condition, are not instantaneous, or if they are not specifically meant to use as an attack.

Spells are only added if they explicitly create a weapon that can be used as for a weapon attack (i.e. not spell attack). Spells that deal damage and require a spell attack roll or allow a saving throw will have that clearly listed on the spell sheets. Adding spells to the attack section automation is a mostly pointless task, because things like upcasting a spell with higher spell slots can never be reflected in the attack section and it will become difficult to decide what to add with the limited space for attack options. Of course, you can still add a spell to the attack section manually, but they will not be added to the automation.

3.10 How does the Wild Shape calculation work?

The rules in the Player’s Handbook state the following when it comes to the modifiers (i.e. proficiency bonus or not, and which proficiency bonus) to use for attacks, skills, and saving throws in a wild shape:

“Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature’s bonus instead of yours. If the creature has any legendary or lair actions, you can’t use them.” (Player’s Handbook, page 67)

Unfortunately, this text is rather vague and open to interpretation. There has been no official clarification on this and (online) opinions are greatly divided. The closest thing to an official explanation is found in [this podcast from 5 April 2017 \(at 7:00\)](#).

As with everything in D&D, your DM might have a different view on how you should calculate saving throws, skills, and attack bonuses for wild shapes than what this sheet uses by default.

To accommodate everybody, the sheet offers 7 ways to have the Wild Shape calculated. You can change the way they are calculated with the **Wild Shape Options button** on the Wild Shape page.

Option	What happens
Use druid's prof. bonus if druid is prof. <i>[default]</i>	The sheet will use the proficiency bonus of the character for whatever skill or save the character is proficient in, and the creature's proficiency bonus for whatever skill or save the creature is proficient in. If both are proficient, it will use the higher of the two. The sheet will use the creature's proficiency bonus for the attacks.
Use druid's prof. bonus for all prof. – <i>Excluding attacks and expertise</i>	The sheet will use the proficiency bonus of the character for whatever skill or save the character or the creature is proficient in. This will be doubled for something the character has expertise in, but will not be doubled for something only the creature seemingly has expertise in. Instead it will treat those as an inherent bonus the creature possesses. The sheet will use the creature's proficiency bonus for the attacks.
Use druid's prof. bonus for all prof. – <i>Including attacks</i>	Same as above (i.e. <i>Excluding attacks and expertise</i>), with the exception that now the sheet will also use the proficiency bonus of the character to calculate the to hit value of the attacks.
Use druid's prof. bonus for all prof. – <i>Including expertise</i>	Same as above (i.e. <i>Excluding attacks and expertise</i>), with the exception that now the sheet will also double the proficiency bonus of the character if only the creature seemingly has expertise in a skill.
Use druid's prof. bonus for all prof. – <i>Including attacks and expertise</i>	Same as the combination of the two above (i.e. <i>Including attacks & Including expertise</i>) for calculating the attack to hit and skills the creature is proficient with.
Use creature's prof. bonus for all prof.	The sheet will use the proficiency bonus of the creature for whatever skill or save the character or the creature is proficient in. The sheet will use the creature's proficiency bonus for the attacks.
Only compare based on total number	The sheet will compare the creature's stat block with the bonus for skills or saves on the first page, and use the higher one it finds. The sheet will use the creature's proficiency bonus for the attacks.

3.10.1 How are the Wild Shape ability scores chosen?

The sheet will use the Intelligence, Wisdom, and Charisma scores as they are displayed on the sheet. If the character has a magic item that magically alters the score, but won't be active during Wild Shape, you will have to manually change the ability score after the Wild Shape's stats have been added.

3.10.2 How do the modifiers in the Blue Text fields influence Wild Shape?

The sheet will use any modifiers in the Blue Text fields on the first page and add them to the applicable skill, save, initiative, or passive perception. This is also true for the Blue Text fields that modify all the skills, all the saves, add Jack of All Trades, and add Remarkable Athlete.

4 ADDING (CUSTOM) OPTIONS TO THE SHEETS

4.1 How can I add a class/race/feat/spell/background/magic item to the sheet?

You can add extra content to the sheet by importing materials written in the right JavaScript Syntax. Content written in this syntax is referred to as a ‘script’. Importing a script is done using the “Add Extra Materials” bookmark in the PDF.

1. Content created by somebody else, see the [/r/MPMB subreddit](#) for a place where such content is shared
2. Content you create yourself, for which you have to refer to “5 Creating Additional Content for the Sheet”

4.2 Will you add this content I found (or made)?

It is a lot of work to add content to the sheet’s automation because everything has to be rewritten to the right JavaScript syntax. As a result of this, I offer the service of transcribing materials only to those who pledge at the Sorcerer-tier or higher level at [MPMB’s Patreon](#).

Don’t forget that you can always manually add or change things in the sheet after the automation has done its thing. That way you can still use any homebrew, DMs Guild content, or custom rules your group uses.

If you want to add custom content and are willing to do the legwork, see part “5 Creating Additional Content for the Sheet”. If you are unable to get it working, don’t be afraid to contact me.

If you are asking in regards to official materials by Wizards of the Coast, see “4.3 What rules does this sheet use?”.

4.3 What rules does this sheet use?

The sheet uses the 5th edition Dungeon & Dragon® rules released in official, playtested material from The Wizards of the Coast. Untested or homebrew material is not featured (see “4.2 Will you add this content I found (or made)?”). Every feature automatically added by the sheet will have a reference to a resource, with page number. This reference will appear in the text or in the mouseover/tooltip text (or both). You can look up the used abbreviations in the Source Selection Dialog, which you can open with the “Sources” button in the ‘JavaScript Window’ or with the “Source Materials” bookmarks.

The [official errata](#) and [Sage Advice articles](#) can be found on the website of The Wizards of the Coast.

Official errata and clarifications are also implemented in the sheet. However, some minor things are interpretations by the author of the sheet, but this was only done if there were no official rulings available. Note that rule clarifications via Twitter are not official, but those in Sage Advice are.

4.4 When will you add the latest Wizards of the Coast material?

Only the material present in the [System Reference Document \(SRD\)](#) is available within the sheet. For an explanation why, see “1.1 Where are all the options? Why can’t I find everything from the Player’s Handbook?” above.

It is possible to get additional content into the sheet, and MorePurpleMoreBetter has some third-party content ready for importing over on [MPMB’s GitHub](#). This does not include any content by WotC, as that would be infringing on their copyright.

You can also find a lot of content made by fans of the sheet over on the [/r/MPMB subreddit](#).

5 CREATING ADDITIONAL CONTENT FOR THE SHEET

By default, MPMB's Character Record Sheets only contains the content that Wizards of the Coast has made available for others to use freely, the [System Reference Document \(SRD\)](#). If you want to know why these character builders now only contain this limited content, see

It is possible to add custom content to the sheet, using the right JavaScript syntax. Content written in such a syntax is referred to as a 'script'. You can add scripts to the sheet using the "Add Extra Materials" bookmark. Thing added this way will be run whenever you open the sheet, allowing you to add your homebrew to the databases used in the automations. Note that this feature can potentially break the sheet, so be careful. If you don't know if what you are doing is correct, don't worry, there are a lot of people over at [/r/MPMB subreddit](#) and the [MPMB Discord server](#) who can help you if you run into any issues.

5.1 How to get started

To create a script, use the JavaScript syntax. The syntax files contain a lot of comments to help you along the way of what you can and can't do. There is already a lot of content made for the sheet, which you can use as examples for adding your own.

Link to the [JavaScript Syntax](#) for custom scripts: [GitHub](#)

Link to the [code as used in the sheet](#), to be used as examples: [GitHub](#)

Links to [fan-made additions](#) & [third-party material](#), to be used as examples: [GitHub](#), [/r/MPMB subreddit](#)

Note that the above things are code and you should pay great attention to the use of punctuation marks! Anything on a line after two forward slashes `//` are comments. Comments are ignored by JavaScript and are there to explain to you what that line does. Other important things to understand about JavaScript is the way a [String](#) and an [Array](#) look like.

Please write your JavaScript in a code editor and save it somewhere on your hard disk. Don't write it in the "Add Custom Script"-dialog, because you might not be able to retrieve your input. By keeping your script separately available, you can easily add it to future versions of this sheet. An editor that I can recommend is [Notepad++](#), it is easy to use and its colour-coding of text helps with reading JavaScript. Whatever you do avoid using text-editors like MS Word because they screw up quotation marks and ruin your scripts.

You can only add homebrew material as long as it has a unique name. If you try to add material with the same name, or parts of the same name as existing material, it will result in errors (i.e. trying to add a class called "Wild Barbarian", or a subclass called "Raging Necromancer" will not end well). The JavaScript Syntax files use example-names which you will have to change.

In the examples and JavaScript Syntax files, take note when the text is completely written in lower case, as this is very important for the functionality. It is no problem if you use names with spaces or punctuation marks in them.

5.2 Please share your creations!

Whatever you end up making, there are certainly more people interested in it than just you and your group. If you don't mind other people using the addition you made for MPMB's Character Record Sheets, please post your creation over at [MPMB subreddit](#).

5.3 My script is getting an error, but it doesn't say where?

When you add your script to the sheet, you will get a warning if your script produces an error, but the sheet can't tell you what part of the script is generating that error. However, when you run your script from the "JavaScript Debugger Console" (a built-in Acrobat feature), it will tell you the exact line that the error appears on.

You can open this console from within the script import dialogs using the “JS Console” buttons or by pressing Ctrl+J if you run Adobe Acrobat Pro or Standard. The description of the error will show a line number when the code is run from inside the console.

Another handy tool for finding syntax errors in JavaScript is [JShint.com](http://Jshint.com). Simply paste your code there and it'll tell you what's wrong with it and how to fix it.

If your code is not producing an error when you add it, but when using the thing you added it hangs (i.e. the progress dialog at the bottom right gets stuck), you can also see the error code in the console if you turn on the feature ‘Show console on errors and messages’ in Acrobat. To do that, go to Edit >> Preferences... Ctrl+K >> JavaScript.

5.4 Note on Racial Variants (RaceSubList)

First of all, racial variants are not subraces. If you want to add a subrace, see how to add a race. Subraces vary so much that it was easier to add them as a separate entry in the RaceList. A racial option, as present in the RaceSubList, is a (minor) choice the race offers you. An example of a racial option is the dragon type of a dragonborn or the variant option for humans.

5.5 How do I add my own automation to the sheet?

Adobe has [an extensive API for JavaScript functionality in Acrobat](#). You can use it to define new functions and add new features to the sheets. Write the JavaScript and add it like you would add any other content. Even though you can define functions in your script, you can't add document-level functions, but you can add document-level variables by omitting the ‘var’. So if you want to add a function, simply write it as `newFunction = function(){}.`

If you don't want to add JavaScript to the sheet, but instead want to add homebrew elements, see the syntax linked to above. You can combine any set of elements using the syntax below, you are not limited to only adding one of them.