D&D Character Manager

User Manual

5th Edition (2014)

dndgame.org

Icons by game-icons.net (CC BY 3.0)

Table of Contents

1. Getting Started
2. Character Creation
3. Character Sheet
4. Homebrew Content
5. Magic Items & Equipment
6. Active Buffs & Feature Effects
7. Class Resources
8. Campaigns & House Rules
9. FoundryVTT Integration
10. Appearance & Customization
11. Version History & Export
12. Administration

Chapter 1

Getting Started

When the application is first installed, the database is automatically created and populated with all D&D 5e game data from the 5e.tools dataset (2014 edition). No additional setup is required beyond creating your account.

Create Your Account

Navigate to the application and click Register. Enter a username, display name, and password (minimum 5 characters). The first user to register automatically becomes an Administrator with full access to admin features.

Create Your First Character

Click 'Create Character' in the navigation menu. The eight-step wizard guides you through ability scores, race, subrace, class, background, proficiencies, equipment, and details with a live character preview sidebar. If the character already exists in FoundryVTT, the card at the top of the wizard imports the actor file instead.

Join a Campaign

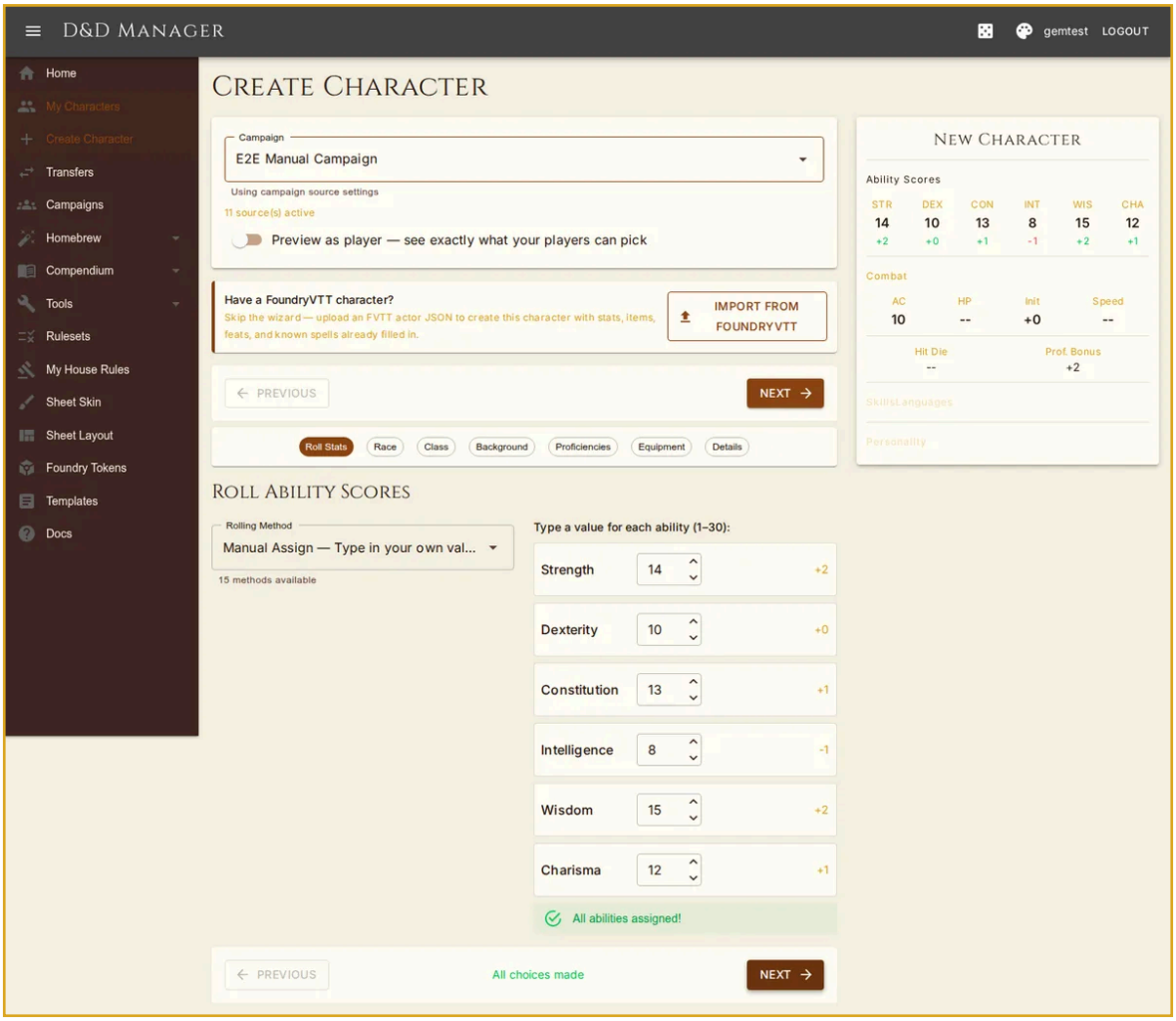
Ask your DM for an invite code (6 characters) or invite link. Navigate to Campaigns and click 'Join Campaign'. Enter the code or use the link to join. Your characters can then be assigned to the campaign.

Chapter 2

Character Creation

The character creation wizard has eight steps with clickable step indicators and a live character preview sidebar that builds up progressively as you make selections. The bottom bar counts the choices each step still wants; only the hard gates (scores, race, class, background) block Next — leave anything else unmade and a dialog names it before you move on.

Step 1: Roll Ability Scores



Step 1: rolling method or manual scores.

Choose a campaign (optional) and rolling method, then generate and assign your six ability scores. Methods include manual assignment, 4d6 drop lowest, standard and heroic arrays, point buy (27 points or custom budgets), heroic 2d6+6, exploding dice, and dice pools (which can hold each ability to

a floor and cap). A campaign's house rules can restrict which methods are offered.

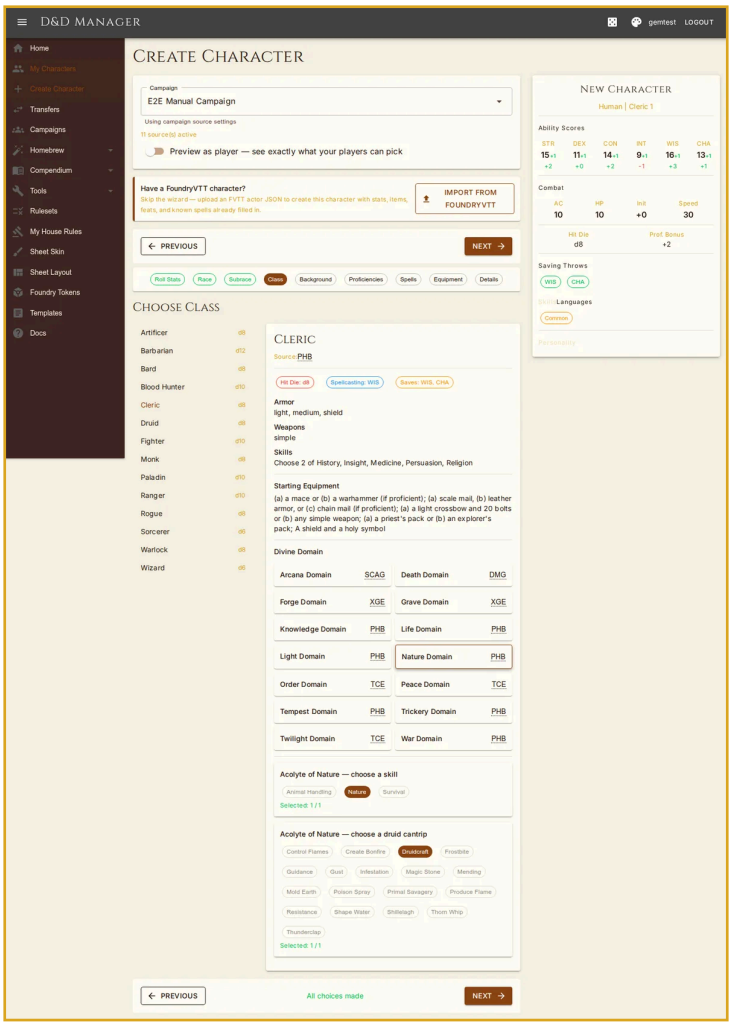
Step 2: Choose Race

Browse or search available races (including custom homebrew races). Select a race to see its traits, ability bonuses, and any spells it grants; flexible bonuses are picked with chips, 'choose a cantrip' grants with a dropdown.

Step 3: Choose Subrace

Shown only when the race has subraces: pick one from a dropdown (None is at the top) and review its bonuses, spells, and traits. Only subraces from your enabled books are offered.

Step 4: Choose Class



Step 4: class, subclass and the feature's own picks.

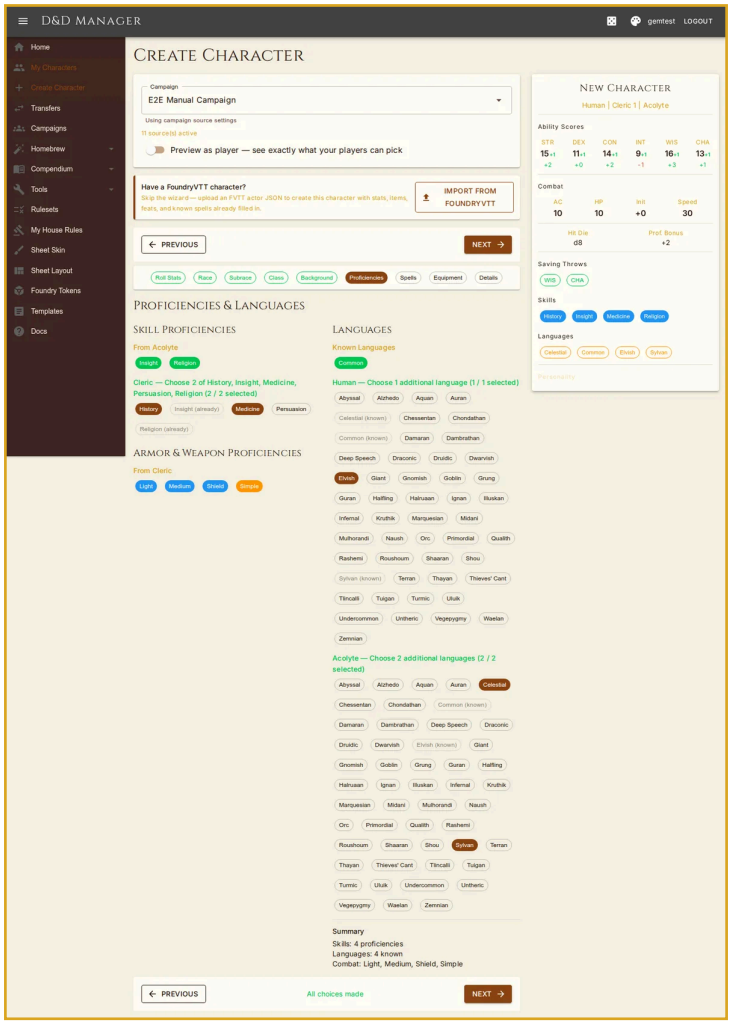
Browse the available classes (including custom homebrew classes). Each shows hit die, saving throws,

spellcasting ability, and proficiencies. Classes that choose a subclass or an optional feature (a Fighting Style, say) at level 1 ask for it here.

Step 5: Choose Background

Browse or search backgrounds. Each shows skill proficiencies, tool proficiencies, languages, and a plain-words description of its starting equipment.

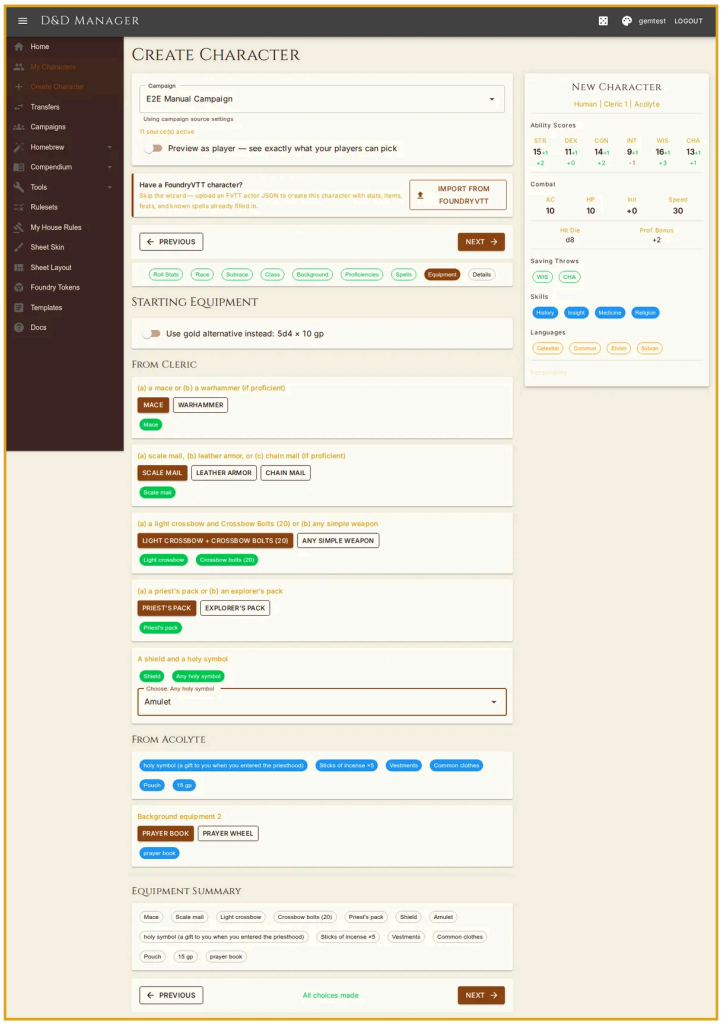
Step 6: Proficiencies & Languages



Step 6: every source's choices as chip groups.

Review auto-granted proficiencies from your race, class, and background. Choose additional class skill proficiencies, bonus languages, and any tool picks ('three musical instruments', 'one type of artisan's tools') as chip sets. Rogues choose expertise here, and a free starting feat appears when the house rules grant one.

Step 7: Starting Equipment



Step 7: a/b choices and category dropdowns.

Select starting equipment from your class and background. Equipment choices are presented as option groups (a/b). Category picks like 'any martial weapon' use dropdown selectors. A gold alternative toggle lets you skip class equipment.

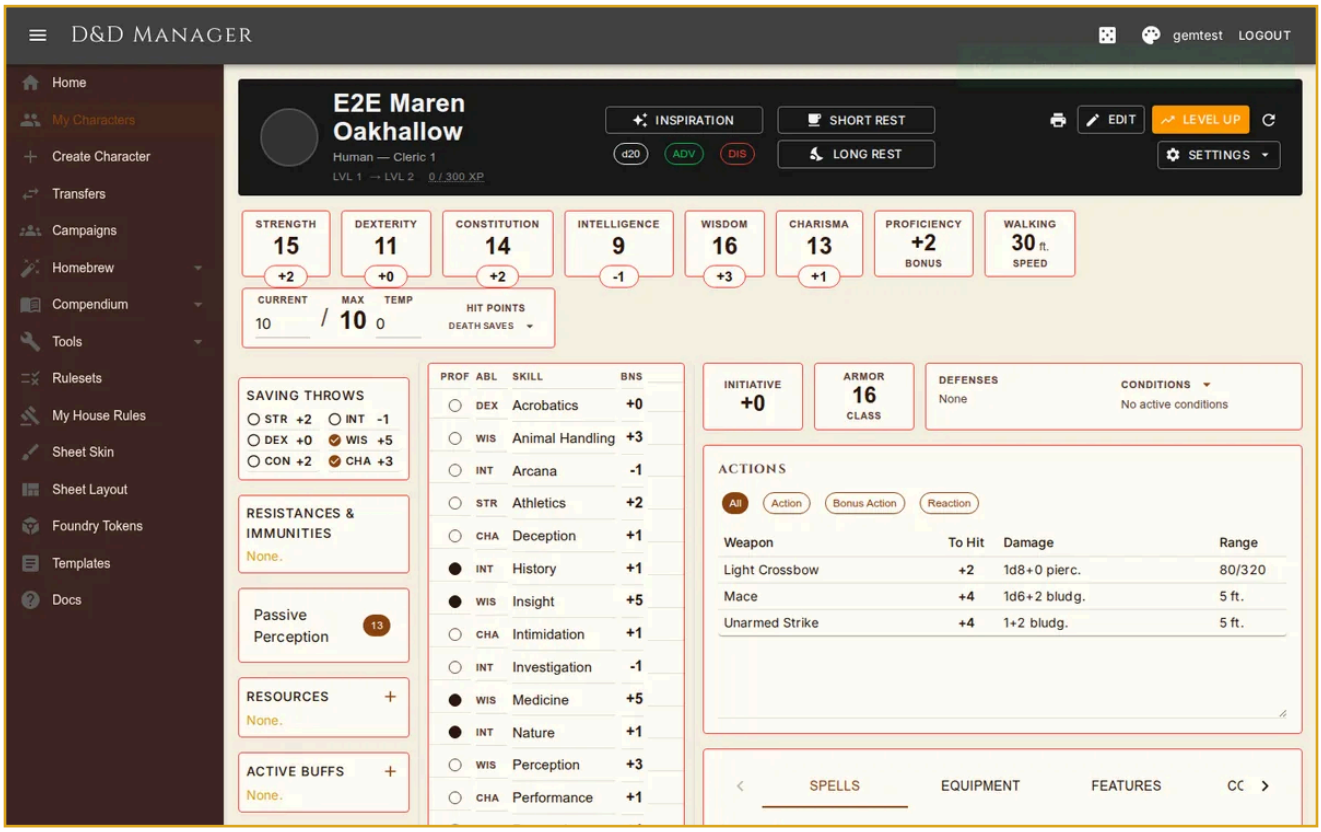
Step 8: Character Details

Enter your character name (required), alignment, appearance (gender, age, height, weight, eyes, skin, hair), personality traits, ideals, bonds, flaws, backstory, and upload a portrait image.

> 💡 *The live Character Preview sidebar on the right shows your character building up as you complete each step.*

Chapter 3

Character Sheet



The character sheet.

The character sheet is a three-column layout under a dark banner: a sidebar, a skills-and-tools column, and a right column holding initiative, AC, defenses, the attacks table, and a tabbed panel. Sidebar sections can be reordered or hidden via Sheet Layout, and the columns resize by dragging the dividers between them.

Banner

Portrait, name, race and class, level and XP; Inspiration and rest buttons with d20 / advantage / disadvantage chips in the centre; Print, Edit, Level Up, Refresh, and the Settings menu on the right. Below it sit the six ability boxes (click to roll; editable in place in edit mode), proficiency bonus, speed, and the HP card with a Death Saves popover.

Editing and Granting

Most of the sheet writes as you use it — hit points, XP, currency, slots, resources, conditions. Edit mode is for base scores, proficiencies, languages, and text, and adds a Grant button that opens the full catalogue of features, feats, spells, buffs, resources, companions, languages, and proficiencies. Grants commit immediately and can be rolled back from History. If someone else saves the character, the sheet reloads itself.

Sidebar Sections



The sidebar.

- Saving Throws — STR/DEX/CON beside INT/WIS/CHA; click to roll with your situational modifiers offered
- Resistances & Immunities — gathered from race, features, buffs, and equipped items, each naming its source
- Passive Perception
- Resources — Ki, Rage, Sorcery Points, feat and racial uses, with −/+ and activate buttons for toggleable features

- Active Buffs — temporary spell/potion effects with concentration tracking
- Profs & Training — armor, weapon, tool, and language lists
- Campaign / House Rules — the non-RAW rules in force
- Optional: Death Saves, Exhaustion, Conditions, Inspiration, Hit Dice, Rest Actions, Currency

Tabs



The Equipment tab.

- Spells — slots, spellcasting info, and a filterable spell list (Prepared / On List / All Available / Spellbook)
- Equipment — inventory with containers, charges, potion Use buttons, equipped/attuned state, encumbrance, and currency
- Features — racial, class, background, and feat features with toggles for Rage, Wild Shape, and the like
- Companions — familiars, mounts, and beasts with their own HP

- History — version snapshots with compare and rollback
- Notes — personality, appearance, allies and enemies, backstory

Chapter 4

Homebrew Content

Create custom game content via the Homebrew section in the navigation menu. All custom content uses source code 'CUSTOM' and automatically appears in character creation. Share toggles publish your work to Browse Shared, where other users can import a copy.

Custom Spells

Define spells with level (cantrip-9th), school, casting time, range, components, duration, concentration, ritual, spell attack type, saving throw, description, higher-level effects, and class list.

Custom Races

Define races with creature type, size, speed, darkvision, ability score bonuses, skill/language proficiencies, damage defences (resistant, immune, or vulnerable per type), condition immunities, and trait descriptions.

Custom Feats

Define feats with prerequisites, ability score bonuses, skill proficiencies, damage resistances, and proficiency grants.

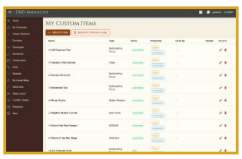
Custom Backgrounds

Define backgrounds with skill proficiencies, tool proficiencies, language choices, and descriptions.

Custom Classes

Create fully custom classes with hit die, saving throws, proficiencies, spellcasting progression, scaling resources, and multiclass requirements. Add features with structured mechanical effects and defences at each level. Create subclasses with spell overrides. Attach homebrew subclasses to existing official classes, or install the Blood Hunter in one click.

Custom Items



My Items.

Create magic items with type, rarity, weapon/armor stats, bonuses (weapon/AC/spell attack/saves) and defences that apply while equipped, charges with configurable recharge triggers and dice expressions, attached spells, and masterwork (homebrew: +1 hit only). Edit from the sheet with the pencil icon, or convert a built-in item to a custom copy; the library page finds duplicates and orphans.

Chapter 5

Magic Items & Equipment

The Equipment tab on the character sheet manages your inventory with full magic item support.

Item Charges

Items with charges display clickable circles (filled = available, empty = used). A recharge button restores charges. Rest buttons auto-recharge items based on their trigger (dawn, long rest, short rest). Recharge amounts support dice expressions like '1d6+1'.

Magic Bonuses

Weapon bonuses (+1, +2, etc.) automatically reflect in attack and damage rolls. AC bonuses from armor, shields, and magic items are fully calculated. Spell attack bonuses from items are tracked. Passive item effects — a Belt of Dwarvenkind's Constitution, a Ring of Fire Resistance — apply while the item is equipped (and attuned, where required).

Potions

Potions get a Use button that rolls or maximises the healing according to the campaign's Healing Potion house rule and spends one from the stack.

Masterwork Weapons

A homebrew property that grants +1 to attack rolls only (not damage). The weapon is not magical and does not overcome damage resistance to non-magical attacks.

Item Spells

Spells attached to equipped and attuned items appear in an 'Item Spells' section on the Spells tab, showing the spell name, source item, and remaining charges.

Attunement

Attunement slots default to 3 (RAW) but can be configured per campaign via the Attunement Slots house rule (Standard 3 or Custom number).

Chapter 6

Active Buffs & Feature Effects

Two systems work together to modify character stats in real time.

Structured Feature Effects

Class features can define mechanical effects that are automatically applied: ability score bonuses, skill/save proficiencies, AC/speed/HP bonuses, damage resistances, condition immunities, darkvision, extra attacks, and more. Features can be toggleable (like Rage or Wild Shape) with an on/off switch.

Active Buffs



Add Buff.

Apply temporary effects from spells, potions, items, or abilities. Click + in the Active Buffs sidebar section. Choose from the quick presets (Bless, Haste, Shield of Faith, Mage Armor, Fly, the six Enhance

Ability options, a group of weapon-buff spells, and more) or define custom effects with ability bonuses, AC, speed, advantage, defences, and immunities.

Concentration

Mark buffs as concentration to enforce the one-concentration rule. Applying a new concentration buff automatically dismisses the previous one.

Effect Aggregation

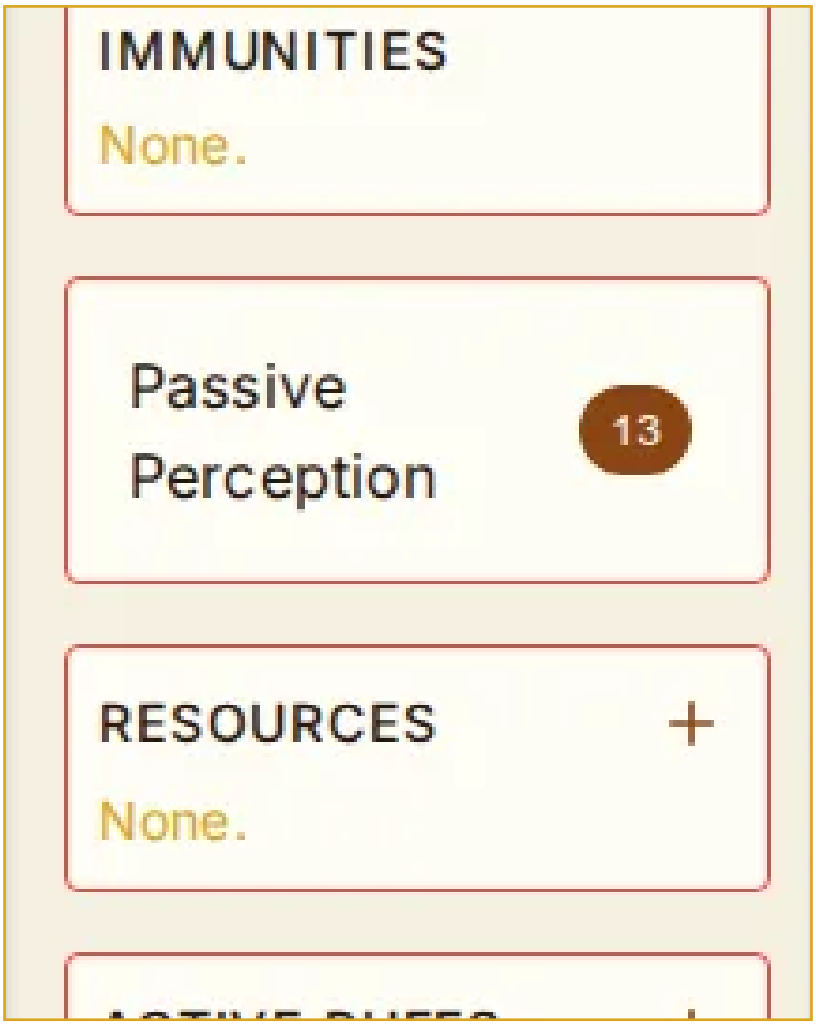
All active feature effects and buffs are aggregated into a single summary that modifies ability scores, AC, speed, and other stats in real time. Dismiss a buff or toggle a feature and the character sheet updates instantly.

Chapter 7

Class Resources

Track per-rest class resources in the Resources sidebar section on the character sheet.

Adding Resources



The Resources card.

Click + and choose from 11 quick presets: Ki Points, Sorcery Points, Bardic Inspiration, Rage, Channel Divinity, Wild Shape, Action Surge, Second Wind, Indomitable, Lay on Hands, Arcane Recovery. Or create custom resources.

Using Resources

Each resource row shows available/max with − and + buttons and an activate button for toggleable features such as Rage. Click the count to edit the maximum; hover for the source and linked feature.

Rest Recovery

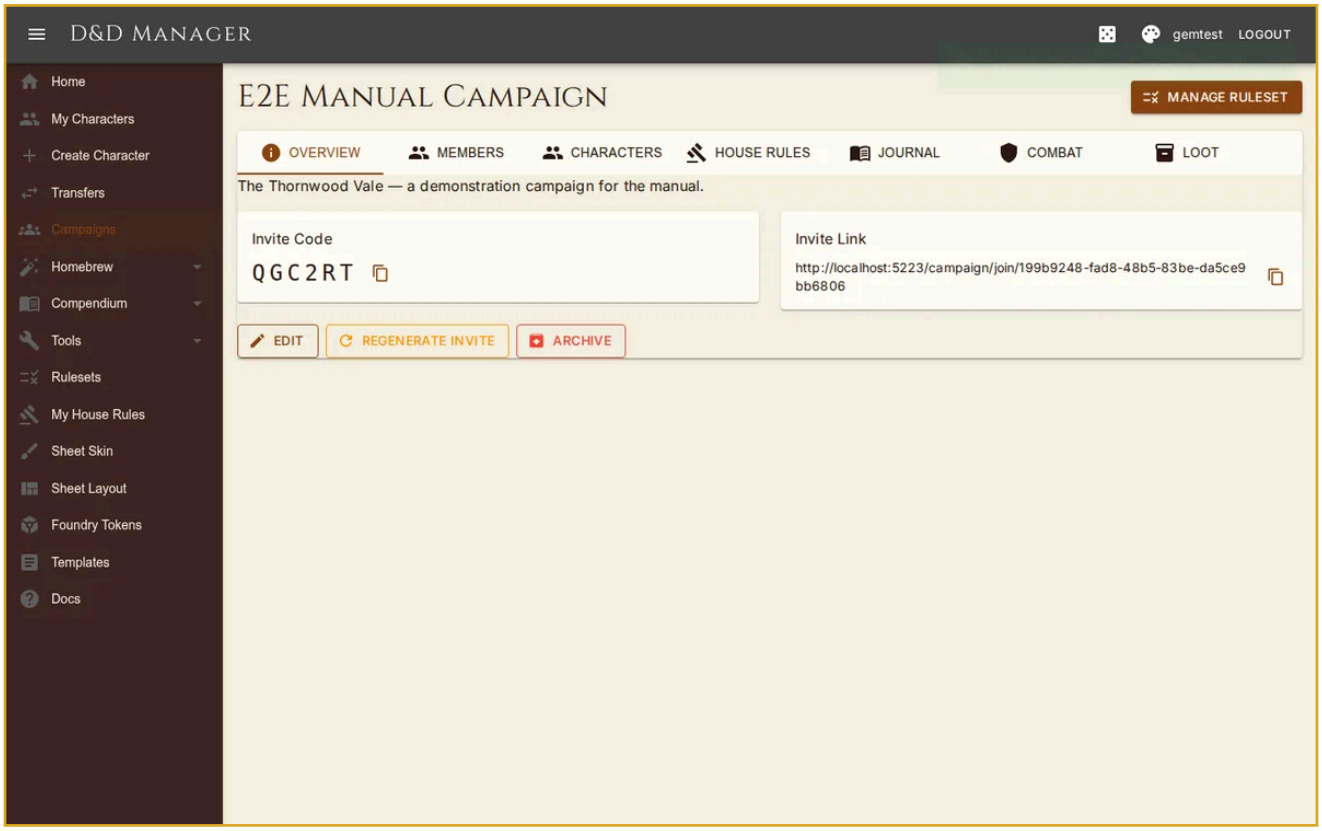
Resources recover automatically on rest. Long rest recovers all long-rest AND short-rest resources. Short rest recovers only short-rest resources.

Chapter 8

Campaigns & House Rules

Create campaigns to organize players and control content. DMs manage sources, house rules, and can access player character sheets.

Campaign Management



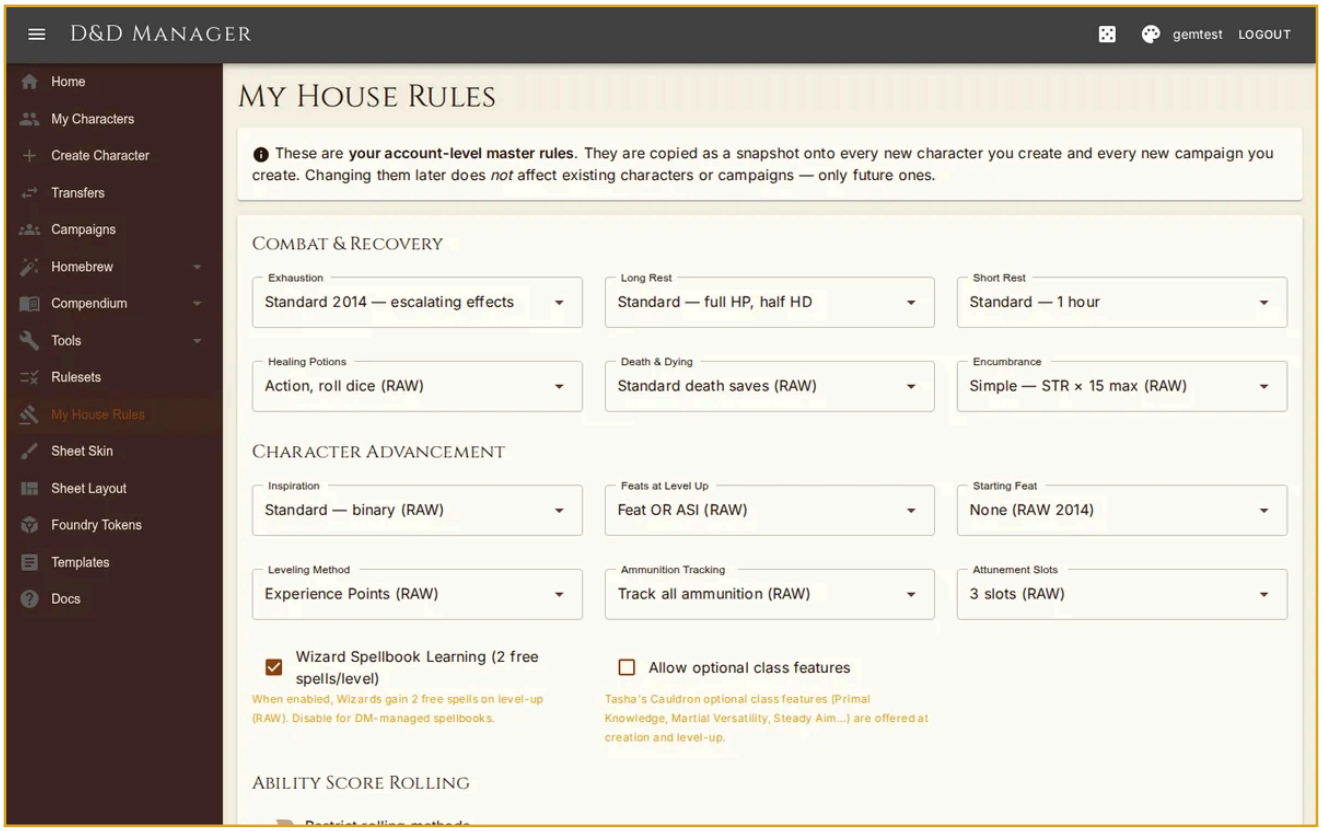
A campaign's overview.

Create campaigns with name, description, and invite system (6-character code or link). Manage members and assign DM/Player roles.

Rulesets

The Rulesets workbench curates books and individual entries for your account and every campaign you run. Enable books, pin or deny single entries, gate content for the DM only, and save the whole configuration as a profile to apply elsewhere or share by code.

House Rules



Account house rules.

Configurable rules across combat, rest, advancement, and table rules, plus which ability-score rolling methods a campaign offers. All defaults are RAW 2014. Your account keeps a default set that new characters and campaigns copy.

Category	Rules
Combat	Exhaustion, Death & Dying, Healing Potions, Critical Hits, Flanking, Encumbrance
Resting	Long Rest, Short Rest (Gritty Realism, Epic Heroism variants)
Advancement	Feats, Starting Feat, Leveling Method, Ammunition, Attunement Slots, Wizard Spellbook Learning
Reference	Nat 1/20, Multiclassing, Resurrection, Inspiration, Ability Score Rolling

Campaign Journal

The campaign journal.

Full Markdown journal with categories (Session, Note, Handout, Lore, NPC, Location), DM-only visibility, session numbers, and split-pane editor with live preview.

Chapter 9

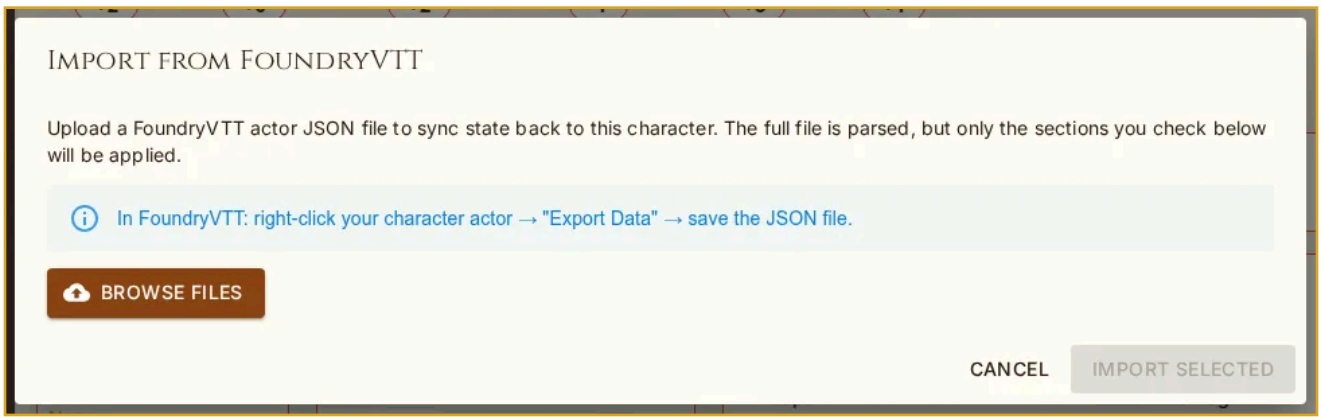
FoundryVTT Integration

Full round-trip integration with FoundryVTT v13 / dnd5e 5.x.

Export

Export characters as FVTT Actor JSON from the character sheet Settings menu. The export includes abilities, skills, spells, equipment, features, and currency, and carries a complete manager snapshot in flags.dndmanager so the file can be imported back losslessly.

Session State Import



Import from FoundryVTT.

After a game session in FoundryVTT, export your actor data (right-click > Export Data) and upload the JSON file via 'Import from FoundryVTT' in the character sheet Settings menu. A file older than the character's latest edits is refused as stale.

Creating From a Foundry Actor

The Create Character page imports a native Foundry actor as a new character, matching race, class, feats, spells, and items against game data. Anything missing or unmatched is listed for your attention, and unmatched equipment becomes custom items you can review before opening the sheet.

What Gets Synced

- HP, max HP, temp HP
- XP, death saves, exhaustion, inspiration

- Currency (CP, SP, EP, GP, PP)
- Spell slots used
- Hit dice used per class
- Item quantities, equipped/attuned state, charges

The import shows a detailed change log so you can review exactly what was updated.

Chapter 10

Appearance & Customization

Multiple layers of visual customization for the character sheet and application.

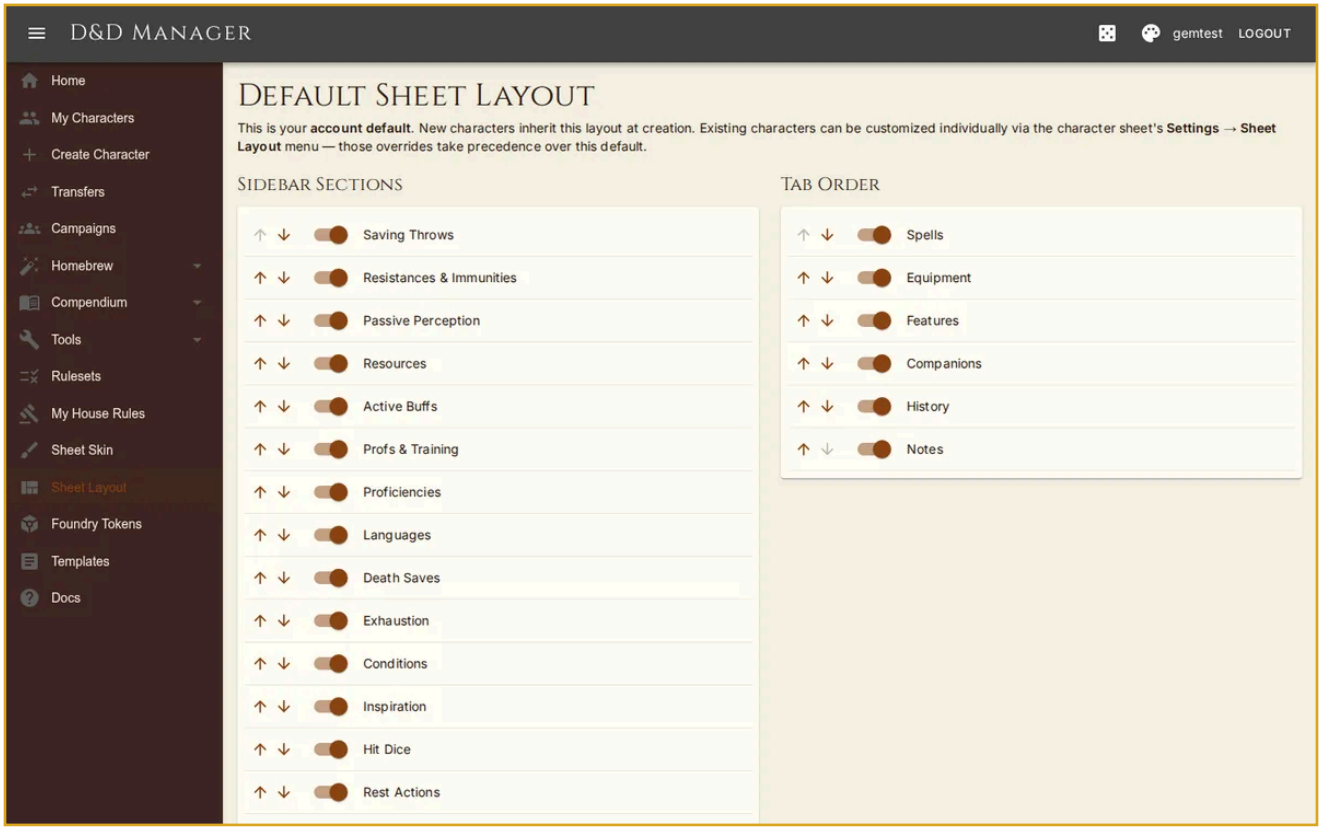
Themes

5 preset themes (Dark Fantasy, Parchment, Crimson Night, Forest Grove, Ocean Depths) plus a fully custom theme with 7 color pickers and dark mode toggle.

CSS Skins

Apply custom CSS to character sheets. 4 preset skins (Classic Parchment, Dark Arcane, Minimalist, High Contrast). Custom CSS is sanitized for security.

Sheet Layout



The default sheet layout.

Reorder and toggle visibility of the sidebar sections and six tabs, per account and per character.

Column widths are set by dragging the dividers on the sheet itself.

Liquid Templates

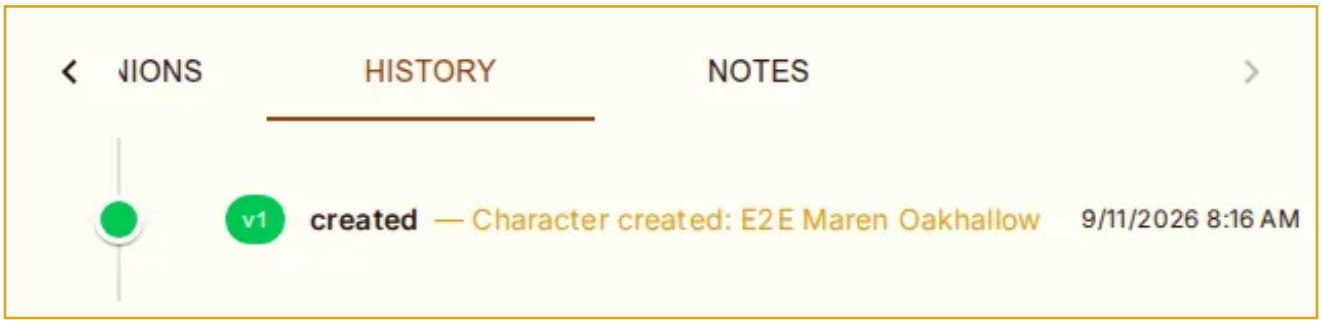
Build completely custom character sheet layouts using the Liquid template engine. Split-pane editor with live preview, template library with save/load, and custom D&D filters.

Chapter 11

Version History & Export

Every character change automatically creates a snapshot for full version history and rollback support.

Version History



The History tab.

View timestamped snapshots in the History tab. Compare any two versions side-by-side with highlighted differences. Roll back to any previous version with one click.

Export Formats

- JSON — self-contained character data with resolved entity names
- FoundryVTT — native Actor JSON for FVTT v13/dnd5e 5.x
- PDF — a four-page printable character sheet
- Public Link — read-only shareable URL

Admin Export

Administrators can download the SQLite database backup or export all characters as a bulk JSON file.

Chapter 12

Administration

Admin features are available to users with the Admin role (automatically assigned to the first registered user).

Game Data Browser

Full CRUD for 15 game data tables: races, subraces, classes, subclasses, class features, backgrounds, spells, items, magic variant templates, feats, skills, languages, optional features, reference entries, and rolling methods.

User Management

View all registered users with their email, assign/remove the Admin role, reset passwords, and delete accounts.

Data Export

Database summary (including file size and source book count), SQLite backup download, bulk character JSON export, and data repair tools for older characters.

API Endpoints

Endpoint	Auth	Description
GET /api/characters/{id}/export	User	Character JSON export
GET /api/characters/{id}/foundry-export	User	FoundryVTT Actor JSON
POST /api/characters/foundry-import	User	Import FVTT session state
GET /api/character/{id}	User	Character data (computed values)
GET /api/character/{id}/render	User	Rendered template HTML
GET /api/characters/{id}/pdf	User	PDF character sheet
GET /api/characters/{id}/spell-cards	User	Printable spell cards

POST /api/auth/foundry-login	None	Foundry bridge token login
GET /api/admin/export/database	Admin	SQLite database backup
GET /api/admin/export/characters	Admin	Bulk character export
GET /health	None	Health check

D&D Character Manager

A comprehensive web application for creating, managing, and advancing 5th Edition D&D characters. Features include guided character creation, full homebrew content creation, magic item crafting, campaign management with house rules, FoundryVTT integration, and more.

Features

- 7-Step Character Creation with Live Preview
- Complete Homebrew Workshop (Spells, Races, Classes, Items, Feats)
- Structured Mechanical Effects & Active Buffs
- 17 Configurable House Rules
- Campaign Journal with Full Markdown Support
- FoundryVTT Export & Session Import
- Version History with Snapshot Rollback
- 5 Theme Presets + Custom CSS Skins

Open Source • Self-Hosted • dndgame.org