



## Instruction Manual

Welcome to the D&D® Character Generator demo version 1.0

### **About this Product**

This demo will help you quickly create any 3<sup>rd</sup> Edition D&D character and print that character for play use. The options it presents are based entirely on the game system as presented in the D&D Player's Handbook.

The Character Generator 1.0 is a demo for the D&D Master Tools, a roleplaying utility that supports all the rules and options from the Dungeon Master's Guide, Monster Manual, and other core books. To learn more about the D&D Master Tools, visit the website at <http://www.wizards.com/mastertools>.

### **Installing the Software**

Place the D&D Character Generator CD-ROM into your CD drive. For most systems, a pop-up menu will appear after a brief wait. Left click on the Install option in this menu and follow the on-screen prompts to install the software.

If the pop-up menu does not appear, open up the CD in Windows Explorer and launch AUTORUN.EXE. This will open up the pop-up menu that launches the installation. From that menu, select Install D&D Character Generator.

### **Getting Started**

To start the D&D Character Generator, click the Start button in the lower left corner of your Windows desktop. Select "Programs," then "Wizards," then "D&D Character Generator," then click the "Character Generator" icon. This will start the program.

The program begins at a Main Menu title screen. To return to this screen at any time, press the Exit button (the small gem in the bottom center of the main screen) or Esc key, and select "Main Menu."

**Recommended: When first starting the program, click "Updates" and then click "Connect" to download the latest patches and product upgrades.**

## **BOOKMARKS**

<http://www.wizards.com/mastertools>

<http://www.fluidnet.com>

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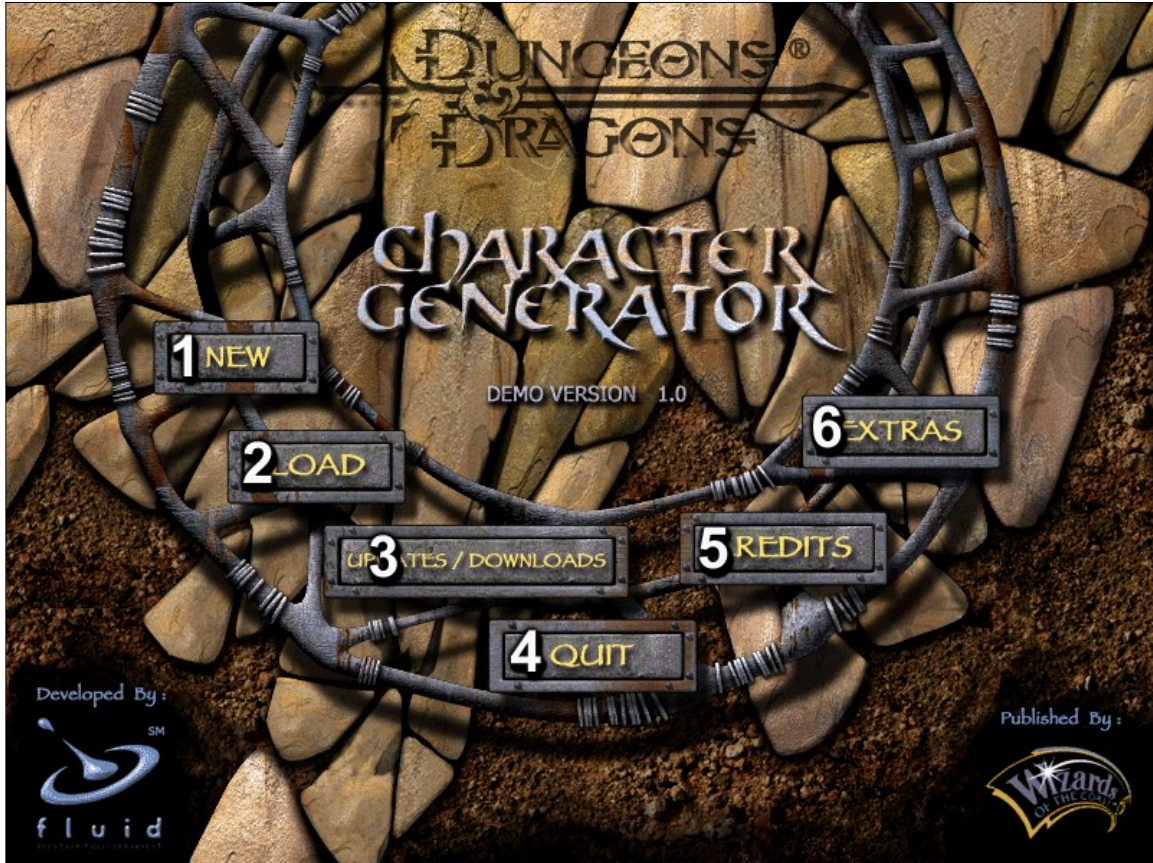
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Click on a button on the screen. To create a character and move on, click on the button labeled “new.” To find out how to create monster characters, characters with prestige classes, and dozens of other options, visit <http://www.wizards.com/mastertools>.

• 1 New

Make a character. Once you click thru, you’ll go to the class screen.

• 2 Load

Load an existing character. See below for further information on loading.

• 3 Updates/Downloads

Link to the Wizards site for the latest patch and product news.

• 4 Quit

Exit the application. Before exiting, you’ll see a preview screen for the Master Tools product.

• 5 Credits

Check up on the fine people who created this title.

• 6 Extras

Check out the contents of the CD for cool extra stuff.

## The Class Screen

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Choose a class by dragging it from the list on the right into the box on the left. The first class selected is also your starting class. Choose multiple classes by dragging them over after your first class. Click the up/down arrows to manipulate the class levels.

• 1 Name

Type the name of your character here.

• 2 Male

Click on this button if your character is male.

• 3 Female

Click on this button if your character is female.

• 4 Race

Select the race of your character from the drop-down list here.

• 5 Random name

Click on this button to get a random name for your character. Names are determined by gender and race. Many of the names you see come from the PC's played by the people at Wizards and Fluid.

• 6 Alignment

Select the alignment of your character from the drop down list here. The list will gray out those alignments not available to certain classes. Be careful; an ex-class character can be created due to alignment conflict.

• 7 Exit

Click here to return to the Title Screen

• 8 Clear

Click on this button to clear out the list of classes you have selected.

• 9 Accept

Click on this button to accept your character. When you do, you will be taken to the main screen.

• 10 Character level

This field displays the level of your character. The maximum character level you may build is 20.

• 11 Class list

Drag a character class from this list over to the empty black box in the center of the screen. This selection you make is your character class. Use the up and down arrows next to your chosen class to change your level. Note that you can make a multiclass character if you desire – any combination is legal.

• 12 Class Icon

This box displays the icon of your selected class. **Note that this is not your character portrait** – you will choose that on the Note Screen. Rather, this image reflects your character's class – it's an important consideration when creating the finer details of your character later on.



Navigate through the program and view vital character information on the Main screen.

Counter-Clockwise from your STR in the upper left, the fields are:

• 1 STR

This is the strength score of your character. If your DM allows it, use the up and down arrows to adjust the score to your liking.

• 2 DEX

This is the dexterity score of your character. If your DM allows it, use the up and down arrows to adjust the score to your liking.

• 3 CON

This is the constitution score of your character. If your DM allows it, use the up and down arrows to adjust the score to your liking.

• 4 INT

This is the intelligence score of your character. If your DM allows it, use the up and down arrows to adjust the score to your liking.

• 5 WIS

This is the wisdom score of your character. If your DM allows it, use the up and down arrows to adjust the score to your liking.

•6 CHA

This is the charisma score of your character. If your DM allows it, use the up and down arrows to adjust the score to your liking.

•7 HP

This is the total HP of your character. You may not adjust this value; it is calculated per the Player Handbook (PH).

•8 Adjusts

These boxes keep track of how many times you have adjusted any ability score upwards or downwards. Your DM may require this information from you (and it prints to your character sheet).

•9 Roll

Press this button to re-roll your ability scores and hit points. The "Roll" pop-up is described in detail below.

•10 Fort

Your bonus to fortitude saving throws.

•11 Ref

Your bonus to reflex saving throws.

•12 Will

Your bonus to will saving throws.

•13 Melee

Your bonus to melee combat attacks.

•14 Ranged

Your bonus to ranged combat attacks.

•15 AC

Your Armor Class

•16 Init

Your bonus to initiative rolls.

•17 Speed

Your speed, in feet.

•18 – 29 Screen buttons

Click on one of these buttons to access the other screens associated with your character. **Some buttons are disabled for some classes (for example, a fighter character doesn't need to go to the Spell screen).**

•30 Alignment

Your character's alignment.

•31 Race

Your race.

•32 Class

Your class. For multiclass characters, click on the down arrow to access your other classes. **This is an important consideration.** You may not maximize the benefits of your character if you do not review and create all aspects of each class associated with your character.

•33 Class level/Character level

This is your character level. For multiclass characters, the field reports active class level / character level.

•34 Name

This is the name of your character.

•35 Error / print gem

This gem will turn red if any choices you make about your character are illegal. You may not print a character that is illegal.

**Click on the gem to access the in-game pop up.** From this pop up, you may save or print your character, or exit to the Title Screen.

Below the bottom bar of the Main screen is the Bottom Text Bar. This bar displays information when you pass your mouse pointer over any field or button. If you are confused about an interface element, or want rules information, mouse over the item to get more information. It's also a helpful tool in seeing specific details about a spell, feat, weapon, or skill.



## The Roll Pop-Up

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Roll your ability scores and hit points by clicking on the purple Roll button. Every time you press the button, a new column of values are generated. Before you can accept these values, you must drag them into the empty boxes corresponding to each ability score. Press the "Accept" button to apply these scores, or "Cancel" to exit back to the Main screen.

### •1 Scores

Drag scores from the boxes in the right column to your ability scores in the left column. Before dragging, your ability scores on the left take into consideration any racial modifiers. Hit points also take into consideration adjustments from the toughness feat.

### •2 Bonus score

This box displays the additional ability points your characters earns every fourth level. Drag the box repeatedly to the ability scores you wish to increase.

### •3 Roll Button

Click on the roll button to generate a new set of scores. The total dice roll counter will increase by one when you do so. Many DM's find this information interesting. ☺

### •4 Total Dice Rolls

This value tracks the total number times you generate six new scores.

### •5 Average HP

Click on this box to generate an average hit point value each time the roll button is clicked.

## The Personal Screen

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Review your racial abilities, ability mods and other stats relating to your race and gender on the Personal screen.

- 1 Ability mods

Ability mods are reported here, across from each ability score.

- 2 XP this level

This is the minimum value of XP earned by your character.

- 3 XP next level

This is the value of total XP needed to gain the next level.



Choose a skill by dragging it from the list on the right into the box on the left. Adjust the rank by clicking the up/down arrows next to the skill, or drag it out of the box to get rid of it completely.

•1 Earned

The Earned box reports how many skill points you can spend, based on your class, level, race, and INT MOD.

**Errors: If the value in the "Earned" box falls below zero, you will hear a warning alert and see parts of the screen, including the screen button and exit button turn red. You cannot print your character until the error is resolved. To return the "Earned" value to zero, raise your Intelligence with the up/down arrows or sell back skill ranks equal to the deficit.**

•2 Arrows

Adjust the rank of each skill by clicking the up/down arrows next to the skill. Note that cross class skills increment by half ranks.

•3 Skill list

Choose a skill from the list on the right. Some skills, such as craft and profession, bring up a dialog box to specify the nature of the skill.

•4 Select dialog

Make a selection from the drop down dialog to view Class, Cross-Class, or Prohibited skills.

**Note: If you have a Multiclass character, make sure to spend all points across all classes. You need to set each class as the active one from the main screen, item #32.**

•5-8 Total ranks.

Place your cursor on top of any skill selected to see your total rank in that skill. Misc. values include racial modifiers, load and numerous other considerations. Refer to the PH.



Choose a feat by dragging it from the list on the right into the box on the left. To get rid of a feat, drag it out of the box.

• 1 Earned

The Earned box reports how many feats you can purchase, based on your character level and race.

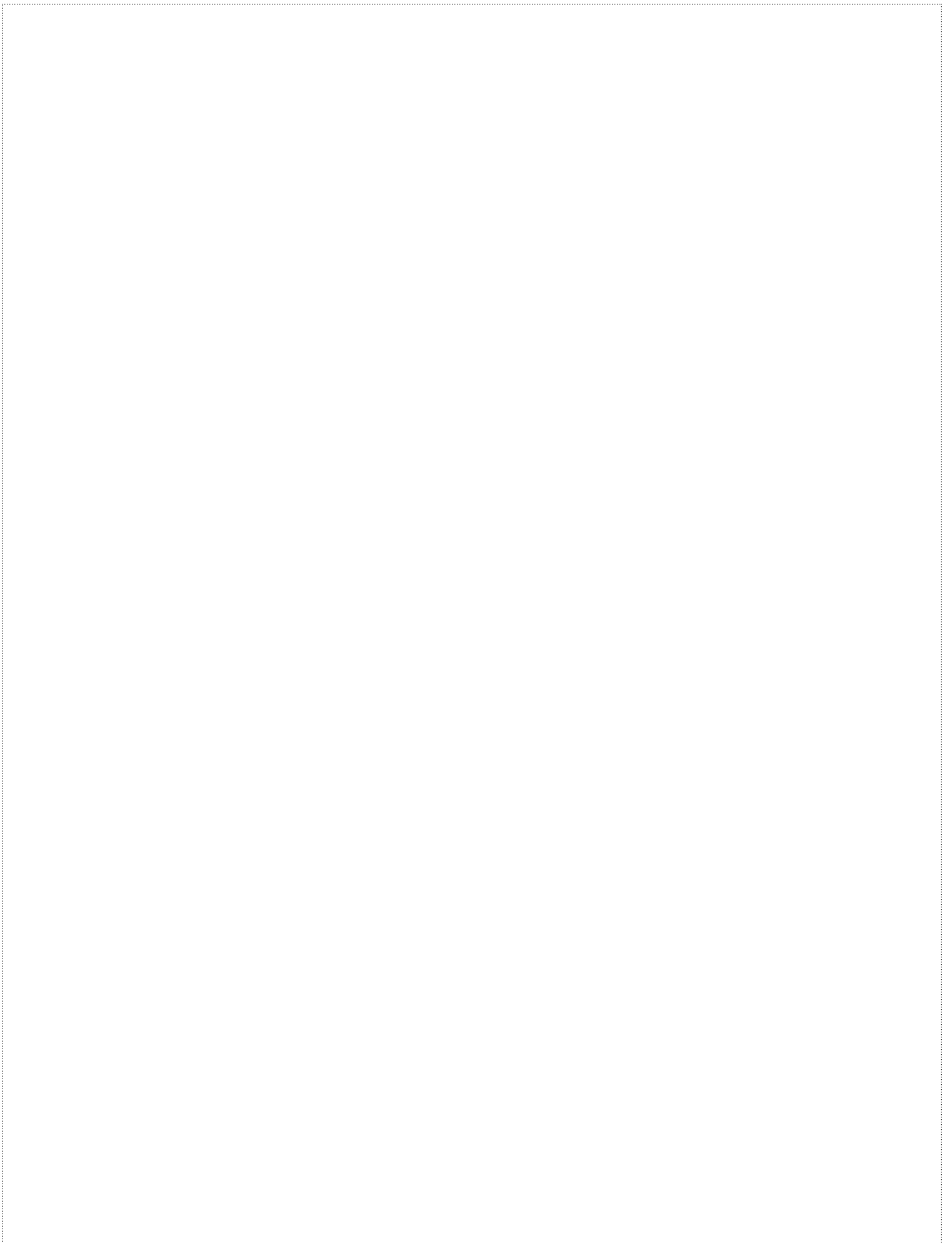
• 2 Select dialog

Make a selection from the drop down dialog between All, General, Item Creation, Metamagic, Special, and Bonus feats.

If you are a Fighter or Wizard, you will see an additional box and Earned box on the left for your bonus feats. Drag these over just like normal feats.

Note: If you have a Multiclass character, use the Class drop-down box on the Main screen to purchase bonus feats earned by your other classes.

**Errors: Some feats have prerequisites, such as a minimum ability score, level, base attack, or another feat. If you have purchased a feat without the feat's prerequisite, you will hear a warning alert and see parts of the screen, including the screen button and exit button, turn red. You cannot print your character until the error is resolved. To find a feat's prerequisite, mouse over it and read what is displayed in the Bottom Text Bar.**



## The Language Screen

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Choose a language by dragging it from the list on the right into the box on the left. To get rid of a language, drag it out of the box. Some languages, like common are automatically added to your character. They cannot be removed or deleted.

### •1 Earned

The Earned box reports how many languages you can purchase, based on your INT mod.

**Errors:** If the value in the "Earned" box falls below zero, you will hear a warning alert and see parts of the screen, including the screen button and exit button, turn red. You cannot print your character until the error is resolved. To return the "Earned" value to zero, raise your Intelligence with the up/down arrows or sell back languages equal to the deficit.

## The Class Feature Screen

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From the Class Feature screen you can see special abilities that are part of your class. Rangers and Rogues are able to purchase additional abilities.

### Bard Weapon Proficiency

Choose a bonus weapon proficiency by dragging it from the list on the right into the box on the left. To get rid of a proficiency, drag it out of the box.

### Ranger Favored Enemies

Choose a favored enemy by dragging it from the list on the right into the box on the left. To get rid of a favored enemy, drag it out of the box.

The Earned box reports how many favored enemies you can purchase, based on your level as a Ranger.

### Rogue Special Abilities

If you are a level 10+ Rogue, drag a special ability from the list on the right into the box on the left. If you select the special ability that gives you one feat, you gain an additional feat point on the feats screen.

The Earned box reports how many special abilities you can purchase, based on your level as a Rogue.



## The God Screen

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From the God screen a cleric can choose his or her god and two domains.

### •1 Your God

Choose a god by dragging it from the list on the right into the upper box on the left. To get rid of a god, drag it out of the box. Active Gods on the right are determined by alignment and selected domains. If your character worships a God outside this pantheon, select “no devotion”

### •2 Your Domain

Choose a domain by dragging it from the list on the right into the lower box on the left. To get rid of a domain, drag it out of the box.



From the School screen a wizard can specialize in a school of magic.

• 1 Your School

Choose a specialty school by dragging it from the list on the right into the box on the left. To get rid of a school, drag it out of the box.

Active schools are determined by the prohibited schools selected, and vice-versa.

• 2 Your Prohibited School(s)

Choose a prohibited school by dragging it from the list on the right into the box on the left. To get rid of a school, drag it out of the box.

**Errors: If you have chosen spells from a prohibited school before choosing your prohibited schools, those spells will be in error on the Spell screen. You cannot print your character until the spells have been removed from your list.**

• 3 Select Prohibited School

Choose one, two, or three prohibited schools you wish to take from the drop-down box. It is not necessary, but recommended that you perform this action before selecting any prohibited school.



From the Spell screen a divine spellcaster can view his spells by level, and an arcane spellcaster can choose the spells he knows.

The screenshot shown is for arcane spellcasters.

**Note: If you have a Multiclass character, use the "Class" drop-down box on the Main Screen to purchase or view spells earned by your other classes.**

• 1 Select School

Filter the list of spells by school, if you desire.

• 2 Spells per day

These boxes list the total spells that can be prepared/memorized per day. A +1 in a field indicates either an extra domain spell (clerics) or an extra spell from a specialized school (wizards).

• 3A Spells Known /Wizards

Choose a spell level by clicking one of the Level buttons below the spell list. This will filter the spell list to that level of spells and lower. Spend "points" by dragging spells from the right to the left. Spells on the left reflect those spells in your spell book. Refer to the PH for a detailed account of how Wizards earn additional spells per level.

Wizards can also buy spells at a cost of 200 gp per spell level. Click the GP button to do so.

• 3B Spells Known/ Bards/ Sorcerers

Bards and Sorcerers know a certain number of spells, based on level. Unlike wizards, Bards and Sorcerers cannot distribute “points” across different spell levels.

Drag spells from the right to the left to add them to your spells known list.

Clerics may review all divine spells and all domain spells.

**Errors: If the value in any "Level" button drops below zero you will hear a warning alert and see parts of the screen, including the screen button and exit button, turn red. You cannot print your character until the error is resolved. To return the “Level” value to zero, raise your spellcasting ability score with the up/down arrows or sell back a number of spells equal to the deficit.**

## The Animal Screen

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From the Animal screen you can choose an animal companion, familiar, or special mount.

**Note: If you have a Multiclass character, use the "Class" drop-down box on the Main screen to purchase animals earned by your other classes.**

### •1 Your Animal

Choose an animal by dragging it from the list on the right into the box on the left. Animal companions for Druids are stacked based on their HD.

### •Animal Name

Name the animal by typing in the empty box under the animal listing on the left. To get rid of an animal, drag it out of the box.

To see the animal's stats, run your mouse pointer over the animal type on the left-hand side of the screen. The fields on the Main screen will display the animal's stats in blue.

## The Purchase Screen

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From the Purchase screen you can buy equipment, weapons, and armor.

#### •1 Buy

Filter to the type of item you would like to purchase using the drop down dialogs in this area. Choose between Weapon, Armor, Shields, and Goods. Each type of equipment has different types of drop-boxes to sort the items in the way you wish.

Choose an item by dragging it from the list on the right into the box on the left. To get rid of an item, drag it out of the box. As you drop items into the box on the left, your total money will decrement.

#### •2 Report boxes

The boxes here display relative information about an item. Mouse over any item to see this information.

#### •3 GP

The total money owned by your character is reported here.



From the Equip screen you can equip your character with equipment, weapons, shields, and armor. Equip an item by dragging it from the list on the right into the box on the left. To drop it, drag it out of the box. Weapons are equipped in a special way.

- 1 Name

This box shows the name of the item the cursor rests on.

- 2 One handed use

Drop a weapon into one of the hands shown on the left of the screen. Unlike most dragging and dropping, this does not remove the weapon from the list on the right. Instead, the weapon remains so that you can equip it in multiple configurations for output to the character sheet.

You may use a weapon in your main or off hand, and appropriate penalties apply. You may also two weapons at once, or one weapon in two hands. The example here shows one weapon in the character's main hand.

- 3 Two weapon use

The example here shows two weapons, one in each of the character's hands.

- 4 Two handed use

The example here shows one weapon, use in both of the character's hands.

**All weapon configurations that you set up will print to your character sheet.** Example: A human can equip a longsword in one hand, in two hands, or with a dagger as part of a two-weapon combination. For each of these configurations, the longsword will report as a new line on the character sheet with unique stats

- 5 report boxes

The report boxes show the total attack bonus for any weapon the cursor rests on.





From the Note screen you can add detail about your character's personality and background, and select a character portrait from some of the upcoming licensed D&D PC games.

#### •1 Portrait

To scroll through available portraits, click the right or left arrows under the current portrait. If you want to import your own character portrait, place the art file in the "Portraits" folder located inside the "Resources" folder, located in the D&D Character Generator folder you installed.

Art files should be 110x170 in size, 8-bit BMP.

## Loading a character

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You can load in a character from the Load dialog.

Select the character you wish to load and click "Accept," or click "Cancel" to exit the screen.

**To import a character from another user, the character file must be added to the "Characters" folder located inside the "Resources" folder in the D&D Character Generator you installed.**

Click "Cancel" to exit the screen without loading.

Q: Why can't I buy or equip magic items?

A: This demo only supports the equipment list in the Player's Handbook, but the Master Tools will support all magic items, including rules for item creation. Some magic items may be included in a patch: check the website at <http://www.wizards.com/mastertools> for important product updates and news

Q: Why can't I make a character with prestige classes, or a monster PC?

A: Special character creation options, including NPC classes and the new prestige classes, are rules from the DMG and therefore outside the scope of this demo. Look for the Master Tools to support these options, and to let you create your own options.

Q: Why can't I prepare spells on the spell screen?

A: The spell screen shows the spells you know or have written in your book, not the spells you have prepared. Use the "prepared" column on your character sheet, right next to your spell list, to keep track of which spells are ready to cast.

Q: Why do I have four hands on the equip screen?

A: The equip screen allows you to use a single weapon many different ways. Some characters use two weapons, but switch to a single weapon held in two hands when facing a tougher foe. This screen takes the busywork out of figuring the bonuses and penalties for these fighting styles.

## **Technical Support**

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Our Technical Support staff is dedicated to answering those tricky questions and providing you the information that you need. They're the best source out there for game rulings, tournament information, and general questions. Drop them a line, send them a fax, or e-mail them and they'll get an answer back to you in one business day.

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