

D&D Character Manager

User Manual



5th Edition (2014)

dndgame.org

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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 6 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 7-step wizard guides you through ability scores, race, class, background, proficiencies, equipment, and details with a live character preview sidebar.

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 seven steps with clickable step indicators and a live character preview sidebar that builds up progressively as you make selections.

Step 1: Roll Ability Scores

Choose a campaign (optional) and rolling method, then generate and assign your six ability scores. Methods include 4d6 drop lowest, standard array (15/14/13/12/10/8), point buy (27 points), heroic (2d6+6), and more.

Step 2: Choose Race

Browse or search available races (including custom homebrew races). Select a race to see its traits, ability bonuses, and proficiencies. If the race has subraces, a second selection appears.

Step 3: Choose Class

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

Step 4: Choose Background

Browse or search backgrounds. Each shows skill proficiencies, tool proficiencies, and languages granted.

Step 5: Proficiencies & Languages

Review auto-granted proficiencies from your race, class, and background. Choose additional class skill proficiencies and bonus languages.

Step 6: Starting Equipment

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 7: 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 has a two-column layout with a header, left sidebar, and tabbed right panel. All sidebar sections can be reordered or hidden via Sheet Layout settings.

Header

Shows portrait, name, race, class/level, alignment, and key combat stats: HP, AC (fully calculated from armor/shields/magic/features), Initiative, Speed, Proficiency Bonus, and XP.

Sidebar Sections

- Ability Scores – base scores plus feature effect bonuses
- Saving Throws – with proficiency indicators
- Skills – with proficiency and expertise levels
- Hit Dice – per-class tracking with spend buttons
- Death Saves – success/failure tracking
- Exhaustion – 0-6 level tracking
- Conditions – toggleable standard D&D conditions
- Class Resources – Ki, Rage, Sorcery Points, etc. with use/recover circles
- Active Buffs – temporary spell/potion effects with dismiss buttons
- Inspiration – supports standard, stackable, and hero points
- Proficiencies – armor, weapon, tool, language lists
- Carrying Capacity – weight tracking with encumbrance rules

Tabs

- Features – class/subclass/feat features with toggleable mechanical effects
- Spells – spell slots, prepared spells, cantrips, item spells
- Equipment – inventory with charges, equipped/attuned state, magic item details
- History – version snapshots with compare and rollback

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.

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 size, speed, darkvision, ability score bonuses, skill/language proficiencies, damage resistances, 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, and multiclass requirements. Add features with structured mechanical effects at each level. Create subclasses with spell overrides. Attach homebrew subclasses to existing official classes.

Custom Items

Create magic items with type, rarity, weapon/armor stats, bonuses (weapon/AC/spell attack), charges with configurable recharge triggers and dice expressions, attached spells, and masterwork (homebrew: +1 hit only).

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.

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

Apply temporary effects from spells, potions, items, or abilities. Click + in the Active Buffs sidebar section. Choose from 10 quick presets (Bless, Haste, Shield of Faith, Mage Armor, Fly, etc.) or define custom effects with ability bonuses, AC, speed, resistances, 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

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 displays as clickable circles (filled = available, empty = used). Click to use or recover individual uses. A reset button restores all uses at once.

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

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

Source Filtering

DMs control which sourcebooks are available in a campaign. Entity-level overrides allow granular control (exclude specific items from an enabled source, or include specific items from a disabled source).

Source Profiles

Built-in presets (Core, Core+Expansions, All Official, Everything) and user-saved profiles for quick source configuration switching.

House Rules

17 configurable rules across combat, rest, advancement, and table rules. All defaults are RAW 2014.

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
Reference	Nat 1/20, Multiclassing, Resurrection, Inspiration

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 More menu. The export includes abilities, skills, spells, equipment, features, and currency. Every embedded item includes flags.dndmanager entity IDs for round-trip import.

Session State Import

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 More menu.

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

Reorder and toggle visibility of 13 sidebar sections and 6 tabs using drag handles and switches.

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

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
- Print – browser print with print-optimized CSS
- 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, assign/remove Admin role, and delete accounts.

Data Export

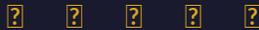
Database summary, SQLite backup download, and bulk character JSON export.

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/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

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