

MPMB's D&D 5th edition Character Tools

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Changelog per 20 December 2019

MPMB's Character Record Sheet v13.0.0beta23 (2019-12-20)

Fixed things that were broken in v13.0.0beta22:

- Fixed several issues with the UA: Class Feature Variants options;
- Fixed the Archdruid feature not removing spell components;
- Fixed some cantrips and spells not working correctly (for magic items) when "Apply character level and spellcasting ability to spell description" is checked when generating a spell sheet;
- Fix class selection dialog not always showing the right source for a selected (sub)class if it appears in multiple sources. It now correctly shows that it will use the newest source;

Changes since v13.0.0beta22 in **purple**.

- NEW FEATURE: you are now prompted to select a racial variant if the race offers any;
- NEW FEATURE: you are now prompted in a single dialog about changes that are otherwise 'hidden' or require you to manually do something: ability score improvements, spellcasting, skill proficiencies, hit points, experience points, and things affecting attack calculations. This one dialog replaces the pop-up asking you to update experience points and the pop-up asking you if you want to generate a new spell sheet;
- NEW FEATURE: magic items automation; However, only a selection of magic items are currently available in the sheet, this needs to be expanded upon;
- NEW FEATURE: hide the 'attuned' checkbox for a magic item entry;
- NEW FEATURE: added an option to let the empty fields on the spell sheet be truly empty, you can now toggle if you want them to be filled with a dash or remain empty;
- NEW FEATURE: added an option to have cantrips on the spell sheets show the damage for the current character level;
- NEW FEATURE: added support for the variant rule "Players Make All Rolls" (but using correct maths). This is a checkbox among the modifier fields on the first page;
- BIG CHANGE in how the functions 'pause' the sheet while adding things to it. The unfortunate side-effect is that the progress bar doesn't always show. The important benefit is that it speeds up things significantly, like adding pages or generating spell sheets (a big thanks to adamlynam for pointing me in the right direction);
- BIG CHANGE in how the attributes for background, race, racial features, feats, and class features are handled. They are now all parsed through the same function, ensuring that all things are handled the same. This adds functionality previously only available to class features also to backgrounds, race, racial features, and feats;
- Updated all the spell short description to being first person instead of third person;
- Unified all the attributes of class, class features, background, race, racial features, and feats to use the same naming system;
- Updated how player races are handled on the companion page, including warning dialog of what isn't possible;
- Removed listing of a creature's known languages in a Wild Shape;
- Changed the version to semantic versioning (as suggested by Ben W.);
- Changed how the sheet handles multiple matching imported entries with the same name. It now looks at the date of the source(s) instead of the length of the object name. It will take the newer source if multiple things match that have the same (length of) name. But it will still ignore a newer source if it the match has a shorter name. You can now set the sheet to ignore search name and prefer source date only, by adding `ignoreSearchLength = true;` to your import script;
- Consolidated a lot of the options for the 1st/2nd/3rd pages into the 'Pages Layout' menu (as suggested by aga9);
- Added a way to set all the coloured items in one go (Colourful sheets only);
- Added a way for classes to more easily add spells to the list of spells they can choose from;
- Added some fungi as creature options;
- Added an easier way to put things on one of the note pages through automation, for extra verbose class features and the like (thanks /u/safety-orange for writing the function for it);
- Added an easier way for adding a Pact Boon to the Warlock class through an import, the `AddWarlockPactBoon()` function (thanks /u/safety-orange for writing the function for it);
- Added a way to more easily check if the character is proficient and has expertise with a skill;

- Added a warning when importing a HTML file (you can only import JavaScript);
- Added an option to make a creature available for the Find Familiar spell, but not when the sheet is used for Adventurers League;
- Added an option for spells added through class features/racial traits/feats to force the use of a checkbox for it;
- Added a new source “All official WotC backgrounds” that is listed for all backgrounds that are included in the sheet and legal for Adventurers League play. This way, you can exclude all sources except PHB + 1 and still get all the background options (as suggested by /u/SirKiren);
- Added a way for a subclass to override the HD of a class;
- Added the option for the ‘action’ attribute to be an array of subarrays, with each subarray adding an action;
- Added the option for the ‘action’ attribute to override the name of the feature. If the second string entry starts with a letter character it will be used alone instead of amended to the feature name;
- Changed the Ability Score dialog so that it has an extra ‘Class Bonus’ column and allows addition of new columns;
- Added a way for any class feature or feat to add bonuses to stats (hence the change to the Ability Score dialog);
- Added functionality to the Ability Score dialog to cap the score (default at 20) and a way for features to change this cap;
- Added the number of selected and allowed choices to the menu in the Choose Feature button;
- Added the options for Expertise for the Rogue and Bard to the Choose Feature button menu;
- Added a way to disable making text bold and italic through the use of Unicode. This should improve functionality on systems that don’t support the full Unicode character set (e.g. running Adobe Acrobat DC with Wine on Linux);
- Added support for setting expertise with the ‘skills’ attribute;
- Added support for level-dependent features for feats;
- Added support for the Ravnica guild ranks;
- Added support for using a function for calcChanges.atkAdd and calcChanges.atkCalc. These functions have the field/output object as a parameter, so the function can change it. This should reduce calculation time as the eval string doesn’t have to be parsed and should make it easier to find (syntax) bugs;
- Added support for using an array for calcChanges.hp, so that it is more intuitive to use;
- Added a way to influence how spell lists are created, with a new attribute of calcChanges: ‘spellList’. calcChanges.spellList works just like calcChanges.atkAdd except that it has to be a function, with different inputs of course (added to make the Ravnica backgrounds work);
- Added a way for things to insert a weapon or armour into the WeaponsList/ArmourList variables, thus making it possible to have a certain weapon/armour only available when a class feature/race/feat/etc. is active;
- Added support for armours adding the proficiency bonus just like they already could add ability score modifiers (e.g. “Unarmoured Defence (Prof)” now works as expected);
- Added support for a feature to set the shield using the ‘addShield’ attribute (necessary for magic item support);
- Added support for a feature that has spellcasting to have a fixed DC/spell attack using the ‘fixedDC’ attribute (necessary for magic item support);
- Added support for a weapon (or weaponOptions entry) to refer to a ‘baseWeapon’ instead of having to copy all the attributes of that weapon. This also makes it possible for calcChanges events to still recognize the item as what it is based on;
- Added support for a weapon (WeaponsList entry) to not need an ability selected to have the attack/damage calculated (ability : 0);
- Added support for magic items and feats to have sub-choices (e.g. Spell Sniper feat);
- Added support for magic items to automatically use the spellcasting ability of the spellcasting class (if any);
- Added a way for features to influence the spell attack / spell save DC on the spell sheet pages ‘calcChanges.spellCalc’;
- Added a way for a feature to add multiple limited features;
- Added an option to the menus of feats, spells, and magic items to read their full description as they appear in the book(s);
- Added support for adding things to the magic/miscellaneous lines of the AC/Defense section, the ‘extraAC’ attribute;

- Added support for other things than Class Features to add a text to the Notes section on the third page or on its own “Notes” page, the ‘addToNotes’ attribute;
- Added support for class feature dependencies instead of doing this with several eval custom script (e.g. for the Draconic Bloodline Sorcerer having the Dragon Ancestor automatically affect the Elemental Affinity selection), using the ‘choiceDependencies’ attribute;
- Added support for class features automatically adding an ‘extrachoice’ to the third page instead of using eval (e.g. the Monk’s Flurry of Blows), using the ‘autoSelectExtrachoice’ attribute;
- Added support for changing the Carrying Capacity Multiplier using an attribute, ‘carryingCapacity’, instead of using eval;
- Added support for the ‘type’ attribute for the GearList and ToolsList, making those into submenus instead of listing them with indentation;
- Added support for converting temperatures between Fahrenheit and Celsius when changing between the imperial and metric systems;
- Added support for converting gallons to litres and vice versa when changing between the imperial and metric systems. As a result, cubic feet are no longer converted to litres but to cubic metres instead;
- Added support for converting negative numbers when changing between the imperial and metric systems;
- Added a way for things to affect attributes of spells on the spell sheet. For example, the casting time of a spell can be changed or its range, or description, or anything really;
- Added an option to not put a line in empty fields on the spell sheet;
- Added the ‘Burning Torch’ as a weapon option in the Attacks section;
- Added support for setting a vision to “unlimited” range;
- Added support for import scripts more easily adding or changing choices and extrachoice of features or even transforming a feature into one that offers choices (for support of the UA: Class Feature Variants);
- [Added an option to see the content of imported script files;](#)
- Changed the width of some Feat fields (larger space for name, less space for secondary) as well as changed how the source of a feat is shown;
- Updated content to the November 2018 errata for PHB, DMG, and MM;
- Updated support for multiclassing in older versions of Adobe Acrobat (it wasn’t always doing what it was supposed to). Using the latest version of Adobe Acrobat is still recommended and will see improved functionality;
- Changed how skill, armour, and weapon proficiencies are handled. Now they are no longer loaded whenever the sheet is opened but only when a feature adds them. This should reduce load time for the sheet;
- Changed how armour is added by race/feat/class; Now it will only add the armour if it provides more AC than any current selected armour (if any);
- Changed how the sheet keeps track of which class feature options are selected (things you can select through the “Choose Feature” button). Now it is also possible to recall which things are set to the third page even after they are moved somewhere else or the feature text was removed;
- Changed how the sheet updates the class feature text so that the sheet doesn’t have a problem if the description of a class features is manually edited. All it needs is for first line of a feature to stay identical;
- Made it so that class feature choices are removed from the third page even when only added with the ‘eval’ functionality. This makes it unnecessary to remove them using ‘removeeval’ (e.g. the Monk’s Flurry of Blows);
- Changed the width of the spell level divider text field (Colourful sheets);
- Fixed the alignment of the Dragon Heads on the spell pages of the Colourful sheets;
- Changed the HP Dragons on the Colourful sheets to have sharper edges so that they can be used on any background;
- Changed the copyright information and added the sheet name and copyright information to every page of the Colourful sheets;
- Changed how the proficiency bonus is determined. There is now a document-level variable with an array of the proficiency bonus at each level: ‘ProficiencyBonusList’. This way custom scripts can more easily change it;
- Changed how actions are stored so that they are no longer removed when removing something that grants the action while another thing granting the same action is still present;
- Changed the spell sheet generation to include things from the ‘Extra Spells’ column even if they are higher level than the class can cast;

- Changed how, on the Colourful sheets, conditions affect the first page. Now it is less resource intensive, correctly sets the speed, and correctly sets the (dis)advantage for skills/saves when the character has advantage from another source;
- Changed how the reordering of the skills works to correctly apply the (dis)advantage checkboxes on the Colourful sheets;
- Changed how the checkboxes for skill proficiency and expertise function so that checking one also (un)checks the other and that they correctly interact with those set by the automation;
- Changed how the HP total and tooltip are generated so that a minimum of 1 HP is gained per HD, and it now more clearly shows the HP gained at 1st level;
- Changed how the Ability Save DC on the 1st page is calculated so that it takes into account additions to the Spell Save DC, as long as there are no conflicts (e.g. multiple classes with the same spellcasting ability, but different total Spell Save DCs);
- Changed how the sheet checks the selected fighting styles, so that you can no longer select the same fighting style for multiple classes;
- Made it possible for a custom source to be excluded by default when importing;
- Made it so that changing the spellcasting ability on the spell sheets is remembered when re-generating the spell sheets and when the header is moved by manually inserting/deleting rows;
- Fix for the speed mode 'burrow' being misspelled as 'borrow'.
- Fix for using RunFunctionAtEnd() in imports (thanks /u/safety-orange for reporting);
- Fix for checkmarks not appearing in the "Choose Feature" menu (thanks Patrick for reporting);
- Fix for manually written in attacks producing an error (thanks Alex for reporting);
- Fix for hiding all the fields not working for all fields when trying to make a truly empty print (thanks TheIrishBandit for reporting);
- Fix for generating complete spell sheets for subclasses (thanks /u/dangtheh for reporting);
- Fix for source attributes with an array of length 1 (e.g. `source : ["SRD"]`);
- Fix so that running scripts from console that include calls to the RequiredSheetVersion() or RunFunctionAtEnd() functions don't fail automatically;
- Fix for duplicate Warlock Invocations not being shown correctly in the menu (thanks Clarice for reporting);
- Fix for spells added by class feature options through the "spellcastingBonus" attribute;
- Fix for resetting giving an error;
- Fix for imported script files not finding duplicates if same file was not imported on the same date;
- Fix for all included UA sources being removed whenever importing scripts (thanks /u/azra-- for reporting);
- Fix for imported packs/gear/tools not showing up in the Add Equipment menu before a restart of the sheet;
- Fix for duplicate spells if they appear with the same name in several different sources (thanks BPrystnk for reporting);
- Fix for the Mechanical Servant no longer being an option on the companion page when importing the UA:Artificer (thanks Mike K. for reporting);
- Fix for Warlock full class spell sheet generation not including the spells gained from the patron (thanks Vincent C. for reporting);
- Fix for 'NaN' error in the AC Dex modifier box after loading duplicate or contradicting sources;
- Fix for converting metric height to imperial height with ' and " for feet and inches;
- Fix for companion gear weight not being converted to metric;
- Fix for adding inventory through the line menu not getting the metric weight;
- Fix for the speed fields on the Colourful – Letter sheet to be multiline;
- Fix the number of spells to prepare for half/one-third casters to be rounded down instead of up in the dialog (thanks malaclypse1 for reporting);
- Fix for the addMod attribute giving an error when it is an array (thanks /u/Fourleafclov for reporting);
- Fix for inserted lines on the spell sheet gaining the wrong typeface after changing the font setting of the sheet (thanks laovik489 for reporting);
- Fix for a subclass not showing up for a class in the class selection dialog if that subclass is available for multiple classes;
- Fix for the dialog with the listing of sources automatically scrolling to the bottom;

- Fix for class features being jumbled up when adding two or more classes at the same time (or importing a multiclassed character);
- Fix for the companion HD not showing the right Constitution modifier;
- Fix for the revised ranger's companion dialog showing when importing it from a previous sheet;
- Fix for the character level not being applied correctly after a reset or setting it from a higher number to zero and then adding levels again (thanks Erik for reporting);
- Fix for the companion's weapons with finesse looking at the wrong Str/Dex comparison (that of the main character instead of their own);
- Fix for the Revised Ranger's Companion not playing well with the metric system;
- Fix for spellcasters that use a book or know all on their list but not preparing spells getting the 'Spells to prepare' on the spell sheets;
- Fix for the custom skill/tool not being calculated correctly immediately after entering or opening the sheet (thanks Benjamin for reporting);
- Redone the way manual setting for attacks, background, class, feats, or race is enabled and disabled, making it more versatile and fixing multiple bugs with it;
- Fix for modifier fields and negative ability modifiers (thanks /u/AelarTheElfRogue for finding this bug);
- Fix for modifier fields on the spell sheet not updating each other when there are multiple headers for the same class;
- Fix for modifier fields on the spell sheet not committing to memory if nothing else is changed on the spell sheets (thanks /u/AngelKing4t7 for reporting);
- Fix for the number of attacks of the Specter (thanks Grey Wind for reporting);
- Fix for having the companion's HP automatically be the average not including its Constitution modifier;
- Fix for having classes without any subclasses not appear in the source selection dialog;
- Fix for the weight of magic items not being affected by changing to/from metric system;
- Fix an issue on the Wild Shape pages where a creature attack that uses a DC had a "0" amended to the DC result (thanks agentrfr for reporting);
- Fix for manually entered armours or gear items getting the wrong weight in the Equipment section;
- Fixed companions not getting tooltips added to their attacks;
- Fix the wrong ability scores being used for skills on the companion page on the Printer Friendly sheets, when the skills are not sorted alphabetically;
- Fix Wind Walk wrongly listed casting time of 1 action to 1 minute (thanks Robert for reporting);
- Fix Paladins getting Oath Spells when selecting the oath at level 2;
- Fix for issues with inserting and deleting rows on spell sheets that span multiple pages and make it possible to keep unrecognized spell rows;
- **Fix for removing a companion page not being handled correctly;**
- Updated some dialog texts that are no longer relevant after the feature changes;
- Removed "Eldritch Spear", "Agonizing Blast", and "Agonizing Spear" as separate attack options and instead made the warlock invocations change the Eldritch Blast entry using calcChanges;
- Updated the FAQ (mostly).

MPMB's Character Record Sheet v12.999 (2017-12-19)

- LESS CONTENT: removed all the non-SRD materials as the sheet is no longer being published on DMs Guild;
- NEW CONTENT: added the specter and the homunculus;
- NEW FEATURE: added a way to import content directly from file, no reason to copy-paste all the text anymore;
- These imported files can have a check for the version of the sheet they are designed for;
- NEW FEATURE: it is now possible to generate a list of all ritual spells for the Book of Ancient Secrets and the Ritual Caster feats (as suggested by Undrhil);
- NEW FEATURE: you can now choose to reset the sheet without losing your added scripts;
- NEW FEATURE: you can now set dynamic modifiers on the companion page that use values from the main character (for example, add the character's proficiency bonus to a skill of the companion);
- NEW FEATURE: added automation for the Find Greater Steed spell on the companion page;
- NEW FEATURE: the Find Steed and Find Greater Steed spell now ask the user what language to include;
- NEW FEATURE: the armour field is now automatically set when selecting a race, class feature, or feat that add a special armour option, like natural armour;

- Corrected the Bestow Curse spell to show it offers a Wisdom saving throw (thanks @Stalgren for reporting);
- Changed the depreciated export function to sort the skills alphabetically prior to exporting (thanks for reporting);
- Changed the way spells are sorted so that they are sorted by name, and not by the name of the key (important for future support of other languages);
- Added easier options for importing sub-items: subclasses, racial variants, and background variants;
- Fix for the Spell-less Ranger's combat superiority (thanks Michael C. for reporting);
- Fix for the sources and page numbers of class features not showing up in the Class Features section;
- Fix for damage resistance being applied even though the character already has immunity to it;
- Fix for spells not being recognized correctly when including the Psionics UA (thanks Tove L. A. for reporting);
- Fix for the spell sourcebook abbreviations overflowing their fields;
- Fix for the sheet's print button only being able to print the first page of the spell sheets;
- Fix for the flatten button not working if a multiple pages of spell sheet are present (thanks Julian for reporting);
- Fix for the Colourful sheets not being able to undo using Spell Points (thanks Lakie and Felipe for reporting);
- Fix for races not being able to use limited features with level-dependent usages (thanks Jeramie for reporting);
- Fix for the dialog to set dynamic modifiers on the companion page;
- Fix for the Beast Master's animal companion not working correctly in the Printer Friendly version;
- Improved handling of imported scripts in the resource dialogue;
- Added handling of removing imported scripts so that its removal is immediately noticeable in the resource dialogue;
- Improved handling of importing a character from another PDF that included imported scripts;
- Update the spell sheet glossary to correct typos and add the SRD as a source;
- Class features with multiple sources now only show the first source listed;
- Added the option for a feature to add multiple entries of a vision (for example, you can now have something grant both 30 ft blindsight and +10 ft blindsight if it was already present);
- Added support for the usages and recovery attributes to feats, making it easier to add feats to the Limited Features section.

MPMB's Character Record Sheet v12.998 (2017-9-22)

- NEW CONTENT: backgrounds from Tomb of Annihilation (with the help of SoilentBrad and @lowbrr);
- NEW CONTENT: beasts from Tomb of Annihilation (with the help of SoilentBrad);
- NEW CONTENT: Eladrin and Gith races from the Unearthed Arcana: Eladrin and Gith article;
- NEW CONTENT: Turtle race from the Turtle Package on DMs Guild;
- NEW CONTENT: Monster Hunter pack from Curse of Strahd (with help from Derek P.);
- NEW CONTENT: Shadow from the Monster Manual (with help from alphamine19);
- NEW FEATURE: the spell selection dialogues now allow to go back to the previous dialogues;
- NEW FEATURE: the spellbook spell selection dialogues now allows several instances to make it possible to add any number of spells to the wizard's spellbook;
- NEW FEATURE: the sheet will now no longer remove damage resistances or saves when removing a feature that grants this, while another feature that grants the same is still applicable;
- NEW FEATURE: the sheet will now no longer remove language or tool proficiencies when removing a feature that grants the same proficiency as another feature;
- NEW FEATURE: when gaining a language or tool proficiency that grants a choice, the sheet will prompt you to make a choice;
- NEW FEATURE: the sheet will now no longer remove text from the senses or saving throw section when removing a feature that grants the same proficiency as another feature;
- NEW FEATURE: the text that is put into the field for Saving Throw Advantages/Disadvantages is now smartly produced from several variables, thus listing both immunities and things the character gets advantages on his saving throw against in a single list each, without duplicates;
- NEW FEATURE: the sheet can now handle ranges of senses appropriately, even making it possible to add/subtract range if the feature is already present;
- NEW FEATURE: support for something to have multiple sources;
- NEW FEATURE: (better) support for class features, races, and feats adding content to one of the modifier fields;

- NEW FEATURE: modifier fields now automatically open the Set Modifier dialogue when the field is too full or when it is set through automation. This dialogue will also display the origin of modifiers if they have been set through the automation;
- NEW FEATURE: the speed and encumbered speed are now calculated from all features that influence speed, making it possible to add and remove speed modes, speed modifiers, and modifiers to specific speed modes;
- Added the Adventurer's League season 7 Tomb of Annihilation icon;
- Added the optional attributes "speed", "toolProfs", "languageProfs", "savetxt", "saves", and "dmgres" to class features and feats. Note that the syntax for these things has changed and older syntax files will no longer work. This has also been updated for all things in the Fan-made Additions Dropbox/GitHub folders;
- Fix for the Portent class feature (thanks Nod_Hero for reporting);
- Fix for importing from or to a Colourful sheet (thanks Martyn A. and Scott A. for reporting);
- Fix for the Wild Shape class feature no longer appearing for any Druid but the Circle of the Moon (thanks anonymous for reporting);
- Fix for the header on the Wild Shape pages no longer being updated when changing level (thanks @orcboss for reporting);
- Fix for the Quick-Fingered feat and the Alchemist feat (thanks Hank O. and Nod_Hero for reporting);
- The Pact of the Chain class feature now adds the Find Familiar spell to the spell sheet (as suggested by Chad C.);
- Made the Thief's Second-Story Work class feature add the climb speed to the speed section (as suggested by Astromath);
- Corrected the spell levels of some UA Modern Magic spells (thanks Justin T. for reporting);
- Ritual spells will now have a "(R)" in their listing in the spell selection dialogues (as suggested by Josh D.);
- Fix for (sub)classes that have their own spell slot table defined (thanks Levi D. for reporting);
- Fix for missing skill proficiency for the Monk (Way of the Drunken Master) (thanks @Elder_Giraffe for reporting);
- Fix for the Adventure Logsheet start value not being editable (thanks Timothy J. L. for reporting);
- Fix for both the Spell-less and the UA Revised Ranger's Primeval Awareness (thanks Michael C. for reporting);
- Changed the behaviour of the weapon/armour proficiency checkboxes so that they no longer remember their manually set state when it is identical to the state set by the automation;
- Changed how the companion page sets the abilities for the Ranger's animal companion: if the UA:RR source is included, it will always set the companion to follow the UA:RR rules, even if no levels in Ranger have been taken (as suggested by Jeff H.);
- Changed the Duelling Fighting Style to no longer be applied to natural weapons, like the unarmed strike (thanks Love Rhino for the rules correction).

MPMB's Character Record Sheet v12.997 (2017-7-29)

- Fix for the Aasimar Revenant not being applied correctly (thanks Tove L. A. for reporting);
- Fix for the Thunder Cannon and its ammunition not interacting with the equipment section correctly (thanks uly for reporting).

MPMB's Character Record Sheet v12.996 (2017-7-25)

- Fix for importing from PDF with a character that has attacks defined (thanks Astromath and Mike T. for reporting);
- Fix for not being able to generate a spell sheet with all spells in any other way than just alphabetically;
- Fix for not being able to select the spell sheet in the print dialogue (thanks Leonard B. for reporting);
- Fix for not being able to hide the text lines for multi-line fields on all pages (thanks Charlie G. for reporting);
- Fix for the last entry on the AL logsheet not having a date-picker (thanks @BurntToast256 for reporting);
- Fix for importing from older versions that contain an AL logsheet (before v11.6);
- Fix for importing from a PDF that contains an AL logsheet with a date that is entered in an alternative format or an incorrect format (thanks Violet for reporting);
- Fix for importing from an older version that contains any kind of 'special' companion (e.g. find familiar or ranger companion) (thanks Mark W. for reporting);
- Fix for not all icons importing on the Printer Friendly sheets (with the help of Violet);
- Added a menu for quicker access to the sources from the Source and Class Selection dialogues;

- Change for the Spell Points not showing in the Limited Features section when they total 0 (as suggested by uly);
- Fix for multiclassing bards not always getting their extra musical instrument proficiency (thanks Bobster for reporting);
- Fix for the upgrade/downgrade xp dialogue not always showing the right experience point values;
- Fixed some more issues with adding weapons/ammunition to the equipment section using the automation (thanks Astromath for reporting);
- Fixed the Import Directly dialogue to show the path to the Javascripts folder again (thanks John for reporting)
- Fix for the Wild Shape limitations not always appearing correctly on the Wild Shape pages (thanks Astromath for reporting);
- Fix for the Tyrannosaurus attacks (thanks Ken for reporting);
- Fix for the Feeblemind spell description (thanks Eric for reporting);
- Fix for the Medium Armor Master feat applying its effects on current armour as well (thanks Stuart L. for reporting);
- Fixed several typos (thanks everybody for reporting these, no matter how small).

MPMB's Character Record Sheet v12.995 (2017-6-29)

- NEW FEATURE: the option to make a spell sheet with all spells, sorted alphabetically or by level;
- Altered the way how the extra pages for the Companion, Notes, Wild Shape, and Adventurers Log are handled, reducing generation time of subsequent pages and (hopefully) remedying overflow errors);
- Added the option to set the encumbrance rules to the AL legal version in the AL menu (as suggested by @paul_mclaughlin);
- Changed the Set Pages Layout menu to be more clear;
- Fix for the Patreon dialogue being oversized on Mac;
- Fix for multiclassing Rogues not getting proficiency in Thieves' Tools (thanks Lewis H. for reporting);
- Fix for the heal button restoring half the max HD instead of half the used HD (thanks Gawain for reporting);
- Fix for Kensei weapons not all showing up as counting as magical (thanks Aaron R. for reporting);
- Fix for some creatures appearing twice in the Wild Shape 'add shape' menu (thanks Mike T. for reporting).

MPMB's Character Record Sheet v12.994 (2017-6-25)

- NEW CONTENT: the 4 revised subclasses and 15 revised/new Eldritch Invocations from the Revised Class Options Unearthed Arcana;
- NEW FEATURE: the date fields on the Adventure Logsheets now have date-pickers to make things easier;
- Implemented an undocumented Acrobat feature that should remedy text in the dialogues being cut-off when the DPI scaling of your operating system is set to more than 100%;
- Fixed some more problems with the equipment section (thanks uly for reporting);
- Added "Magic Stone" as an attack option;
- Fix for the Wood Elf Magic feat (thanks Nathan W. for reporting);
- Fixed a bug that caused spell slots not to be removed when removing all (sub)classes, which sometimes caused you to end up with double the amount of spell slots when changing subclass (thanks Nick W. for reporting);
- Reworked the functions for adding and removing resistance to make them more versatile and remove errors with removing those not in the drop-down list (thanks Headbomb for reporting);
- Made the pop-up reminder for generating Spell Sheets also work when first adding a class (as suggested by Erik J.);
- Fixed some issues with the functionality to print a 'truly empty' sheet and added a progress indicator;
- Corrected typos for the Suggestion spell (thanks Ole H. for reporting);
- Made off-hand attacks still use negative ability modifiers (thanks Robert N. for reporting);
- The sheet now automatically removes the Off-hand Attack bonus action when no off-hand attacks are present anymore (as suggested by Robert N.);
- Fixed an error with the sheet wrongly asking to set level/xp during resetting (thanks Chris H. for reporting);
- Added the source to things in the "Choose Feature" menu that don't share the same source/page number as the parent item.

MPMB's Character Record Sheet v12.993 (2017-6-5)

- Fixed some big problems with the fields for Feats on the Colourful-Letter 2nd page (thanks Eric K. for reporting);

- Changed the secondary drop-down box for the Dragon Casualty to show Origin along with the optional Disfigurement (thanks Adam B. for reporting);
- Removed any duplicates from the Subclass Selection dialogue (thanks Eric K. for reporting);
- Made the Feats prerequisite test listen to the 'ignorePrereqs' variable and removed pop-ups about not meeting prereqs when importing a character (thanks Eric K. for reporting);
- Updated the FAQ.

MPMB's Character Record Sheet v12.992 (2017-6-4)

- Corrected placement of many fields, text lines, and other minor graphical tweaks;
- Avast is no longer falsely flagging the sheet as a virus;
- Added the option to use proficiency bonus as a dynamic modifier in the modifier fields;
- Added a way for things to add something to a modifier field instead of having to overwrite its content, thus allowing things like the Swashbuckler's Rakish Audacity (+Cha to Initiative) and the Alert feat (+5 Initiative) to work together;
- Fixed typo (thanks Erik for reporting);
- Fixed the damage die for the Panther's claw and bite attacks (thanks Mitch H. for reporting);
- Removed the maximum of 45 for ability scores;
- Fix for adding equipment from the ammo section not working well together with ammo that was added using the Add Equipment button (thanks uly for reporting);
- Fix for adding weapons to equipment that have a name similar to ammunition (e.g. 'Sling' and 'Sling Bullets').

MPMB's Character Record Sheet v12.991 (2017-5-29)

- Fix for the Weight dialogue not working in the Colourful version (thanks Widdy for reporting);
- Fix for adding weapons & ammo from the 1st page to the equipment section not working (thanks François S. for reporting);
- Fix for the Moon Bow, from the Eldritch Invocation, not automatically being set to having proficiency (thanks robmox for reporting);
- Fix for importing from v12.99 (it is not possible to import from v12.99 to v12.99) (thanks Robert N. for reporting);
- Changed "Fool's Look" to "Fool's Luck" (thanks M. L for reporting);
- Changed "I don't play attention" to "I don't pay attention" (thanks RobRoseKnows for reporting);
- Fixed an issue with not being able to select all spells in the Source Selection dialogue (thanks uly for reporting);
- Fixed the 'Get Adobe Acrobat DC' warning showing up incorrectly after resetting or importing to the sheet;
- Added functionality to the "Flatten" button to remove the warning that was causing issues on Adobe Acrobat Reader for Android/iOS, because of a bug in that software.

MPMB's Character Record Sheet v12.99 (2017-5-17)

- NEW FEATURE: Feats with prerequisite requirements now give an alert when you select them while not meeting the requirements (as suggested by Ken L.);
- NEW FEATURE: When generating spell sheets, you can now set any spellcasting class to generate a 'complete' spell list of all the class' spells;
- NEW FEATURE: It is now possible, for classes with spells 'known', to have the spell sheet generate with only the spells of levels that can actually be used;
- NEW FEATURE: The "League" button and "Adventurers League" bookmark now show a menu where you can set all elements individually, instead of having to choose all or nothing.
- Added 'Breath Weapon' as a weapon option for the Dragonborn race (as suggested by Erik);
- Added a warning in the Companion and Wild Shape pop-up menus for when the Monster Manual source is excluded;
- Added even more warnings about the need for using Adobe Acrobat with this sheet and about the fact that Adobe Acrobat Reader is available for free;
- Added the button icons found in the 'JavaScript Window'-toolbar to the associated dialogues as well;
- Made it possible to use negative modifiers for Proficiency Bonus (as suggested by Jason H.);
- Made it so that when adding a multi-row element to the Spell Sheet page via the line-menu, the sheet first makes space for that element;
- Changed the width of the Source Selection dialogue and added a button to list the sources alphabetically by abbreviation;

- Fix for inserting rows on the spell sheet when stuff falls off the bottom of the page;
- Fixed a bug that had the sheet used the oldest version of any subclass it found, instead of the newest as it said it would do (thanks Matt W. for reporting);
- Fixed a bug that had the sheet not recognize the inputs “handaxe” and “battleaxe” as the word “axe” was not separate (thanks Juan H. for reporting);
- Fix for Goliath racial trait in metric system (thanks Aldo S. for reporting);
- Fix for the Sea Sorcerer’s Watery Defense ability being Charisma score instead of Charisma mod (thanks robinsvng for reporting);
- Fix for manually set resistances not importing (thanks Jonathan D. for reporting);
- Fix for armour names appearing wrongly in the equipment section when using the “Add Equipment” button to get it from the first page (thanks anonymous for reporting);
- Fix for Mastery of Ice – Ice Spike doing Necrotic damage instead of Cold damage (thanks Tove L. A. for reporting);
- Fix for wrongly spelled ‘proficiency bonus’ on the Colourful sheets (thanks Eric K. for being the first to notice/report this in over a year of it being wrongly spelled!);
- Fix for Hobgoblin stat increases being set wrongly in the Ability Score Selection dialogue (thanks Ken L. for reporting);
- Fix for having a number as the very first character in the Class field producing an error. Now it is simply ignored;
- Several minor tweaks for dialogues;
- Fix for a level of spells being put on the next page during spell sheet generation when there was exactly enough space to put it on the previous page;
- Fix for the spells taken from the wizard’s spellbook not showing up correctly in the ‘Prepared spells only’ dialogue;
- Fix for the Spider incorrectly showing the features of a Giant Spider when used as a wild shape (thanks /u/Ocbard for reporting);
- Fix for the Fighter (Scout) subclass from UA: Kits of Old getting only two skill proficiencies while it should get three (thanks Widdy for reporting);
- Fix for the ‘Create Bonfire’ cantrip having the wrong description (thanks uly for reporting);
- Updated the FAQ.

MPMB’s Character Record Sheet v12.98 (2017-5-2)

- NEW CONTENT: the 23 racial feats from Unearthed Arcana: Feats for Races;
- NEW CONTENT: the 5 updated subclasses from Unearthed Arcana: Revised Subclasses (note that including a newer source always overrides the older sources);
- NEW FEATURE: weapons are now also recognized by their Wuxia names, DMG page 41 (as suggested by Tove L. A.);
- UPDATED FEATURE: re-worked the functions for moving and adding stuff to the gear sections to make them ‘smarter’, faster, and stop them from being a pain-in-the-ass with adding stuff to the wrong stuff;
- NEW FEATURE: gear/tools can now be set per individual line in the equipment section;
- The sheet now also recognizes things regardless of diacritic marks on letter. Thus, if you enter “lóngswôrd”, it will still be detected as a longsword, thus improving the support for Wuxia names for weapons when they are written with diacritic marks;
- Addition of “Holy Water” as one of the weapon options (as suggested by Tove L. A.);
- Addition of bit and bridle, saddles, and saddlebags to gear options;
- Corrected the Feats for Skills so that they are listed in the skills tooltip;
- Added support for the ‘action’ attribute of feat objects;
- Added the publishing dates to the names of Unearthed Arcana sources;
- Fixed the class selection dialogue not being shown correctly on Mac (thanks Jeff, jsagg27, and erickrause for reporting this and their help with fixing this);
- Fixed a bug that hung the progression bar at “Finalizing the changes of the class(es)...”;
- Fixed a bug that asked the user twice whether or not to update the spell sheet;
- Fixed an issue with opening the sheet for the first time and clicking in the class field or on the Class button/bookmark before the welcome dialogue had displayed;
- Fixed some typos;

- Minor fixes for the reset function;
- Fix for the Sentinel Raven feature of the Warlock (Raven Queen) adding Charisma modifier to passive perception twice (thanks Ryan S. for reporting);
- Fixed an issue with the Spell Selection not working with certain feats (thanks Ola K. & Frank G. for reporting).

MPMB's Character Record Sheet v12.97 (2017-4-25)

- Fixed a critical bug with adding races throwing an error (hanging the sheet), if the race has a level-based trait.

MPMB's Character Record Sheet v12.96 (2017-4-24)

- NEW FEATURE: select the character's class(es) with the help of a pop-up dialogue that has drop-down menus for classes and subclasses (not available in Adobe Acrobat XI or older);
- Fix for unrecognised classes not always being counted towards the total character level;
- Fix for number of attacks not always appearing on the Printer Friendly sheet (thanks Geo S. for reporting);
- Corrected the Psionic Talent Mind Slam's damage to Force on the spell sheets (thanks Ricardo S. for reporting);
- Added Inertial Armour as an option for armour selection (as suggested by Ricardo S.);
- Updated the text of the pop-up menus for setting images to show the new feature of Adobe Acrobat Reader DC (update January 2017) to use any image file instead of only pdf files;
- Corrected the Fighter (Gunslinger) custom script to work with the new versions of the sheet, since v12.94 (thanks /u/Tamlane for reporting);
- Changed the import direct function to exclude new UA sources that aren't available in the sheet importing from, instead of having these previously unknown sources added to the included list by default;
- Set the "Update Your Adobe Acrobat" warning to only appear the first three times the sheet is opened in a version of Adobe Acrobat that is older than DC;
- Made the level-dependent features of races/classes/feats/spells/etc. cap out at level 20, thus no longer throwing errors for characters over level 20 and classes with more than 20 levels in them; Note that class and racial features will not scale beyond level 20, because there are no official rules for that (as suggested by @LordvarekBeard).

MPMB's Character Record Sheet v12.95 (2017-4-18)

- NEW CONTENT: the Revenant subraces from Unearthed Arcana: Gothic Heroes (available for the Aasimar, Dragonborn, Dwarf, Elf, Gnome, Halfling, Human, and Tiefling);
- NEW CONTENT: the 18 skill feats from Unearthed Arcana: Feats for Skills;
- NEW FEATURE: it is now possible to put formulas in the modifier fields, using the ability score abbreviations (e.g. "Cha+2");
- NEW FEATURE: Added a way for the sheet to use the modifiers set in the spell sheet part to affect the To Hit or DC for cantrips in the attack section (as suggested by wilcoxon);
- Added a way for racial features to use the usagescalc attribute (as suggested by mouse0270);
- Fix for the Rune Scribe, and prestige classes in general, not being recognized correctly (thanks jsagg27 for reporting);
- Fix for the Spear Mastery feat (thanks Iguanacus for reporting);
- Corrected the spells known for the Bard (thanks Chris R. for reporting);
- Fix for the ammunition drop-down boxes not being updated when including/excluding sources (thanks anonymous for reporting);
- Improved the way ammunitions are recognized and how they appear in the drop-down list;
- Corrected the Abyssal Tiefling wrongly getting resistance to fire damage;
- Made it so that the To Hit field for Green-flame Blade and Booming Blade cantrips is left empty to avoid confusion (as suggested by Kent);
- Fix for the spell sheet selection dialogue not being able to have spells from multiple class lists (thanks /u/EtherealSnowman for reporting);
- Corrected the Deinonychus bite attack damage die and Giant Ice Toad type (thanks anonymous for reporting);
- Fixed an error with calculating Wild Shapes when using the character's proficiency bonus and skills that a creature has expertise in (thanks Mikael V. for reporting);
- Updated the FAQ.

MPMB's Character Record Sheet v12.94 (2017-4-11)

- NEW CONTENT: the firearms and their ammunition from DMG page 268 (with help from grungydan);
- NEW CONTENT: the 12 Dragonmark feats from Unearthed Arcana: Eberron;

- NEW CONTENT: the Spell-less Ranger from Uearthed Arcana: Modifying Classes;
- NEW CONTENT: the 8 feats from Uearthed Arcana: Feats;
- NEW CONTENT: the 5 spells from Uearthed Arcana: That Old Black Magic (with help from David);
- NEW CONTENT: the Abyssal Tiefling from Uearthed Arcana: That Old Black Magic;
- NEW CONTENT: the Rune Scribe prestige class from Uearthed Arcana: Prestige Classes and Rune Magic (with help from K.12);
- NEW CONTENT: the 3 subclasses from Uearthed Arcana: Modern Magic (with help from AKA_Sketch);
- NEW CONTENT: the 14 spells from Uearthed Arcana: Modern Magic;
- NEW CONTENT: the 17 spells from Uearthed Arcana: Starter Spells (with help from SoilentBrad);
- NEW CONTENT: the 4 attack/save cantrips to the attack section from Uearthed Arcana: Starter Spells;
- NEW CONTENT: the 2 beasts from Out of the Abyss;
- NEW CONTENT: the Tales of the Yawning Portal icon to the icon/symbol menu options;
- NEW CONTENT: the 4 beasts from the Tales of the Yawning Portal;
- Excluded the DMG firearms by default;
- Made it possible to exclude or include different types of ammunition;
- Moved the Feral Tiefling from the racial variant options of the Tiefling to being its own race with its own listing in the drop-down box;
- Added a way for feats to use the spellcastingBonus object (to make the Dragonmark feats possible);
- Added a way for a class to add multiple tool proficiencies (to make the Rune Scribe possible);
- Added a way for a class to be considered a 'Prestige Class' and have prerequisites (to make the Rune Scribe possible);
- Made the sheet not commit anything when just changing the way something is written in the Class field while you are not changing the interpretation of it (e.g. change "Transmuter" into "Wizard (Transmutation)" or "Cleric (War Domain)" into "War Priest");
- Fixed the sheet not displaying the right proficiencies when changing the primary class;
- Fix for the Mystic's Potent Psionics not adding Int to damage of Psionic Talents in the attack section (thanks TheBob427 for reporting);
- Updated the Shadow Sorcerer to make use of the Bonus Spell feature (as suggested by Patrick A.);
- Fix for the Spell Sniper feats not doubling the range of attack cantrips in the attack section;
- Fix for the Air Elemental Whirlwind attack to do 3d8 instead of 2d8;
- Updated the FAQ.

MPMB's Character Record Sheet v12.93 (2017-4-3)

- Addition of an alert making it clear that the sheet can only be used in Adobe Acrobat DC;
- Fix for the War Mage Tactical Wit feature (thanks Craig H. & /u/Malasand for reporting);
- Fix for Immortal Durability to have a base AC of 10 instead of 13 (thanks TheBob427 for reporting);
- Fix for AC calculation including the Dexterity modifier wrongly for Immortal Durability, Stone's Durability, and Armor of Peace (thanks /u/Torvax for reporting);
- Fix for the spell sheets putting psionic talents/disciplines where spells should be (thanks /u/EtherealSnowman, raleel, and roribeedm for reporting);
- Fix for the spell sheets putting column captions for psionics where spell captions should be (thanks /u/Torvax, Ireneo C., and Jeric M. for reporting);
- Fix for the Moon Bow from UA:WnW being recognized as a shortbow instead of its own weapon (thanks /u/That_One_Cleric for reporting);
- Fix for context-aware attack calculations not updating automatically (thanks rossow_timothy for reporting);
- Fix for the Modifier field for All Skills adding its bonus only to Initiative and to no skills instead of the other way around (thanks Adam C. & Richard P. for reporting).

MPMB's Character Record Sheet v12.92 (2017-3-29)

- Fixed an issue with the Psionic Talents not showing up on the spell sheets.

MPMB's Character Record Sheet v12.91 (2017-3-29)

- Fix for some spells showing up as psionic talents/disciplines (thanks jstrobush for reporting).

MPMB's Character Record Sheet v12.9 (2017-3-29)

- NEW CONTENT: Addition of the Mystic class, its 6 subclasses, and its 12 psionic talents and 40 disciplines from the Uearthed Arcana: The Mystic Class (with help from Justin W., rabidknav, mattohara, and TheBob427);

- NEW CONTENT: Addition of the War Magic subclass from the Unearthed Arcana: Wizard Revisited (with help from erickrause);
- NEW CONTENT: Addition of the Drunken Master, Oath of Redemption, and Monster Slayer subclasses from the Unearthed Arcana: A Trio of Subclasses;
- NEW CONTENT: Addition of the Death Dog creature;
- NEW CONTENT: Addition of the backgrounds and background features from the Adventurers League Rage of Demons: State of Hillsfar supplement (with big help from AggieBear);
- NEW CONTENT: Addition of the backgrounds and background features from the Adventurers League Elemental Evil: Mulmaster Bonds and Backgrounds supplement;
- NEW CONTENT: Addition of the background features from the Hoard of the Dragon Queen and Out of the Abyss adventure books (as suggested by /u/buzzardoftheages);
- NEW FEATURE: The option to exclude weapons and armour using the Source Selection Dialogue;
- Added support for a class having spellcasting that doesn't give spell slots (to make the Mystic's Psionic work);
- Added support for a psionic orders as 'spell schools' as well as writing psionic talent/disciplines in the spell level dividers instead of a number (to make the Mystic's Psionic work);
- Added support for class features on the third page's notes section to have level-dependent 'additional', 'usages', or 'recovery';
- Added a way for the sheet to automatically remove features from the third page's notes section when changing class/archetype/level to something that doesn't have access to those features;
- Added 'Create Bonfire' as an option in the attacks drop-down boxes (as suggested by uly);
- Added a way for the sheet to convert inches to the metric system (but not when written like 1");
- Changed the "Add Custom Script" dialogue to include buttons to find the syntax & fan-made additions on both the Dropbox and GitHub, as well as added a button that opens the JavaScript console;
- Changed the way the weapon dropdown boxes are set, making it easier to add custom weapons and making it possible to including the weapons in the Source Selection Dialogue;
- Added an exception for Shillelagh to count as a melee weapon for context-aware attack calculations (thanks Nikolai B. for reporting);
- Fixed an issue with actions not being removed in some cases when changing class/archetype/level;
- Fixed a bug that caused the sheet to hang when changing racial variant (thanks BobbyByrne for reporting);
- Fixed some typos (thanks Astromath and pdegan2814 for reporting);
- On the Colourful sheets, fixed the Con Mod from sometimes showing the wrong value in the Companion pages' HD section (thanks for Midrealm DM reporting);
- Fixed some Context-Aware Attack Calculations not working (thanks rossow_timothy for reporting);
- Corrected the Cloistered Scholar background from wrongfully having artisan's tools (thanks @paul_mclaughlin for reporting);
- Corrected the damage for the Scourge Aasimar's Radiant Consumption (thanks @KhameleonGarden for reporting);
- Fixed an error with the "Flatten" function;
- Improved performance by swapping 'match()' evaluations with 'test()';
- Fixed a calculation-order issue with the Initiative on the Printer Friendly sheets (thanks erickrause for reporting);
- Fixed the Druid (Circle of the Moon) not getting the right Wild Shape (thanks Kamil L. for reporting);
- Fixed the Wild Shape calculation using things like Unarmored Defense and Draconic Resilience to calculate the best AC for Wild Shapes (thanks Adam C. for reporting);
- Fix for the Stone Sorcerer Stone's Durability adding the Dexterity modifier while it shouldn't;
- Updated the FAQ.

MPMB's Character Record Sheet v12.87 (2017-3-10)

- NEW FEATURE: Feats now have their own column in the Ability Scores dialogue, which is automatically filled by feats that have a fixed effect on ability scores;
- NEW CONTENT: Added the Faerie Dragon (with the help of Patrick O.);
- Added the option to add 'features' to creatures in the CreatureList (see the syntax files);
- Fixed an issue with Wild Shapes getting the wrong skill proficiency when having the skills on the first page sorted by ability score (thanks LogosWorks for reporting);

- Fixed an issue where inserting an empty feat could remove things it shouldn't.

MPMB's Character Record Sheet v12.86 (2017-3-3)

- Changed the 'Water Whip' Elemental Discipline back to an action, as it should be according to the PHB errata (thanks Ken B. for reporting);
- Fixed a critical error in the context-aware attack calculation script that would cause some things to hang, like fighting styles (thanks Gawain O. for reporting).

MPMB's Character Record Sheet v12.85 (2017-3-1)

- NEW CONTENT: Addition of the 2 Warlock and 1 Wizard archetypes from the Unearthed Arcana: Wizard & Warlock (with help from Greg N., Ben Y., Wizzard, and /u/magicmanfk);
- NEW CONTENT: Addition of the 25 Warlock Eldritch Invocations from the Unearthed Arcana: Wizard & Warlock;
- Added a way for class features to be greyed-out based on their prerequisite not being met;
- Added a way to change the first column in the spell sheet to any two-character string you want when using the "Change first column" or "Spell" options in the spell line menu (as suggested by chaosronin);
- Fixed a critical bug that could potentially remove class features when selecting a subclass using the dialogue;
- Fixed a bug that would crash the sheet's automation when adding a subclass for the first time to a class that was already at the level required to select a subclass (e.g. leveling up a level 1 sorcerer to level 2 and only then selecting which origins it has);
- Fixed a bug with removed races still affecting the new context-aware calculations (thanks for Jacob V. for reporting);
- Small fixes with importing (thanks rossow_timothy and /u/FairlyEpic for reporting);
- Fix for the Favoured Soul (UA:SO) not getting access to the cleric cantrips (thanks /u/LamentingDemon for reporting);
- Fixed the 'Extra Spells' area of the Spell Selection Dialogue giving no options for the drop-down boxes for places 11-15 (thanks /u/FairlyEpic for reporting);
- Fixed the 'Water Whip' Elemental Discipline to be a bonus action instead of a normal action (thanks Mark A. for reporting);
- Fixed a bug with the "Add more spells to the spellbook" dialogue showing the wrong spells;
- Fixed a bug with the Wolf adding Str to its Bite attack instead of Dex (thanks Ry7n for reporting);
- Updated the FAQ.

MPMB's Character Record Sheet v12.84 (2017-2-21)

- NEW CONTENT: Addition of all 4 Sorcerous Origins from the Unearthed Arcana: Sorcerous Origins (with help from /u/SoilentBrad, /u/LamentingDemon, and Toby L.);
- NEW CONTENT: Added the Crag Cat and Hulking Crab from Storm King's Thunder (as suggested by /u/Kelfina & Vladimir S.);
- Added a way for the Direct Import to properly add the class features that were added using the 'Choose Features' button to third page's 'Notes' section (as suggested by Robert N.);
- Changed how the sheet recognizes things, making it easier to add homebrew that has similar names to things that already exists (e.g. adding a homebrew weapon called "punching dagger" was previously impossible, as the attack fields would still only recognize it as a "dagger");
- Added a way to exclude armour based on source (although there isn't a button for this in the dialogue yet);
- Added a way for any type of armour to get calculated with a secondary ability score modifier;
- Added a way for armour to force a 0 for the Dex mod to be added to AC;
- Added a way for spells to be excluded, based on spell name, from the spell selection dialogue;
- Fixed several things related to ability scores that weren't importing, including the values in the ability scores dialogue, manually set saving throw proficiencies, and saving throw modifier fields (thanks Robert N. for reporting);
- Fixed a critical bug that prevented making companions and importing characters with a companion (thanks Taed for reporting);
- Fixed the saving throw of "Erupting Earth" (thanks Vladimir S. for reporting).

MPMB's Character Record Sheet v12.83 (2017-2-18)

- NEW FEATURE: Context-aware HP calculations (e.g. Dwarven Toughness), which can be added with custom scripts;

- NEW FEATURE: Context-aware attack fields auto-fill (e.g. Monk Damage Die), which can be added with custom scripts;
- NEW FEATURE: Context-aware attack to hit and attack damage calculations (e.g. Paladin Improved Divine Smite), which can be added with custom scripts;
- NEW FEATURE: Cantrips and spells added as an attack now get the ability score ascribed to them that has the highest modifier out of the spellcasting sources that include the selected cantrip/spell;
- NEW FEATURE: Added attack options for the Artificer's 'Alchemical Acid', 'Alchemical Fire', 'Thunder Monger', 'Blast Wave', 'Piercing Round', and 'Explosive Round';
- Added automation for the Svirfneblin Magic feat to have the spells appear on the spell sheet instead of in the limited feature section;
- Added automation to not give Mithral armour disadvantage on stealth (as suggested by @Adam1984_);
- Added options to make a complete spell sheet for the Artificer and a filter for the Artificer spells for adding spells on a line. This now works for any class or subclass added via custom script as well, as long as it is not excluded via the Source Selection Dialogue;
- Added the UA Fighting Styles to the options of the UA Ranger Fighting Style (as suggested by rossow_timothy);
- Added a way for (sub)classes to have two possible stats for determining their DC, and the sheet will automatically pick the highest (as suggested by David E.);
- Added a way for armour to have non-conforming Dexterity modifier maximum;
- Added the weapons 'Vial of Acid' and 'Alchemist's Fire';
- Updated all the JavaScript Syntax file to the new possibilities and added an explanatory header;
- Altered the description of the Expeditious Retreat spell to be more concise (as suggested by Taed);
- Added asterisks next to the action taken from the DMG, which only appear when the 'Adventure League' toggle is active, as a way to make it more clear that some actions aren't eligible in Adventure League play (as suggested by Charles M.);
- Fix for the Mechanical Servant option showing up on the Companion page only when the UA Artificer source is included (instead of excluded, as was the case in v12.82);
- Fix for the Mechanical Servant's Wondrous Inventions' Eyes of Minute Seeing description (thanks Arryn for reporting);
- Fix for the Fighter class having more than 2 attacks on the Printer Friendly versions (thanks rossow_timothy for reporting);
- Fixed an issue with removing the last weapon manually added to the "Other Weapons" proficiency (thanks James B. for reporting);
- Fixed an issue with the Tranquility Monk not being linked to a source proficiency (thanks James B. for reporting);
- Fix for the tooltip of the attack description field on the companion page not moving along when using the menus to move/insert/delete an attack;
- Fix for the description of the Tunnel Fighting Style (thanks @DrMathieu for reporting);
- The full list of Feats, Racial Features, and Class Features that have gained an attack or hp automation is:

○ Crossbow Expert (feat)	○ Martial Arts (Monk)
○ Great Weapon Fighting (feat)	○ Ki-Empowered Strikes (Monk)
○ Sharpshooter (feat)	○ Improved Divine Smite (Paladin)
○ Tavern Brawler (feat)	○ Sneak Attack (Rogue)
○ Tough (feat [HP])	○ Pact of the Blade (Warlock)
○ Talons (Aarakocra)	○ Lifedrinker (Warlock invocation)
○ Dwarven Toughness (Hill Dwarf [HP])	○ Repelling Blast (Warlock invocation)
○ Savage Attacks (Half-Orc)	○ Potent Spellcasting (Cleric archetypes)
○ Rage (Barbarian)	○ Divine Strike (Cleric archetypes)
○ Brutal Critical (Barbarian)	○ Improved Critical (Fighter, Champion)
○ Archery Fighting Style	○ Superior Critical (Fighter, Champion)
○ Dueling Fighting Style	○ Channel Divinity: Sacred Weapon (Paladin, Oath of Devotion)
○ Great Weapon Fighting Style	○ Draconic Resilience (Sorcerer, Draconic Bloodline [HP])
○ Two-Weapon Fighting Style	
○ Close Quarters Shooter Fighting Style	

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|---|--|
| ○ Elemental Affinity (Sorcerer, Draconic Bloodline) | ○ One with the Blade (Monk, Way of the Kensei) |
| ○ Song of Victory (Wizard, Bladesinger) | ○ Precise Strike (Monk, Way of the Kensei) |
| ○ Radiant Soul (Warlock, the Undying Light) | ○ Channel Divinity: Poison Strike (Paladin, Oath of Treachery) |
| ○ (Greater) Favored Enemy (UA Ranger) | ○ Piercing Thorns (Ranger, Primeval Guardian) |
| ○ Raging Storm: Sea (Barbarian, Storm Herald) | ○ Alchemical Acid (Artificer, Alchemist) |
| ○ Arcane Arrow (Fighter, Arcane Archer) | ○ Alchemical Fire (Artificer, Alchemist) |
| ○ Implacable Mark (Fighter, Knight) | ○ Thunder Monger (Artificer, Gunsmith) |
| ○ Hold the Line (Fighter, Knight) | ○ Blast Wave (Artificer, Gunsmith) |
| ○ Steady Aim (Fighter, Sharpshooter) | ○ Piercing Round (Artificer, Gunsmith) |
| ○ Kensei Weapons (Monk, Way of the Kensei) | |

MPMB's Character Record Sheet v12.82 (2017-2-3)

- NEW FEATURE: The Artificer from the Artificer Unearthed Arcana (with big help from RCanine);
- Added the UA Fighting Styles to the options of the Champion's Additional Fighting Style (as suggested by rossow_timothy);
- Added an option to see the skill tooltip in dialogue form to the skill menu (just click on the skills section);
- Added the option to exclude a class as a whole and not just its subclasses (before a completely excluded class would still load its non-archetype features when selected);
- Fix for the sheet recognizing the "Wild Mage" as a wizard (thanks David G. for reporting);
- Fix for the source listing of the Lightfoot and Ghostwise Halflings (thanks mrpeach32 for reporting);
- Fix for "Copy to Attuned Magical Items (page 2)" for the magic items menu option copying the magic item to the hidden row.

MPMB's Character Record Sheet v12.81 (2017-1-25)

- NEW FEATURE: The Ranger and Rogue subclasses from the Ranger & Rogue Unearthed Arcana;
- Added bookmarks for contacting MorePurpleMoreBetter;
- Updated the FAQ;
- Fix for the "Razorclaw Shifter" not showing up as an "Orc" (thanks Brian H. for reporting);
- Fix for the Tempest Domain "Wrath of the Storm" description (thanks Taed for reporting);
- Fix for the "College of Satire" getting two attacks which it shouldn't (thanks anonymous for reporting);
- Fix for subclasses not being committed when more than 10 subclasses are available in the subclass selection dialogue (thanks anonymous for reporting);
- Fix for the Bard no longer getting bardic inspiration refreshed on a short rest after reaching level 5 or more (thanks @DesktopMa for reporting);
- Made it possible to set any value for the damage type of attacks (thanks MetzgerWilli for the suggestion);
- Fixed the "Color" and "FAQ" buttons not appearing in the 'JavaScript Window' on the Colourful versions;
- Fix for using an array for the amount of usages for features of races;
- Changed how subclasses are recognized, giving priority to the class name (instead of equal priority to class and subclass names);
- Fixed three fields being visible for no reason on the secondary spell sheet pages (thanks Amor D. for reporting).

MPMB's Character Record Sheet v12.8 (2017-1-6)

- NEW FEATURE: Have the Adventure Logsheet page automatically generate the next Logsheet Entry, using the "Logsheet Options" button (as suggested, in part, by Vladimir);
- NEW FEATURE: Buttons for the Logsheet Entries on the Adventure Logsheet page to move an entry up or down, insert an empty entry, delete an entry, or clear an entry;
- NEW FEATURE: The "Theurgy" subclass for the Wizard from The Faithful Unearthed Arcana, including code for it to work with all current and future additions of cleric domains;
- Fixed some issues with class features having choices that affect other class feature choice, which in turn have a listing in the Limited Features section;
- Fixed the order of subclasses in the subclass selection dialogue to be alphabetical;
- Created a way for miscellaneous armour bonuses added by the code to be conditional (like Defence Fighting Style only working when an armour is selected, or the Dual Wielder feat only working when no shield is equipped);
- Fixed some errors with calculation order of the Adventure Logsheet page;

- Changed the Giant Scorpion claw attack to no longer say it restrains (thanks Vladimir S. for reporting), as well as some other creatures' attacks, including the Elk and Giant Elk hooves attack that they only work on prone (thank rossow_timothy for reporting);
- Fix for the Dueling Fighting Style not adding its damage (thanks for Arslan reporting).

MPMB's Character Record Sheet v12.79 (2016-12-30)

- Fix for having more than 20 levels of spellcasting (thanks Affan and Jeremy for reporting);
- Fix for water and earth elementals having the wrong immunities listed on the Wild Shape pages (thanks Vladimir S. for reporting);
- Made the size of the Add Custom Script dialogue dependent on the resolution of the screen so that it can be viewed on screens with less than 900 vertical pixels (thanks Arno P. for reporting);
- Fix the Player Reference page for when disadvantage applies on ranged attacks (thanks Polarbum for reporting).

MPMB's Character Record Sheet v12.78 (2016-12-20)

- Added the Paladin Sacred Oath Unearthed Arcana, two subclasses "Oath of Conquest" and "Oath of Treachery".

MPMB's Character Record Sheet v12.77 (2016-12-19)

- Some fixes for importing from older versions, before v10.6 (thanks Astromath for reporting);
- Fix for the "Add JS File" dialogue text being cut off (thanks Astromath for reporting);
- Fixes for fields not being displayed on start (thanks Astromath for reporting).

MPMB's Character Record Sheet v12.76 (2016-12-18)

- Fix for wizard spells going missing from their spellbook upon re-generation of their spell sheets, if the spellbook contained more than 18 spells (thanks Vladimir S. for reporting).

MPMB's Character Record Sheet v12.75 (2016-12-17)

- Small fix for some archetypes being wrongly recognized (thanks Willis_D for reporting);
- Some textual fixes for Unearthed Arcana subclasses;
- Fixed the Kensei weapon damage die for weapons that roll multiple dice for damage (thanks Affan T. for reporting).

MPMB's Character Record Sheet v12.74 (2016-12-16)

- Fix for cancelling the source selection dialogue when opening the sheet for the first time. This would cause all sources to be used the next time the sheet is opened instead of the default values;
- Added the "Gazer" from Volo's Guide to Monsters;
- Small change for how weapons are recognized, making it easier to add your custom scripts for weapons;
- Fixed the missing save for the Aganazzar's Scorching spell (thanks Marshall for reporting);
- Changed the subclass selection dialogue to notify you when a subclass name will replace the class name completely instead of amending to it.
- Changed 'effect' to 'affect' in the size field tooltip (thanks rossow_timothy for reporting).

MPMB's Character Record Sheet v12.73 (2016-12-15)

- Fixed the UA Ranger Beast Conclave animal companion that was no longer auto-updating (thanks _TV_Casualty_ for reporting);
- Updated the FAQ (with the Feral Tiefling);
- Made the resource dialogue make itself a bit smaller when a lower screen resolution is detected.

MPMB's Character Record Sheet v12.72 (2016-12-14)

- Fixes for the Unearthed Arcana ranger (thanks Dakota M. and Fourleafclov for reporting);
- Fix for the race options button on the second page;
- Small fixes for some class features;
- Changed the code to now allow racial features that are not limited features (such as the Aggressive for the Orc, and Nimble Escape for the goblin Goblin);
- Fixed the URL for the The Faithful Unearthed Arcana (thanks Thomas F. for reporting).

MPMB's Character Record Sheet v12.71 (2016-12-14)

- Changed the Source Selection Dialogue so that all things have their sources listed;
- Changed the list of races in the Source Selection Dialogue to use the same names as used in the drop-down boxes;

- The above fixes the issue of not being able to exclude the UA Revised Ranger in the Class Source Selection Dialogue (although you can always exclude the whole UA:RR source);
- Changed the abbreviation for "Elemental Evil Player's Companion" to "EE";
- Added Monster Manual as a source and added the sources for all creatures from the Monster Manual;
- Changed all the links to sources to http instead of https.

MPMB's Character Record Sheet v12.7 (2016-12-13)

- NEW FEATURE: select which resource the sheet may use. It will have the official, playtested resource enabled by default, and the Unearthed Arcana material disabled by default. You will be prompted the first time opening the sheet, and can always change the used sources by pressing the "Sources" button;
- Added almost all of the Unearthed Arcana (sub)classes (including the latest Monk Monastic Traditions);
- Added all Unearthed Arcana races;
- Added all Unearthed Arcana Fighting Styles.

MPMB's Character Record Sheet v12.65 (2016-12-11)

- Saving Throw tooltips change "saving throw" to "saving throws";
- Added an option for the non-numerical 'usages' of a feature to be put in the Limited Features section without the 'per';
- Fixed an issue with direct importing from older sheets, before version 11 (thanks vlysses for reporting);
- Removed Absorb Elements from the list of Sorcerer spells (thanks RaTath for reporting);
- Fixed that the sheet no longer forces duplex printing (thanks Mark W or reporting).

MPMB's Character Record Sheet v12.64 (2016-12-08)

- Fixed the 'Direct Import' dialogue steps for adding a JavaScript file (thanks Eric K. for reporting);
- Fixed an error when using 'Direct Import' from a Printer Friendly to a Colorful sheet (thanks Gus V. for reporting);
- Fixed the description of the Identify spell (thanks Eric K. for reporting);
- Fixed a bug with adding resistances (thanks Mike C. for reporting);
- Fixed a bug with limited features not being removed when removing a (sub)class.

MPMB's Character Record Sheet v12.63 (2016-12-03)

- Added that the sheet automatically uses Unarmored Defense, Draconic Resilience, and Mage Armor to calculate the best AC for Wild Shapes (as suggested on DMs Guild);
- Fixed the carrying capacity when combining two sources that double it (thanks SansMoins for reporting);
- Fixed the Yuan-ti Pureblood innate spellcasting ability to give suggestion at level 3 instead of 5 (thanks Br Ho for reporting);
- Fixed an error when importing (with 'Direct Import') from sheets before version 12.1;
- Fixed a bug with the 'Direct Import' function in the Colourful sheets when importing a spell sheet where the top class header has the prepared spells section hidden (thanks Eric K. for reporting);
- Changed all dates in the changelog and "Fan-made Additions" Dropbox folder to the ISO standard;
- Changed the 'this' object to a global variable to avoid possible runtime errors during importing;
- Changed the functionality of updating the drop-down boxes that they apply their value again after having been updated (and consequently reset).

MPMB's Character Record Sheet v12.62 (2016-11-28)

- Fixed a fatal issue that caused class choices to crash the sheet (thanks SansMoins for reporting).

MPMB's Character Record Sheet v12.61 (2016-11-28)

- Updated the FAQ with regards to the new import functionality;
- Fixed an issue with anything that added a resistance (thanks Fabyo for reporting);
- Fixed the Darkvision 60 ft omission from the Tressym (thanks Fabyo for reporting);
- Fixed the name of the Ghostwise Halfling (thanks Fabyo for reporting);
- Fixed some issues with changing to the metric system and the companion page (thanks Fabyo for reporting).

MPMB's Character Record Sheet v12.6 (2016-11-27)

- GRAND NEW FEATURE: import everything from your old sheet directly:
 - No longer any need to first make an export file;
 - Imports icons (requires Acrobat Standard or Pro for user-defined icons);
 - Imports every page, including all notes, companion, wild shape, adventure log, and spell sheet pages;

- Imports everything, regardless of old type (e.g. import your Colorfoul sheet into Printer Friendly and retain all values);
- Imports all settings like font, font size, visible pages, visible sections, etc.
- NEW FEATURE: spells that are considered to be 'always prepared' such as the Cleric's Domain Spells are now marked with a star instead of a check mark and can't but unchecked by clicking on it. They can still be changed into a normal checkmark by using the menu (as suggested by Chris B.);
- Added a reminder to update the spell sheet when selecting the druid circle of the land Circle Spells (as suggested by Chris B.);
- Fixed an issue with multiclassing characters not having their class + level show up correctly on the Adventure Logsheets (thanks John R. for reporting);
- Fixed an issue with the Organization Symbol not printing when set by picking a faction from the drop-down menu (thanks John R. for reporting);
- Fixed the saving throw for Evard's Black Tentacles to be Dexterity instead of Constitution (thanks Raikumi for reporting);
- Fixed the saving throw for Enlarge/Reduce to be Constitution instead of Wisdom;
- Fixed an issue with the headers of the Wild Shape pages not populating;
- Fixed an issue with changing/removing subclass;
- Fixed an issue with spell sheet generation and the Aasimar from VGtM (thanks guykaj for reporting).

MPMB's Character Record Sheet v12.58 (2016-11-16)

- Updated the FAQ;
- Fixed an issue with using the print dialogue to print spell sheets (thanks Astromath for reporting).

MPMB's Character Record Sheet v12.57 (2016-11-16)

- NEW FEATURE: changed the "add custom script" dialogue to now except unlimited amount of characters. Unfortunately, the amount of characters for each dialogue is still limited to 65642, but now you can have as many dialogues as you want;
- Fixed the weight of the weapons not being added to the total weight carried when so selected (thanks SoilentBrad for reporting);
- Fixed a tiny error in the code for selecting options for class features;
- Added the Custom Script for the latest Unearthed Arcana, Bard Colleges (with thanks to SoilentBrad now available in the [Fan-made Additions Dropbox](#)).

MPMB's Character Record Sheet v12.56 (2016-11-13)

- Fixed the sheet hanging while adding the Wild Shape class feature (thanks Hawkflight for reporting);
- Fixed the sheet taking away the "Searing Arc Strike" when a Monk (Way of the Sun Soul) level 6 or higher went up a level (thanks Hawkflight for reporting).

MPMB's Character Record Sheet v12.55 (2016-11-11)

- Added the option for Custom Class/Subclass Scripts to use their own spell slot tables and adding partial levels to the Warlock spell slot calculation when multiclassing. This opens the door for adding Matthew Mercer's Blood Hunter class (with thanks to Darryl now available in the [Fan-made Additions Dropbox](#));
- Added a way for a class feature with options to be selected through another class feature (such as the Draconic Bloodline sorcerer's ancestry), so that it is no longer needed to select the traits separately;
- Added a way for 'choices' and 'extrachoices' of class features to add/remove Limited Features. This opens the door for adding the new Unearthed Arcana Barbarian paths (with thanks to SoilentBrad now available in the [Fan-made Additions Dropbox](#));
- Added the bonus action listing for the Orc's "Aggressive" trait;
- Made it possible for the automation to detect things that have manually been moved from the third page "Notes" section to the second page "Class Features" section;
- Fixed some issues with the changes to the class feature sorting code introduced in v12.5;
- Fixed the saving throw for Cone of Cold to be Constitution instead of Dexterity (thanks splepage for reporting);
- Fixed the Warlock's Armor of Shadows and Chains of Carceri Invocations to be at will instead of once per long rest (thanks splepage for reporting);
- Fixed the Tabaxi, Triton, and Deurgar ability score listing in the Racial Traits section (thanks liquidlen for reporting);
- Fixed the new Aasimar getting their light cantrip (thanks Taed for reporting);

- Fixed some issues with the Ability Score Improvements reminder (thanks Lamenting_Demon & Taed for reporting).

MPMB's Character Record Sheet v12.5 (2016-11-7)

- NEW FEATURE: Added all the player races from Volo's Guide to Monsters: Aasimar, Bugbear, Goblin, Goliath, Hobgoblin, Kenku, Kobold, Lizardfolk, Orc, Tabaxi, Triton, Yuan-ti Pureblood, and corrected the Firbolg;
- NEW FEATURE: Added all the beasts from Volo's Guide to Monsters to be used on the companion and wild shape pages;
- NEW FEATURE: Added the option to move equipment to and from the companion pages (as suggested by dougiefresh1233);
- NEW FEATURE: Added the option to replace 'Encumbrance' and 'Heavy Encumbrance' with just the 'Carrying Capacity' (with the "Weight" button);
- Corrected several minor (spelling) errors in spells, gear, feats, classes, and races;
- Fixed an issue with the "LR" button hiding certain fields on the Printer Friendly versions;
- Changed the way class features are sorted, making it possible to add custom code for subclasses with any number of features and still have them appear correctly on the sheet;
- Fixed the Arcana Domain's Channel Divinity not showing up in the actions section (thanks pdegan2814 for reporting).

MPMB's Character Record Sheet v12.4 (2016-10-28)

- Added the Firbolg from Volo's Guide to Monsters;
- Moved the races taken from Unearthed Arcana (Changeling, Minotaur, Shifter, and Warforged) to the 'Fan-made Addition' Dropbox and are no longer part of the sheet by default;
- Fixed a lot of racial traits to look better in the Printer Friendly version of the sheet;
- Changed the way the races are found in the drop-down boxes;
- Changed many mouseover texts/tooltips to include bold headers;
- Added "unarmored" to the armour drop-down list on the first page. Writing this was always an option, but now it is more explicit as part of the drop-down box (as suggested by MathimCaim);
- Fixed a bug with the Spell Slots not appearing correctly on the Colourful sheets (thanks Johanus for reporting).

MPMB's Character Record Sheet v12.39 (2016-10-21)

- Added "Cast a Spell" to the Player Reference page (as suggested by Ryan E) [only Printer Friendly versions]

MPMB's Character Record Sheet v12.38 (2016-10-21)

- Marginally improved Spell Sheet generation time (by about 1%)
- Altered some code to accommodate the new Gunslinger optional subclass (i.e. the Fighter subclass by Matthew Mercer, [now available as a 'Fan-made Addition'](#))
- Improved the code for monks to not create duplicates of ki features after these are manually moved from the third page's notes section

MPMB's Character Record Sheet v12.37 (2016-10-16)

- Fixed some bugs with using Spell Points instead of Spell Slots

MPMB's Character Record Sheet v12.36 (2016-10-11)

- Updated the FAQ

MPMB's Character Record Sheet v12.35 (2016-10-11)

- Fixed the limited feature recovery fields to once again have a "LR" option (thanks BurlRed for reporting). This only affected the Printer Friendly versions.

MPMB's Character Record Sheet v12.34 (2016-10-10)

- Fixed a bug where casting classes were already included in the spell generation process even when they did not yet have access to spells (i.e. Ranger and Paladin level 1) (thanks capn_tack for reporting)
- Fixed a bug where if the first class to generate a spell sheet for has no spells selected, it caused the whole spell sheet generation to fail (thanks capn_tack for reporting)
- Fix for (sub)classes with the Potent Spellcasting feature

MPMB's Character Record Sheet v12.33 (2016-10-6)

- Fixed spelling of multiple cantrips in the attacks section (thanks anon for reporting)
- Fixed the Swashbuckler Rakish Audacity working in the Printer Friendly versions (thanks pdegan2814 for reporting)

MPMB's Character Record Sheet v12.32 (2016-10-4)

- Fixed an issue with generating a 'Complete Class Spell Sheet'
- Minor graphical fixes for the Printer Friendly versions

MPMB's Character Record Sheet v12.31 (2016-10-4)

- Fixed the Remarkable Athlete feature rounding up instead of rounding down (thanks Michael for reporting)

MPMB's Character Record Sheet v12.3 (2016-10-3)

- NEW FEATURE: Sort the skills by ability score instead of alphabetically (except for where the ability score is not shown in the skill section)
- NEW FEATURE: Use Spell Points instead of Spell Slots
- Pimped the skill tooltip/mouseover text to be easier to read
- Fix for text of Battlemaster maneuvers (thanks andargor for reporting)
- Small textual fix in pop-up dialogues

MPMB's Character Record Sheet v12.26 (2016-9-28)

- Added a pop-up alert for when the amount of Ability Score Improvements changes at changing level (thanks email for suggesting)
- Wrote the code for the Revised Ranger ([now available as a 'Fan-made Addition'](#))
- Made the sheet compatible with the Revised Ranger's Animal Companion from Unearthed Arcana

MPMB's Character Record Sheet v12.25 (2016-9-23)

- Added the Tressym (from Storm King's Thunder) to the creatures available as companion and wild shape
- Fixed a bug with using a comma as a decimal separator in the starting gold on the Adventure Logsheet
- Made a version of the sheet that contains only the Adventure Logsheet (similar to the Spell Sheets per Class extraction)
- Fixed an issue with resetting an Adventure Logsheet page potentially removing stuff from the header
- Updated the warning to include a message about Mac OSx Preview destroying the sheet

MPMB's Character Record Sheet v12.23 (2016-9-19)

- Fixed a bug with "Book of Ancient Secrets" not just showing ritual spells (thanks email for reporting)

MPMB's Character Record Sheet v12.22 (2016-9-19)

- Fixed a bug with adding a glossary to the spell sheet when the last class spell selection dialogue is left empty (thanks email for reporting)

MPMB's Character Record Sheet v12.21 (2016-9-18)

- Fixed an issue with class features appearing in the wrong spot when multiclassing sorcerer with warlock
- Fixed a bug with adding a glossary to the spell sheet with multiclassing (thanks email for reporting)

MPMB's Character Record Sheet v12.2 (2016-9-14)

- Updated the welcome dialogue, some tooltips, and the file description
- Added links to the alternative product on DMs Guild, and removed the links to EN world
- Removed the blue links on the sheet, as they are redundant with the links in the bookmarks
- Consolidated the A4/Letter bonus version and normal version to make it one version to go on DMs Guild

MPMB's Character Record Sheet v12.1 (2016-9-12)

- Did a total redesign of the 'Printer Friendly' version to not use any material from the official WotC character sheet, naming it "Printer Friendly – Redesign". The original Printer Friendly version will now no longer be available by any means

MPMB's Character Record Sheet v12.09 (2016-9-7)

- Removed all D&D logos to adhere to the DMs Guild Community Content Agreement
- Fixed the damage die for "polearm butt end" weapon (thanks pdegan2814 and Greybeard_Ray for reporting)

MPMB's Character Record Sheet v12.08 (2016-9-2)

- Minor graphical fixes to the Companion page of the Printer Friendly version
- Fix for the Eladrin's Fey Step ability (thanks JValeur for reporting)

MPMB's Character Record Sheet v12.07 (2016-8-31)

- Added the functionality that the sheet automatically calculates the -5 to attack and +10 to damage for attacks when the text "sharpshooter", "great weapon master", or "power attack" is included in the weapon's name or description fields (as suggested by Leatherhead)
- Added the functionality to be able to have spells show up on a spell sheet even when the class is not a spellcaster

- With abovementioned functionality, both the Barbarian (Totem Warrior) and Monk (Way of the Four Elements, Way of the Shadows) now have their abilities that emulate spells add these spells to the spell sheet, when generated (as suggested by Leatherhead)

MPMB's Character Record Sheet v12.06 (2016-8-23)

- Added the new Adventurers League season icon: Storm King's Thunder
- Updated the FAQ
- Added a warning that is seen when the sheet is opened for the first time with the wrong software (i.e. not Adobe Acrobat)
- Added a way to update the drop-down boxes with multiple weapons

MPMB's Character Record Sheet v12.05 (2016-8-11)

- Fixed an issue with importing from a sheet that has the location columns in the equipment section visible (thanks emailer for reporting)
- Fixed an issue with 'User Scripts' not working after saving and opening the sheet again
- Fixed an issue with the skill proficiency text not being updated correctly
- Corrected the naming of the Warlock (Archfey) class feature from "Misty Step" to "Misty Escape" (thanks pdegan2814 for reporting)
- Updated all the homebrew syntax and example lists on Dropbox to the latest version
- Added a way to have a (sub)class with spells known add a fixed list of spells to its known spells (e.g. domain spells of the Sorcerer's Favored Soul origin from Unearthed Arcana)
- Fixed an issue with bonus spells being automatically prepared not showing up as such
- Updated the FAQ
- Fixed an issue with the "Add User Script" dialogue not being able to open the FAQ directly
- Added an option to the Homebrew Syntax to update the dropdown fields
- Fixed an issue with some 'bonus spells' having too many spells to select from

MPMB's Character Record Sheet v12.01 (2016-8-7)

- NEW CONTENT: new creatures added for all your necromantic needs: Ghoul, Ghast, Mummy, Skeleton, Zombie, Ogre Zombie, and Wight
- Added/changed some bookmarks with weblinks
- Fixed an issue with companion saving throw proficiencies not being set correctly
- Fixed several issues when using Proficiency Dice instead of Proficiency Bonus

MPMB's Character Record Sheet v12 (2016-8-3)

- NEW FEATURE: added an additional page for the 'overflow' of things from the first three pages. This optional page offers additional space for magic items, feats, limited features, actions, and proficiencies.
- Added support for the source "DMsGuild" when adding stuff via custom code
- Added support for using "Homebrew" and "DMsGuild" as selectable sources for spells (if you add them via custom code)
- Fixed an issue with the spell sheets being selectable in the print dialogue even though none were visible
- Fixed an issue with automated subclass selection causing double/wrong entries (especially for Druid and Bard)
- Fixed an issue with not all multi-line fields having their font size changed

MPMB's Character Record Sheet v11.95 (2016-7-24)

- Added a way to denote that armor gives disadvantage to stealth (see checkbox with "Mods" enabled)
- Fixed an issue with class features not appearing in the right spot when multiclassing and adding a subclass via automation
- Fixed an issue with the Moon Druid's wild shape not showing up correctly when adding the druid circle via the subclass selection pop-up dialogue
- Fixed an issue with adding a subclass via automation when not using the PHB class' name
- Fixed an issue with adding homebrew class/subclass where the regex and class name don't match
- Fixed some minor graphics in the Printer Friendly version
- Fixed a bug where Speak with Animals was not recognized as a Bard spell (thanks emailer for reporting)
- Added the reference sheet as an option in the print dialogue (thanks pdegan2814 for reporting)

MPMB's Character Record Sheet v11.9 (2016-7-19)

- NEW FEATURE: Added a Player Reference Sheet to the Printer Friendly version
- Updated the rules on the third page of the A4 and Letter version (removed some errors, cleared up language)

- Fixed a bug where the High Elf didn't get an extra language (thanks Damon B. for reporting)
- Fixed a bug where generating a 'complete' spell sheet for Arcane Trickster or Eldritch Knight didn't fill out the spellcasting ability

MPMB's Character Record Sheet v11.8 (2016-7-16)

- NEW FEATURE: Added the option to set class icons, faction banners, faction icons, and Adventurers League season icons, to the "Symbol" field
- Changed it so that any field that says "Click here to change this icon" is no longer printed
- Added places for icons in the headers of the first page and the Adventure Logsheets for the [Printer Friendly] version. You can set these icons to anything you want, just like the symbol field. Also like the symbol field, you can select one of the new options mentioned above
- Fixed an omission of "Half Plate" not setting the "Stealth Disadvantage" checkbox in the [A4 & Letter] versions (thanks Paragore for reporting)
- Fixed an issue with changing the faction on the Adventurers Logsheet not updating the faction icon on the Background page
- Renamed the factions in the drop down box to their official names

MPMB's Character Record Sheet v11.73 (2016-7-14)

- Tiny improvements in calculation speed
- Fixed the offset of the fields in page 3+ of the Printer Friendly version

MPMB's Character Record Sheet v11.72 (2016-7-10)

- Updated the FAQ
- Fixed a bug that hid the wrong things on the Spell Sheet pages
- Added an option to hide the "spells to prepare" section on the first page of the Spell Sheets
- Fixed a bug where changing the "Unit System" didn't affect the Spell Sheets

MPMB's Character Record Sheet v11.7 (2016-7-9)

- Changed the Spell Sheets of the Printer Friendly version to better fit
- Added the option to the Spell Line Menu to add an empty class header without the "Spells to prepare" visible
- Added the option to make a 'Complete' Spell Sheet that includes all the spells of a single class
- Fixed bug with barbarian class not working in Printer Friendly version
- Fixed bug with faction and player name not showing up on Adventure Logsheet page when adding a new page
- Fixed bug with Spell Line Menu allowing the addition of a class header or level divider when all are in use
- In the Printer Friendly version, stopped the font from also changing on the spell lines so it will always fit
- Fixed bug with not being able to delete or insert rows on the first page of the spell sheet

MPMB's Character Record Sheet v11.6 (2016-7-6)

- NEW FEATURE: Added a place for an icon to the companion sheet (which can be changed for room for notes)
- NEW FEATURE: Added a place for equipment to the companion sheet (it is hidden by default on the Printer Friendly version, but visible by default on the A4 and Letter versions)
- Fixed an issue with changing the colours on the first page of the spell sheet after generating it

MPMB's Character Record Sheet v11.55 (2016-7-3)

- Updated the FAQ
- Added a link to both versions of the sheet (WotC style and Aumente's design)

MPMB's Character Record Sheet v11.51 (2016-7-1)

- Fixed an issue with the text dialog to set font and font size (it was broken in v11.5)
- Fixed an issue with no longer being able to select the Spell Sheet in the Print dialog
- Fixed several issues with the Printer Friendly version, making it ready to be published

MPMB's Character Record Sheet v11.5 (2016-6-30)

- NEW ALTERNATIVE VERSION: Made a new sheet based on the WotC design, called the "Printer Friendly" version. This has all the same automation as the sheet you know, but has a completely new design
- NEW FEATURE: Added the option to change the date format on the Adventurers Logsheet pages
- Added an option to empty the portrait and symbol fields to show nothing but white space
- Made it possible to set the faction on the Adventurers Logsheet pages (instead of just on the background page)
- Changed the initially visible pages to no longer include the Wild Shape page
- Changed the way Spell Sheets are generated to make generating pages after the first a lot faster
- Changed the default form-field highlighting

- Fixed an error with the skills of the Far Traveler background (thanks emailer for reporting)
- Fixed some racial descriptions
- Fixed an error with some BlueText (modifier) title fields not showing up on extra companion pages (i.e. pages added by the user after the first)
- Fixed some wrong attack descriptions of creatures (wild shape/companion) (thanks Astromath for reporting)
- Fixed a glaring error when levelling up and the sheet prompting for a subclass that caused limited features to get double the amount of usages (thanks emailer for reporting)
- Fixed an error with gear being recognized as something else (thanks fitsou for reporting)

MPMB's Character Record Sheet v11.42 (2016-6-7)

- Added Spell Sheet functionality to the Spell Sniper feat, which was previously omitted (thanks Underhil for reporting)
- Fixed some formatting in tooltips
- Changed the way that the Spell Slots are updated. Now the sheets look at the difference between what it is expecting the value to be, and what it is, and adds that to the new, calculated value of Spell Slots
- Corrected the error of not listing "Detect Poison and Disease" as a ritual spell (thanks devincutler for reporting)
- Fixed error when entering a race when no level is present but that does have limited features at level 1 (thanks Astromath for reporting)
- NEW FEATURE: Added better support for Adventurer's League factions: a drop-down list with the factions that auto-fills the symbol fields (as suggested by Astromath) and it will set the options for the faction rank
- NEW FEATURE: the fields in the equipment sections now (try to) recognise manually entered equipment and automatically add its weight (as suggested by Astromath)
- NEW FEATURE: Added the options to only export the equipment sections (as suggested via email) and to only export the description fields

MPMB's Character Record Sheet v11.4 (2016-5-26)

- Bug fixes for the Speed section (reported via email)
- Bug fixes for the "League" button (thanks SpaceCasey for reporting)
- Addition of a button in the HP section to set the max HP, as a replacement for the Shift-click function in v11.39

MPMB's Character Record Sheet v11.39 (2016-5-25)

- Bug fixes for "Bardic Inspiration" (thanks devincutler for reporting)
- Bug fixes for "Pouch" in the equipment section (thanks devincutler for reporting)
- Added the options to have the sheet automatically add average/fixed/max Hit Points, just Ctrl/Shift/Cmd-click on the "Max Hit Points" field (as suggested by SpaceCasey)

MPMB's Character Record Sheet v11.38 (2016-5-24)

- Bug fixes for movement speed not/wrongly displaying after importing (thanks SpaceCasey for noticing)
- Bug fixes to ensure compatibility with the latest version of Adobe Acrobat DC (version 15.01620041)
- Bug fixes for exporting
- The buttons in the "JavaScript Window" now display an "On" state when active, where appropriate
- Added tooltip information for the "Jack of All Trades" and "Remarkable Athlete" checkboxes, as well as all the skill and initiative modifier fields (as suggested by Ohillion)

MPMB's Character Record Sheet v11.37 (2016-5-23)

- NEW FEATURE: added the option to put a Ranger's Companion on the companion page, as per the Beast Master class feature (as suggested by Astromath)
- Fixed some creature entries
- Made the BlueText fields of the attacks on the companion page easier to read (as suggested by Astromath)

MPMB's Character Record Sheet v11.36 (2016-5-22)

- Fixed bugs with the resilient feats not being recognized (thanks Boomerkoji for noticing)
- Fixed bugs in the Spell Sheets when using casters that are not full-spellcasters (thanks Arslan for noticing)
- Fixed a bug with the Eldritch Blast cantrip and its variants not showing the right damage in the attack section (thanks SLOKnightfall for noticing)
- Changed that the "Spells prepared" section is now hidden when you select the option "Prepared spells only"

MPMB's Character Record Sheet v11.35 (2016-5-20)

- Changed the "Glossary of Abbreviations" on the Spell Sheets to something smaller

- Added the backgrounds from "Curse of Strahd: Optional Backgrounds" (thanks to RCanine for doing the legwork)
- Updated the FAQ with the new sources that are used
- Updated the [Homebrew Syntax on Dropbox](#) with the new additions to class, races, and backgrounds (spellcasting and lifestyle)
- Fixed wonky graphics for the coins on the second page
- Amended the spell "Protection from Evil and Good" (as suggested via email)

MPMB's Character Record Sheet v11.32 (2016-5-18)

- Fixed an error with the Warlock's Book of Ancient Secrets (thanks fitsou for noticing)

MPMB's Character Record Sheet v11.31 (2016-5-18)

- The background now also sets the lifestyle expenses (as suggested by RCanine)
- Fixed an issue with Spell Sheet generation when getting spells from a feat (Magic Initiate and Ritual Caster) (thanks RCanine for noticing)
- Fixed an issue with the Spell Sheet include/exclude dialog (thanks RCanine for noticing)
- Fixed mistakes in the Haunted One background and the Purple Dragon Knight archetype

MPMB's Character Record Sheet v11.3 (2016-5-16)

- NEW FEATURE: added the option to add the ability "Honour" or "Sanity"
- Changed the way the attack section selects the ability for a cantrip
- Removed the feature where changing the companion race causes the description fields to be reset

MPMB's Character Record Sheet v11.26 (2016-5-15)

- NEW FEATURE: added the option to generate a Spell Sheet page with text lines (as suggested by Kester Adrian)
- Fixed the list of Pact of the Chain familiars in the pop-up menu (it only included Imp, but now also includes Pseudodragon, Quasit, and Sprite)
- Added more explanatory text to the import pop-ups, to make clear how badly the sheet handles importing things from 'extra' pages
- Fixed a problem with the BlueText (modifier) fields on the Spell Sheet pages being shown while they shouldn't be (thanks Michael Robinson for noticing)
- Fixed a problem with pages being added with fields that were not functioning independent of the other pages
- Fixed a problem with bookmarks not being coloured grey in Acrobat Pro when hiding a page via the on-page menu

MPMB's Character Record Sheet v11.25 (2016-5-11)

- NEW FEATURE: added the Curse of Strahd "Haunted One" background (all credits go to RCanine for scripting it)
- Fixed a bug where the Spell Sheet would be generated between the Adventurer's Logsheet pages (thanks RCanine for noticing)
- Fixed the racial traits text for the Devil's Tongue Tiefling (thanks RCanine for noticing)
- Fixed the Tiefling entry to no longer generate an error during Spell Sheet generation (thanks RCanine for noticing)

MPMB's Character Record Sheet v11.2 (2016-5-7)

- Changed the way the equipment section interacts with containers, i.e. backpacks (as suggested by Astromath, sort of)
- Changed the way the equipment section interacts with adding ammunition (as suggested by Astromath)
- Added the "Maximum Spell Level able to cast" to the spell selection dialog (as suggested by Subpar77)
- Fixed a bug that stopped the adding of a class features if the class was first entered at a level that required the addition of a subclass
- Fixed a bug with Acrobat DC crashing at opening the sheet while the welcome message is showing
- Fixes a bug with the addition of items of quantities other than 1 (ammunition was affected most)
- Replaced all JSON functions from the code that are incompatible with Acrobat XI with functions that are compatible to ensure the sheet stays compatible with Acrobat XI

MPMB's Character Record Sheet v11.1 (2016-5-2)

- NEW FEATURE: Added a pop-up dialog that asks you to update the Spell Sheets when you change level that influences the Spell Sheet

- NEW FEATURE: Added the option to have the Spell Sheet only display prepared spells (as suggested by Astromath)
- Fixed an ancient bug (that I finally found) that could cause class features to appear at the wrong place, especially when multiclassing
- Removed a redundancy from the code that should speed up the class feature addition

MPMB's Character Record Sheet v11.05 (2016-4-30)

- Fixed the Bard spells in the A4 version (thanks DersitePhantom for noticing)
- Fixed the spells to prepare calculation for Paladin (thanks Arslan for noticing)
- Added class-name recognition to the first header of the spell sheet, because it was impossible to set it to a class manually

MPMB's Character Record Sheet v11.0 (2016-4-29)

- Changed the name to "Character Record Sheet", as now everything can be recorded in this one pdf
- GRAND NEW FEATURE: Added the option to generate a SPELL SHEET!!! No longer will you need the Excel Spell Sheet Generator, it can now all be done within the pdf itself
Use the "Spells" or "Layout" button to generate a sheet.
- GRAND NEW FEATURE: Added the option to manually set every line of the Spell Sheet, add a spell, delete lines, add empty lines, set headers, etc. etc.
- NEW FEATURE: Changed the Portrait and Symbol to buttons that generate a menu with options, eliminating the need for separate reset buttons. When viewed with Acrobat Reader, the menus now also include a link to an online image-to-pdf converter
- NEW FEATURE: Added "Booming Blade" and "Green-Flame Blade" to the attack drop-down fields
- Added information for all the spells from the PHB, EE, and SCAG
- Added all the spellcasting information for the classes, races, and feats
- Fixed a bug in the Adventurers Log calculation (with help from RaTath)
- Fixed an error occurring when showing the location column on the third page and hiding that page
- Added a choice for the Druid (Circle of the Land)'s Circle Spells
- Fixed some typo's in some of the entries (Dark Elf, Warhorse, Paladin)
- Fixed how the "Flatten" function interacts with other functions
- Changed the welcome text

MPMB's Character Sheet v10.65 (2016-4-13)

- Changed how the Adventurers Log deals with decimals
- Fixed a bug that would leave the Classes and Levels field blank on the Adventurers Log page (thanks RaTath for noticing)
- Made it possible to set Name, Player Name, Faction, and DCI on the Adventurers Log page (Classes and Levels will be auto-filled and can only be set on the first page)
- Made it possible to reset any of the Adventurers Log pages (instead of only the first one)
- Made it possible to remove any of the Adventurers Log pages (instead of only the last one)
- Added the character's name to the Wild Shapes page
- Fixed the calculation order of the fields when adding another Adventurers Log page
- Fixed a bug that didn't allow the Extra Equipment location column to be shown
- Fixed it so that adding a "Pouch" doesn't stack with "Component Pouch" (thanks Subpar 77 for noticing)
- Fixed some bugs with moving equipment and magic items up/down

MPMB's Character Sheet v10.63 (2016-4-12)

- Fixed a bug on the Adventurers Log pages (thanks Clancey for noticing)

MPMB's Character Sheet v10.6 (2016-4-12)

- NEW FEATURE: Added "Adventurers Logsheet"
- NEW FEATURE: The D&D logo on the third pages now changes colour together with the Dragon Heads
- NEW FEATURE: Changed the Symbol button so that you can now choose a faction symbol to set
- Now when you press a bookmark to a page that is hidden, you get prompted to make that page visible
- Changed the way the FAQ is called, making it more compatible with Mac devices (thanks Clancey for noticing)
- Changed the default Portrait and Symbol on the backgrounds page to a "Click Me" text
- Renamed some bookmarks
- Updated the FAQ

MPMB's Character Sheet v10.5 (2016-4-8)

- NEW FEATURE: Added the option to hide pages (see the "Layout" button/bookmark)
- NEW FEATURE: Added the option to make additional 'Companion', 'Notes', and 'Wild Shapes' pages
- Changed the "Hide Lines" buttons on the 'Companion' and 'Notes' to one button each, that summons a menu
- Added dialogs that show the progress of certain operations that can take some time (such as applying race, class, color scheme, etc. etc.)
- Changed the bookmarks to refer to fields instead of page locations, making it so that pressing a bookmark will send you to the correct field instead of to a page view
- Amended the introduction screen to show that it can be closed by pressing ENTER
- Fixed some things in the code (mainly for speeding up the adding of class levels)

MPMB's Character Sheet v10.43 (2016-3-13)

- Fixed the Bonus Version of the A4 sheet, so that the bonus features are actually enabled
- Fixed an error with the Giant Lizard's Bite attack (thanks devincutler for noticing)

MPMB's Character Sheet v10.42 (2016-3-2)

- Fixed typos in several tooltips
- Added a "donate" button on the top of the second page
- Made clear which greyed-out menu items are greyed out because they only work in the Bonus Version

MPMB's Character Sheet v10.41 (2016-3-1)

- Added menus to move the Limited Features and the Actions (as suggested by Headbomb)
- Added fields to the Spellslot section to show if there are more spell slots available than shown (i.e. if the amount of spell slots is higher than 4 due to homebrew, magic item, or something else) (as suggested by Headbomb)
- Changed the non-calculated export so that the notes on the 3rd page are also exported (thanks neoldobys for noticing)
- Fixed a bug that stopped the menu squares on the 5th page from changing colour
- Changed the sorting of the attacks drop-down (as suggested by Headbomb)

MPMB's Character Sheet v10.31 (2016-2-28)

- Fixed a bug with Attacks that use a DC (thanks Headbomb for noticing)

MPMB's Character Sheet v10.3 (2016-2-26)

- NEW BONUS FEATURE: added the option to change the font of all the form fields (as suggested by Alexrose)
- NEW BONUS FEATURE: added the option to change the color of the Ability Save DCs
- Fixed the Ghostwise Halfling racial trait (thanks VandalHeart for noticing)
- Fixed the Sacred Flame cantrip so that it no longer adds the ability modifier to damage
- Swapped the location of the two Ability Save DC's to make it better looking when there is only one
- Moved the Armor and Weapon proficiencies to the Proficiency section
- Added "other" to the options of armor proficiencies
- Changed the Battlerager subclass so it adds "Spiked Armor" to the "other" armor proficiencies, and "Armor Spikes" to the "other" weapon proficiencies
- Changed the font of some text that was Segoe Print to make the sheet more font-independent

MPMB's Character Sheet v10.26 (2016-2-23)

- Added the creature "Crawling Claw"
- Added "Spell Attack" as a weapon (this will only generate a to hit modifier)
- Added all weapons to the attacks drop-down
- Fixed a bug where you couldn't save immediately after importing
- Fixed a bug that screwed up the naming of magical weapons when putting them into the equipment section (thanks andargor for noticing)
- Fixed naming of the Resilient feat (thanks andargor for noticing)

MPMB's Character Sheet v10.22 (2016-2-18)

- Fixed some minor spelling errors
- The Strength multipliers of the encumbrance section are now visible even if the sheet is fresh/reset
- Made medium armor Dex modifier visible when printing an empty sheet
- Fixed Giant Spider poison damage to 2d8 instead of 2d6
- Really fixed the issue with using numbers as locations in the equipment section

MPMB's Character Sheet v10.2 (2016-2-17)

- NEW FEATURE: Added an option to export that is usable even when using Acrobat Reader. I also added a way to export data from older version of this sheet using Acrobat Reader, see the FAQ for more information
- Updated the import function, making it possible to import both fdx and xfdx files, preventing several errors when importing, and suppressing all pop-ups during importing. Also, the new function will set all visibilities as imported (color themes, notes/rules/equipment on the third page, location columns of equipment section, attuned magic items on the second page, Blue Text fields, manual attack fields, spell slots, text size, and text lines)
- Changed the headers so that they no longer have a red dragon in them (even though they were no longer visible because another graphic was overlaying it, some prints would still show red lines around a dragon head)
- Fixed a bug where the location fields of the equipment section didn't except numbers, only text
- Fixed a bug where some class abilities didn't show up properly on page 2 after adding a subclass using the pop-up dialog
- Made it so that resetting the equipment section also deletes the values in the location column
- Added the creature "Shield Guardian" to the list of creatures
- Changed how the sheet handles a change of race on the Companion page. Now when you change the race to something that is not recognized, all abilities of the last selected race will remain in place instead of being removed. This way you can use another name for a companion's race (e.g. select "Frog" and then change it to "Toad"), while keeping the same stats
- Added a "Magic Bonus" column to the Ability Score dialog
- Added the variables of the Wild Shape class feature to the top of the Wild Shape page (uses, duration and limitations). These three fields will be auto-filled when the appropriate Druid level is reached

MPMB's Character Sheet v10.1 (2016-2-11)

- Fixed a bug where the cantrips weren't showing the correct damage (thanks SpoCk0nd0pe for noticing)
- Fixed an issue with hiding the text lines on page 3 (thanks SpaceCasey for noticing)
- Added damage cantrips that require a DC (Acid Splash, Frostbite, Lightning Lure, Poison Spray, Sacred Flame, Sword Burst, Thunderclap, Vicious Mockery)
- Changed how the attack with DC's are added (the cantrips and for Air Elemental & Water Elemental), which now allows anybody to define a DC for an attack (see the Blue Text fields)
- Changed how (magical) bonuses to attacks in the attack name are recognized. Now it requires a space before the "+" or "-"
- Added more creatures:
 - For use with Pact of the Chain: Imp, Pseudodragon, Quasit, and Sprite
 - For use as alternative mounts: Blink Dog, Griffon, Hippogriff, Nightmare, Pegasus, Warhorse Skeleton, and Worg
- Made it possible to remove a Class Feature from the third page note section using the "Choose Feature" button on the second page. Before it was impossible to remove anything other than the text of the feature. Other attributes (such as added weapons, tooltips, or proficiencies) weren't always completely removable
- Added a button to the companion page with which you can add a Find Familiar, Find Steed, or Pact of the Chain creature:
 - Either choose from the list of creatures given in the PHB for each of the features, or
 - convert the current creature to one of the three types.
 - All information needed (i.e. spell description) is automatically added to the sheet for quick reference
- Updated the FAQ
- Updated the example files for User Custom Scripts (see FAQ for link)

MPMB's Character Sheet v10 (2016-2-9)

- Added the option to change the colour of every attack field separately on the first page (use the menu buttons to the side)
- Added checkmarks to every clickable menu, where appropriate (i.e. a checkmark now appears next to what is already selected, be it the colour, personal trait, fighting style, or whatever)
- Changed how the ability scores are calculated, making it possible to have nothing filled out and have all calculated fields also be empty. As a result of this, the default value for all ability score fields is no longer 10, but an empty field

- Changed the default values of many fields so that they are no longer filled when you press reset (or when you download a fresh sheet)
- Changed the HD area to incorporate the “d” into the field instead of into the graphic (as suggested by SpoCk0nd0pe)
- Reworked how the calculation of attacks are done, making them somewhat faster
- Reworked how the manual feature of attacks are done, making it easier to use as it now will mirror the automatically filled stuff when switching to manual (instead of remembering its own values)
- Fixed a bug where some class abilities didn’t show up in the proper order when added, or weren’t properly altered upon switching subclasses
- Made a change in the startup-code so that the sheet will no longer ask you to save changes if you don’t make any changes
- Redesign of the companion page:
 - Changed all cell names and formulas to make calculations faster
 - Added skills
 - Added proficiency bonus
 - Added alignment and type
 - Added automatically calculated attacks, identical in functionality to the attacks on the first page
 - Added automatically addition of racial abilities, with the option to add either a player race or a Beast
- Added a page for Wild Shapes:
 - Auto-calculate the wild shape stats, proficiencies, bonuses, attacks, etc. etc. upon entering the wild shape’s name
 - Option to choose from different ways of calculating the wild shape
 - All calculations are added upon selection, but aren’t updated automatically. This is done so that you can change anything about the wild shape that you want
 - Choosing a wild shape can be done from a drop-down list of all the option, as well as via a menu that has them sorted by CR, and mentions if the beast has a fly and/or swim speed
- Updated the FAQ with explanation of how the Wild Shape calculations work
- Updated the JavaScript files you can download with an example of a creature so that anybody can add their own creatures for the companion page and/or as a Wild Shape option

Character Sheet/Generator v9.9.9 (2016-1-12)

- Changed the layout of the companion page so that Defence and Health headers are on the same line
- Fixed the Rage class feature text (thanks devincutler for noticing)
- Fixed the Warlock’s Pact class feature texts (thank Ohillion for noticing)
- NEW FEATURE: added the option to add your own JavaScript code via the “Add User Script” button in the bookmarks and in the “Im/Export” menu. This effectively allows anybody to add their own homebrew to the sheet! Explanation on how to do this is in the FAQ (inspired by a request from Brakkis)
- The FAQ now holds links to files for adding homebrew of the following:
 - Class;
 - Subclass;
 - Race;
 - Racial Variant;
 - Background;
 - Background Variant;
 - Background Feature;
 - Armour;
 - Weapon;
 - Ammunition;
 - Feat.

Character Sheet/Generator v9.9.8 (2016-1-6)

- Added the amount of cantrips and spells known to the class feature “spellcasting” description for every class
- Added the option to show spell slots with the “Spells” button. This will shorten the limited feature section to 5 instead of 8. The amount of spell slots is automatically calculated, but can be manually overwritten by using the “Mods” button

- Shortened the introduction text so that people displaying the sheet at lower resolution will still be able to click the “OK” button of the dialog
- Added the option to show a “Location” column in both the Equipment and Extra Equipment section. You can find this option in the “Add Equipment” menu on the 2nd page
- Added automated subtotal calculation for any Location added in the “Location” column (only the first 6 subtotals, alphabetically ordered, will be displayed because of space issues)

Character Sheet/Generator v9.9.6 (2015-12-6)

- Added the option to change or disable the colour of the form field highlighting to the “Color” button menu
- Changed the welcome text to reflect the colour options and the bonus version options
- Made all multi-line fields scrollable (i.e. when you enter more text than would fit into the field, the field allows for more input by using a scroll-bar). This will not do any good for people who print the sheet, but will make it more user-friendly for those who use the sheet purely digital
- Fixed some minor things in mouseover texts of some fields
- Fixed some errors with resetting

Character Sheet/Generator v9.9.5 (2015-11-30)

- SCAG UPDATE: added all the class options: Battlerager, Arcana Domain, Purple Dragon Knight, Way of the Long Death, Way of the Sun Soul, Oath of the Crown, Mastermind, Swashbuckler, Storm Sorcery, The Undying, Bladesinger, and the new Totem Warrior options Elk and Tiger
- SCAG FIX: added the missing courtier background and fixed the cloistered scholar background
- Made the recognition of class, race, background, armor, and weapons more fluid. Now any combination of certain keywords will be recognized as a class/race/background/armor/weapon (i.e. “people of the elven woodlands” will yield “wood elf” as the race, and “hobbits of stout” will yield “stout halfling”, while “holy knight of justice” will yield “oath of vengeance paladin”, and “warlock of Cthulhu” will yield “warlock with pact of the great old one”, etc. etc.)
- Added the feature that whenever something is removed in a list of things (languages, tools, resistances, actions, limited features), the empty line will be filled with the other things as to only have empty lines at the bottom of the list
- Racial ability save DCs are now automatically added (as suggested by Astromath)
- Fixed a bug that causes random class features to appear upon removing a class
- Fixed bug where, upon selecting the “Blue” theme, the text was light green instead of blue

Character Sheet/Generator v9.9.2 (2015-11-24)

- SCAG UPDATE: added all the backgrounds found in the Sword Coast Adventure Guide
- Fixed bug with the drop down form field in the top left header on the companion page

Character Sheet/Generator v9.9.1 (2015-11-22)

- NEW BONUS FEATURE: added grey as a colour option, and redid the pink so that it is more vibrant [people who donated can use the same link to download this new version]
- Reworked a lot of the colours so that the different elements better match with each other (the problems were especially noticeable when printing)
- Redid the orange vector elements (dragon head, arrows, dividers) to be more orange and less reddish-orange
- Redid the brown elements on the top of the first page so they are less dark
- Redid the top left “level” box for several colours to get rid of the ‘shadow’ around the edges of the lighter colour

Character Sheet/Generator v9.9 (2015-11-19)

- NEW BONUS FEATURE: added more colour options (HP Dragon and Pink) in the bonus version [people who have donated will receive an email to download this bonus version]
- SCAG update: added all races (ghostwise halfling, half-elf and tiefling options)
- Fixed a bug for updating the level when no class is defined
- Fixed some scaling issue with the “auto/manual” dialog (but the intro text will still be cut off, unfortunately)
- Updated the FAQ (with some suggestions from Headbomb)

Character Sheet/Generator v9.8.2 (2015-11-6)

- Fixed bug where the speed field not using the correct decimal separator
- Small fix for some dialogs not displaying correctly when using Windows’ display scaling

Character Sheet/Generator v9.8.1 (2015-11-5)

- Small fix to the new feature for the choose class pop-up dialog

Character Sheet/Generator v9.8 (2015-11-5)

- GRAND NEW FEATURE: you are now prompted for what class you want to add a level to when you increase the level of your character
- Fixed bug where certain Dragon Heads would no longer display if the right column rules were selected on the 3rd page

Character Sheet/Generator v9.7 (2015-11-4)

- New Feature: You can change the “Attuned Magical Items (max 3)” row in the equipment section on the 2nd page to a regular equipment row. You can find this option in the “Add Equipment” menu (as per the suggestion of Headbomb)
- Changed the layout of the Ability Save DC to be more consistent for both DCs (as per the suggestion of Headbomb)
- Changed the way the code search for matches in the equipment section, eliminating the false positive finds when words match parts of another word (e.g. “staff” no longer matches “quarterstaff” and “book” no longer matches “spellbook”)
- Added the option to the magic item menu to copy the item to the adventuring gear section (in addition to option to copy to attuned magical items)
- Added the option for weight of magic items. You can find these with the “Modifiers” button just like the weight for armor, shield, weapons, and ammunition. By default this weight is not added to the “Total Weight” field, but an option for that is provided in the “Weight” pop-up dialog
- Fixed some bugs in the conversion to metric and changing the decimal mark
- Fixed the Warlock’s starting equipment explanatory text (thanks Mothraax for noticing)
- Fixed spelling mistakes in background features (thanks Mothraax for noticing)

Character Sheet/Generator v9.6 (2015-10-30)

- GRAND NEW FEATURE [Units button]: Conversion to Metric. You can now convert to the metric system (or back to the imperial system). You can even do it on the fly! (as per the suggestion of evool)
- GRAND NEW FEATURE [Units button]: Set decimal separator. You can now change the decimal separator to a dot or comma, whatever you desire. You can even do it on the fly!
- Added the option for feats to be moved just like the equipment and magic items (as per the suggestion of Headbomb)
- Added the option for attacks to be moved just like the equipment and magic items (as per the suggestion of Headbomb)
- Added the option to set the font of the text to anything you desire
- Condensed the Text Lines and Font Size buttons into one by making them part of the same pop-up dialog
- Condensed the Import and Export buttons into one by making them part of a menu
- The colour of the on-sheet buttons (the red ones), now change colour to match the colour of the dragon head
- Changed the validation for all fields that require a numerical input: it is no longer possible to enter letters and, where appropriate, decimals. All these fields recognize both a dot and a comma as decimal separators, but will only show the selected decimal separator when the field is not being edited
- Changed the headers of the gear tables to the units of measurement (lbs or kg)
- Fixed bug where the Bard’s Countercharm showed up at level 5 instead of level 6 (thanks Mothraax for noticing)
- Fixed bug where Thorn Whip had a d8 die instead of a d6 (thanks Ohillion for noticing)
- Fixed bug where, upon import, the speed would effectively double (thanks pdegan2814 for noticing)
- Fixed bug where the Class Feature would not properly update when leveling up
- Fixed but where entering decimal in the Ability Score dialog resulted in an error (now they are ignored)
- Removed the layers and replaced them with ‘icon’-fields. In practice this means that people using software that doesn’t support my JavaScript functions and setting the initial view state of layers will no longer have issues with the visibility of the layers on page 3. This is mostly a fix for people using Adobe Acrobat Reader for mobile devices, others probably won’t notice much difference
- Updated the FAQ
- Added a background colour to the “Companion” header field when you open the drop-down box. This way the text is no longer invisible

Character Sheet/Generator v9.5 (2015-10-26)

- Added the option to select the background feature independent from the background via a dropdown box on page 2
- Added the option to select racial options such as the Dragonborn Draconic Bloodline, Human variant, Minotaur types, and Shifters, using a button on the second page (or by typing it into the race field). More of these will be added when adding the racial options from Sword Coast Adventure Guide (SCAG)
- Added the Duergar racial option from the SCAG previews
- The buttons to select racial options and class features on the second page are now hidden if there's nothing to select
- Fixed some bugs with the Barbarian "Endless Rage" feature
- Enhanced the performance of the reset button
- Fixed some prices of the gear (thanks to Noah Ivaldi for noticing)

Character Sheet/Generator v9.4 (2015-10-19)

- Fixed the "Channel Divinity: Abjure Enemy" text (thanks Panzermeyer for noticing)
- Some tiny graphic changes

Character Sheet/Generator v9.3 (2015-10-14)

- Fixed the "hide all fields" button in the print dialog to not hide all the images (thanks JValeur for noticing)

Character Sheet/Generator v9.2 (2015-10-13)

- Added the option to change the colour of the dragon head (just so you can add some more purple... and the rest of the colours)
- The small arrow on the initiative-bar now also changes colour as per the chosen theme
- Fixed bug: Toggling the Adv. League button now again uses the correct hp for Draconic Origin Sorcerers and Hill Dwarves (thanks Undrhil for noticing)
- Deleting the AC value for armor now makes the calculated AC display an empty field (as per the feature request of JValeur)
- Putting a "0" in the Carrying Capacity Modifier now makes all the calculated encumbrance fields empty (as per the feature request of JValeur)
- The subtotals and total weight will now display nothing if the value that would be shown equals zero

Character Sheet/Generator v9.1 (2015-10-9)

- Fixed bug where the College of Valor Bard got his second attack at level 5 instead of 6
- Added some FAQs (as per the suggestion of Astromath)
- Fixed a bug with the Letter version where some buttons were unclickable

Character Sheet/Generator v9.0 (2015-10-8)

- GRAND NEW FEATURE: choose your colour. The "colour" button now gives you a choice of 9 colour themes to change the entire sheet with (finally a remedy for the lack of purple on this sheet!)
- Added the option to select duplex/simplex printing to the JavaScript "Print" button (as per the suggestion of Dhoo6708)
- Added a button to the front page to show/hide the second Ability Save DC
- Fixed a bug where a limited feature was removed, but the "Max Usages" field remained a calculated value
- Changed the header of the "Death Saving Throws" section and added explanatory texts to both columns (as per the suggestion of Astromath)
- Changed the icons for flasks (in the ammunition section)
- Changed the icons for vials (in the ammunition section)
- Added a FAQ button that opens a pdf with frequently asked questions (as per the suggestion of Astromath)
- Added some invisible buttons so you can easily access some of the more often used features:
 - Clicking on the right topmost title picture with the text "Dungeon & Dragons" now activates the colour menu (just like the "Colour" button)
 - Clicking on the text "Abilities" in the section header now opens the Ability Score pop-up dialog (just like the "Scores" button)
 - Clicking on the Proficiency Bonus icon now toggles the visibility of the Bluetext fields (just like the "Modifiers" button)
 - Clicking on the "Total Weight" field (on the 2nd page) now opens the Total Weight Carried pop-up dialog (just like the "Weight" button)

Character Sheet/Generator v8.6 (2015-9-30)

- Changed the welcome pop-up to include a reference to the changelog and pointers on what features not to miss (as per the suggestions of Headbomb and Astromath)
- Added a maximum HP to the Hit Points tooltip
- Updated the companion Health section to look and work the same as on the 1st page (i.e. Current Max HP, Temporary HP, tooltip with HP, heal button for half HD) (as per the suggestions of Headbomb)

Character Sheet/Generator v8.5 (2015-9-28)

- Added flask and vial to the ammunition section, including icons (as per the suggestion of Headbomb)
- Changed some weapon descriptions from the 2nd person to the 1st person
- Clarified the “Chill Touch” description (as per the suggestion of Nod_Hero)
- Added a “Used this round” checkbox to the reaction section (as per the suggestion of Headbomb)

Character Sheet/Generator v8.4 (2015-9-24)

- Redesign of the ammunition fields and functionality: (as suggested by Headbomb)
 - Drop-down list of ‘ammo’ types
 - Auto-fill of weight of ammo (visible with ‘Modifiers’ button)
 - Automatically show correct icons and fields to cross used ones off
 - Automatically ticks of used ammo if “Total” fields has less than amount of icons
 - Automatically update “Total” field after (un)checking of ammo
 - Checking off ammo will always update to have the unused ones at the left and the used ones at the right
 - Added a ‘Reload’ button in the ammo section to update the icons (i.e. refill the quiver)
- Weight button now only lets you choose whether to count ammo left/right or not, all other things are handled in the ammunition section
- The “Add Equipment” button now looks for the weight of armor/shield/weapons in the bluetext fields
- “Add ammunition (from page 1)” and “Update ammunition” added to the “Add Equipment” button
- “All four of the above” and “All three of the above” added to the “Add Equipment” button
- Weapons with ammunition (bows, crossbows, sling) now automatically add the appropriate ammo to the ammunition section as long as there is room for that
- Some graphical changes to the first page to make the ammunition section fit as well as to remedy some inconsistencies

Character Sheet/Generator v8.3 (2015-9-21)

- Added a new button “Weight”, where you can select the stuff that is and isn’t added to the “Total Weight” on the second page (as per the suggestion of Headbomb)
- Armor, shield, and weapons now auto-fill their weight fields. These fields can be made visible with the “Modifiers” button

Character Sheet/Generator v8.2 (2015-9-8)

- Made some minor clarifications in the class feature texts (with the help of Noah Ivaldi)
- Fixed a bug in the code for adding class features with the “Add Feature” button
- Fixed a bug in the code for placing class features at their right place in the text
- Added a new feature to the weapon and armor/shield proficiencies. Now the tooltip will show if you manually enabled/disabled the proficiency
- Some layout changes in the Racial Feature texts to make them faster to read and leave less ugly whitespace
- Changed the XP dialog for better handling of entering a level higher than 20 or deleting the field’s content
- Fixed bug where “undefined” instead of a space was put in the Personality Traits field upon selecting a second trait. (thanks Wormstrum for noticing) (v8.25)

Character Sheet/Generator v8.1 (2015-9-7)

- Added a new feature to the “Other” weapon proficiency field. Now any manually added things are parsed and checked against other proficiencies to produce a list of all proficiencies (after a bug report by Astromath)

Character Sheet/Generator v8.0 (2015-9-4)

- Numerous fixes, clarifications, and additions to Race and Feat texts (with the help of Noah Ivaldi)
- Racial features now also add action/bonus actions/reactions
- Writing just “unarmored”, “naked”, or “nothing” in the armor field no longer results in an error (thanks indirectly to a suggestion by Noah Ivaldi)

- The source references of feats now appear regardless of if anything is already in the feat note fields
- The form fields in the # column of the equipment section have increased width
- The form fields in the Wht. column of the equipment section have increased width, allowing for two decimals (as per the suggestion of Noah Ivaldi)
- The decimals of the weights are now automatically reduced to either two, one, or zero, depending on the number of leading and trailing numbers
- Fixed bugs where the weapons “Blowgun” and “Net” resulted in errors (thanks Ohillion and Noah Ivaldi for noticing)
- Fixed some bugs with the “Auto/Manual” button and corrected some mistakes in its pop-up text
- Changed the Armor dropdown list to have each word capitalized
- Fixed error in Tiefling’s Hellish rebuke (v8.01)
- Made some textual changes to tooltips and dialogs (v8.01)

Character Sheet/Generator v7.9 (2015-9-1)

- Added asterisks to the DMG actions in the third page Rules sections that appear when pressing the “Adventure League” button (as per the suggestion of Astromath)
- Improved functionality of the “Hide all fields...” checkbox in the “Print” pop-up. Some fields are no longer hidden when checking this box, so it no longer interferes with the option to hide text lines, show adventure league fields, the version number, or a secondary ability save
- Fixed some bugs with properly removing all the attributes when deleting the content of a field of Background, Class, and Race
- Some class features were not properly removed in v7.8 when changing class
- Some minor lay-out fixes to the pop-ups (XP, subclass, ability scores, set to manual)

Character Sheet/Generator v7.8 (2015-8-31)

- Changing the race name without changing the race (e.g. from “Shield Dwarf” to “Mountain Dwarf”) no longer doubles the race’s movement (thanks Astromath for noticing this bug)
- It is now possible to change the class and/or subclass. It is no longer needed to reset the whole sheet, all features will change automatically
- Improved handling of Monk features that appear on the third page

Character Sheet/Generator v7.7 (2015-8-27)

- Fixed small bug affecting initialization
- The “Adventure League” button now also removes the actions on page 1 that were taken from the DMG. However, they are still visible in the “Rules” section on page 3 if you choose to have it visible (as per the suggestion of Astromath)
- Added to the tooltip text of the “Adventure League” button that not all options in the character sheet are legal (as per the suggestion of Astromath)
- Fixed the descriptive text of the Druid “Archdruid” feature (thanks to Noah Ivaldi)
- Corrected some grammar errors and made some clarifications in the feat descriptions (as suggested by Noah Ivaldi)
- Fixed some bugs with feats
- The Healer feat now adds an action to the first page
- The Medium Armor Master feat now corrects stealth disadvantage upon selecting of the feat and not only when selecting a new armor
- The Skulker feat now adds text to the Vision section

Character Sheet/Generator v7.63 (2015-8-22)

- Fixed the bug where inserting an empty magic item slot didn’t remove the magic item (thanks Wormstrum for noticing)

Character Sheet/Generator v7.6 (2015-8-21)

- Added a second “Ability Save DC” that appears automatically when you multiclass with two classes that require ability save DCs
- Changed “Arcane Recovery” to recover on a “long rest” instead of “day” because it is RAI (although not RAW)
- Removed the “Day” option from the Limited Features Recovery dropdown list and replaced it with “Dawn” for usage with magic items
- Added a Reset button for Limited Features that recover at dawn (as per the suggestion of Headbomb)

- Fixed issue with the HP tooltip after a reset
- Added a reminder to the Ability Scores dialog that the maximum ability score is 15 when using Point Buy (as per the suggestion of Liquidjim)
- Changed the wording of the ability score improvements of the races “Human (variant)” and “Half-Elf” to match those in the PHB (as per the suggestion of Liquidjim)
- Fixed the equipment line menu for line 24 (top right column) incorrectly showing the option “move to right column”
- Added the suffix “(from page 1)” to the equipment add menu options “Armor & Shield” and “Weapons”
- Fixed the bookmarks (forgot this after the redesign)

Character Sheet/Generator v7.5 (2015-8-20)

- Many changes to class feature texts with regards to grammar and clarification (with big help from Noah Ivaldi)
- Added empty lines to drop-down menus for making the sheet faster to use and for people who don’t know you can edit the text in those fields (as per the suggestion of Headbomb)
- Fixed the issue of the armor field not populating in v7.4
- Fixed bug with Bardic Inspiration
- Reduced the amount of proficiency fields in the Letter version from 8 to 6 to make more room for Class Features. Now both A4 and Letter versions have the same amount of Class Feature space
- The Paladin Channel Divinity options now appear on the second page instead of the third

Character Sheet/Generator v7.4 (2015-8-19)

- Changed some of the class feature’s texts for grammar and clarification i.a., using the extra lines (with the help of Noah Ivaldi)
- Fixed the Monk Elemental Disciplines to show the correct amounts (thanks Noah Ivaldi for noticing)
- Changed the “Recovery” field of the Limited Features to look like it’s centered aligned (because that is impossible with drop-down lists)
- The bonus action “Off-hand Attack” is now added when you designate an attack as being ‘off-hand’ or ‘secondary’
- Fixed the HP tooltip to also include Dwarven Toughness for Hill Dwarves (thanks Astromath for noticing)
- Changed Defense Fighting Style so that it only adds AC to armor
- Fixed error where the print button forced duplex printed pages to flip over short edge instead of long edge
- Improved functionality of the Auto/Manual button
- Fixed some small issues with the reset button not removing everything properly
- Feats now add a (visible) reference to the feat’s source
- Increased the amount of space for the Class Features by reducing the amount of space for the proficiencies (as per the suggestion of Headbomb)
- Utilized the increased Class Features section to make the monk features adhere to the style of the rest
- Added two lines of Adventuring Gear by reducing the size of the encumbrance and coins sections (as per the suggestion of Headbomb)
- Fixed the “Wild Mage” that wasn’t populating the Class Feature section (thanks Noah Ivaldi for noticing)
- All conditions now add their restrictions to the part of the sheet and they auto-complete other condition fields
- Magic Items on both page 2 and 3 now have menus to move them (as per the suggestion of Headbomb)
- Fixed bug where the pop-up didn’t show when adding class features to the third page

Character Sheet/Generator v7.35 (2015-8-12)

- Changed the way the HP tooltip is created (no changes in front end except for a faster sheet, and now you can still edit your HP when you have “Adventure League” active)
- Corrected the wrongly calculated “fixed HP” when the toughness feat or draconic resilience were active (thanks Astromath for noticing)
- Fixed wrong stat bonus for Hill Dwarves (thanks Astromath for noticing)

Character Sheet/Generator v7.32 (2015-8-12)

- Fixed small issue with the advantage and disadvantage checkboxes for Attacks
- Fixed issue with the Archery and Dueling Fighting Styles not importing correctly
- Changed the handling of layers so that Acrobat Reader doesn’t produce an error, while keeping some form of layer-handling working for going from Acrobat Reader for PC to Acrobat Reader for mobile devices
- The “export” button now no longer shows up when using Acrobat Reader (although the bookmark is still there)

Character Sheet/Generator v7.3 (2015-8-11)

- Added a new button for mobile/tablet users: “Flatten”. This makes all fields read only, except those used during normal play. It also hides any non-printable buttons, because they don’t work on Acrobat Reader for mobile devices anyway (as was suggested to me via email)
- Fixed an issue with Acrobat Reader for mobile devices where the layers on page 3 were all shown, instead of just the selected ones (as was suggested to me via email)
- Amended the dropdown list for backgrounds to (again) include the variants (thanks Noah Ivaldi for noticing)
- Corrected several mistakes in the (Sub)Class features (with the help of Noah Ivaldi and his proofreading skills). The most important among these:
 - Changed the Druid wild shape feature to match with the book description and added better action descriptions for it
 - Changed the Death Domain Cleric touch of death feature to include the 5 base damage
- Corrected the new equipment buttons on the third page to be non-printable
- Changed the order in which “all three of the above” are added to the equipment section to avoid
- Made the “Adventure League” button also set the Max HP to the fixed value automatically (as per the suggestions of Astromath)
- Fixed the “Bardic Inspiration” feature showing up twice (thanks Noah Ivaldi for noticing)
- Added explanatory headers to the skill section (as per the suggestion of Noah Ivaldi)
- Added an advantage and disadvantage checkbox to Attacks (as per the suggestion of Headbomb)

Character Sheet/Generator v7.2 (2015-8-9)

- Added the options to add Adventuring Gear and Tools to the Equipment menu on the second page
- Added a menu for every line in both equipment sections that allows you to:
 - Move it up
 - Move it down
 - Move it to the other equipment section
 - Move it to the other column
 - Insert an empty line
 - Delete the line (and move the rest up)
 - Clear the line’s values

Character Sheet/Generator v7.15 (2015-8-8)

- Corrected removal of (limited) features when downgrading level (thanks Astromath for noticing)
- Corrected Dragonborn to no longer have Darkvision (thanks SLOKnightfall for noticing)
- Minor graphical changes to field headers for Attacks and Limited Features
- When adding a pack, the “Backpack” is now always added to the top line

Character Sheet/Generator v7.1 (2015-8-7)

- Replaced the “Point Buy” button with a new button named “Ability Scores”
This button gives a pop-up menu that allows you to calculate ability scores, including:
 - Point Buy amount
 - Racial bonus
 - Custom bonus
 - Magic amount that overrides the total
- Changed the HP section slightly (swapped “Temp HP” and “Current Max HP”) (as per the suggestion of Headbomb)
- Changed the ‘heal’ button to only heal half HD, and to not remove “Current Max HP” (as per the suggestion of Headbomb)
- Added the total HP when using fixed dice to the HP tooltip (as per the suggestion of apearlma)
- Changed the attack damage calculation so that off-hand weapons now do get damage added when the character has the “Two-Weapon Fighting Style” written in its Class Features
- Minor changes to the “Auto/Manual” button
- Updated the bookmarks to reflect the new buttons (forgot to do this in v7.0)
- Changed the XP calculation code to be faster for updating the level features
- Corrected the omission of limited features for Half-Orc and Goliath
- Added Agonizing Blast, Eldritch Spear, and Agonizing Spear to the weapon drop-down list (they were already detected when entered, just not visible in the list)

- Added the feature that when selecting the Agonizing Blast or Eldritch Spear Invocation, the respective weapons are updated/added to the weapons list
- Inverted the gradient of the “Combat Rules” on the right side
- Redesigned the Limited Features section
- Corrected Reckless Attack wording (thanks Aramalian for noticing)

Character Sheet/Generator v7.0 (2015-8-5)

- Changed the name to reflect the new functionality
- Redesign of the sheet:
 - Experience moved to the top of the first page from second page
 - Tools removed from first page, moved to second page
 - Added ‘Actions’ to the first page
 - More room for ‘Senses’
 - Several other graphical changes
- Removed the ‘Old-School’ and ‘Attacks’ buttons
- Added a ‘Auto/Manual’ button that lets you put several things to manual
- Added a ‘Tool’ to the skills that can be changed manually (as per the suggestion of Athinar)
- Added a bluetext-modifier for the Ability Save DC (as per the suggestion of Headbomb)

Character Sheet v6.97 (2015-8-4) [beta]

- Added the subclass feature for Wizard (with help of Athinar)
- Improved some of the other class texts
- Improved the handling of changing speed by selecting a different race or feat(ure)
- Improved the handling when downgrading the level (some features were not properly removed)
- Fixed the error when selecting layers using the button on the third page (thanks to Athinar for noticing)

Character Sheet v6.96 (2015-8-2) [beta]

- Added the class and subclass features for Warlock (with help of Athinar)
- Added the subclass features for Druid, and Cleric

Character Sheet v6.95 (2015-7-30) [beta]

- Added the option “Only new weapons” to the equipment menu
- Added the option “Only new armor & shield” to the equipment menu
- Added a tooltip to the Saving Throw proficiency checkboxes
- Added the class features for Druid, Cleric, and Wizard, but none of their subclasses yet (with help of fitsou and Athinar)
- Added the class and subclass features for Bard, Monk, Paladin, Ranger, Rogue, and Sorcerer (with help of fitsou and Athinar)
- Added the option to put magic bonus in the text of armor and shields
- Changed the lay-out of the Defense section to coincide with the new magic bonus system
- Added a “AC during Rest” section to the Defense section (as by the suggestions marioinfinity and Headbomb)
- Made it possible to add ability modifiers to AC using the Magic, Misc Mod 1, and Misc Mod 2 fields
- Added ‘bluetext’ fields to add modifiers to all saves and all skills (as per the suggestions of Headbomb)
- Changed Eldritch Blast (and Agonizing Blast and Eldritch Spear) damage to better reflect the fact that each d10 is a separate beam (as per the suggestion of apearlma)

Character Sheet v6.91 (2015-7-14) [beta]

- Corrected error with racial features not loading (thanks fitsou and Keith Tyler II for noticing)
- Fixed bug with calculations being stopped after using the new print button
- Added the option to swap the Extra Equipment section on the third page for a Rules section (as suggested by fitsou) So now it is possible to have both notes and combat rules on the third page!
- Fixed bug where the ‘bluetext’ damage modifier was used to calculate to hit as well while the ‘bluetext’ to hit modifier didn’t do anything (thanks Headbomb for noticing)

Character Sheet v6.8 (2015-7-13) [beta]

- Added a ‘Print’ button that lets you choose which pages you want to print in an easy fashion. This selection is remembered for the next time you push the button, so the next time you can just click print and click enter
- Added bookmarks for all the buttons so you can access them that way as well
- Improved the pop-up dialog for changing xp/level

- Improved the pop-up dialog for selecting a subclass by making it possible to select a subclass and have it apply immediately. This dialog now appears for every class, but not every subclass has defined features yet, so most subclasses will still be seen as 'not detected'
- Added a pop-up dialog for the reset button as to ask for confirmation (and not having you accidentally reset your character)
- Added the Eldritch Knight subclass (with the help of fitsou)

Character Sheet v6.7 (2015-7-11) [beta]

- Fixed bug with reset not resetting the Notes/Rules on page 3
- Added the Fighter class features and Fighter subclasses except Eldritch Knight (with thanks to fitsou)
- Weapon proficiencies for already selected weapons now update when adding a class that has proficiencies in that type of weapon, or when clicking the appropriate checkbox
- Monk damage now automatically updates for the weapons (only works if your class is monk, obviously)
- Added a pop-up to notify about missing subclasses that also lists all accepted subclass names
- Improved the code for adding the class features (now fully functional with multiclassing)
- Added code for class features that offer choices that stack (like the Fighting Styles, Battle Master's Maneuvers, and the Warlock's Invocations) These things will be added to the Notes section on the third page (as there is no room for them on the second page)
- Added the first couple of levels for the Monk and Paladin class
- Changed the way feats/class features add movement bonuses. These are now also remembered when adding/changing race

Character Sheet v6.6 (2015-7-7) [beta]

- The Letter version has some minor changes in lay-out to make the "Class Features" area larger
- The Carrying Capacity $\times 2$ checkbox has been replaced by a modifier 'blue text field' (as per the suggestion of Noah Ivaldi)
- Added a button to choose class features that offer you a selection (such as the Totem Warrior features that let you choose between Bear, Eagle, and Wolf)
- Further implemented the Class Feature code to (better) allow for multiclassing, and to allow for changing of the text manually
- Changed the appearance of the class features to have fewer big black dots
- Updated a lot of older code

Character Sheet v6.5 (2015-7-6) [beta]

- Racial features that are level-dependent now fully update when changing levels
- New Beta functionality of having the Class Features automatically added. For now, only the Barbarian and its two subclasses (Berserker & Totem Warrior) are available

Character Sheet v6.44 (2015-6-28) [stable]

- Fixed missing font error for the Letter version (thanks Headbomb for noticing)
- Made some code faster, especially adding equipment
- Small fixes to: bookmarks, tooltip texts and auto-filled texts (thanks to Noah Ivaldi)
- Fixed bug where "off-hand" or "secondary" weapons didn't add their ability modifier to damage if the modifier was negative (thanks Noah Ivaldi for noticing)
- Added feature where "finesse" weapons switch to Str if it is higher than Dex (as suggested by Noah Ivaldi)
- Added Shillelagh as a weapon option
- Fixed bug where manually filled out weapons didn't have the ability modifier added to damage
- Fixed bug where multiplication and quotation marks were displayed as gibberish
- Fix for bug that was introduced in v6.42: adding Weapons to inventory was resulting in an error
- Fix for bug that was introduced in v6.3: adding equipment manually was resulting in an error calculating the weight
- Fix for the error about the [Weight Carried] field when importing something

Character Sheet v6.3 (2015-6-27)

- **Added drop-down boxes for all feats where all feats can be selected. And upon selection the benefits of the feat will be added to the sheet**
- Added Ability Score Improvements to the Ability Scores tooltip
- Added level-dependent features for races that show up at the right level

- Changed the way weight carried is calculated. It is no longer just a sum of all the weight, but it is now a sum of the products of amount and weight. If you leave the amount field empty, the script assumes you have 1 of the item. (as suggested by Headbomb)
- Made it possible to use both commas and dots as decimal separators when entering item weights. They will still appear as “,” in the A4 version of the sheet, and as “.” in the Letter version
- Selecting a personality trait no longer overwrites the existing one, but adds to it
- Decreased the amount of space for Ideal, Bond, and Flaw from 3 to 2 lines
- Increased the amount of space for Feats from 2 to 3 lines
- Removing backgrounds or race now removes all attributes, even proficiencies and actions
- Fixed bug with variant backgrounds not having their features removed (thanks Noah Ivaldi for noticing)
- Corrected some spelling and grammatical mistakes (thanks Noah Ivaldi for noticing)
- Added an empty option in the Ability DC drop-down list (as suggested by Noah Ivaldi)
- The “Str x” modifiers for Encumbered etc. now update with the selection
- Added better tooltips for armor and weapon proficiencies that show all the sources of the proficiencies

Character Sheet v6.2 (2015-6-22)

- Corrected bugs with adding race and/or background that included a bonus language proficiency
- **Made it possible to add dynamic ability modifiers to any of the optional modifier fields, a.k.a. ‘blue text fields’ as well as for the miscellaneous modifier for Initiative**
- Added tooltips for all these changed ‘blue text fields’
- Fixed some bugs with changing the class
- Changed the ‘Reset adventuring gear’ button to ‘Reset equipment section’ which resets all the fields in the section, including coins, lifestyle and gems
- Fixed the damage die for 'Fire Bolt' (thanks Aramalian for noticing)

Character Sheet v6.1 (2015-6-19)

- Added ‘agonizing blast’, ‘eldritch spear’, and ‘agonizing spear’ as separate weapon options (as per the suggestion of Noah Ivaldi)
- Made it possible to switch races and backgrounds (i.e. features for previously selected backgrounds or races are removed (almost) completely) (as per the suggestion of Noah Ivaldi)
- Made it possible to have the ‘to hit bonus’ and ‘damage bonus’ add a secondary ability score modifier (as per the suggestion of Noah Ivaldi)
- Improved the interconnectivity between the level and class fields. If you now enter only 1 class, the level field is used to determine HD and HP
- Added tooltips for resistances, and for armor, shield, and weapon proficiencies
- Corrected several small bugs and tooltip typo’s

Character Sheet v6.0 (2015-6-17) [overhaul]

- Initial display has changed:
 - Added welcome text
 - Removed the buttons from the sheet and added them in a pop-up ‘Javascript-window’ with custom icons
 - The ‘bluetext’ manual modifier fields are now hidden by default (click button to show)
 - The attack fields now calculate to hit and damage by default (click button to set to manual)
- Backgrounds:
 - Added a drop-down box to choose background
 - Backgrounds entered (either with the drop-down or typing) will be recognized and its features and proficiencies will be added
 - Proficiencies from backgrounds are accompanied by a tooltip text
 - Once a background is recognized, it is possible to add the “Personality Trait”, “Ideal”, “Bond”, and “Flaw” for it from a menu item on the second page
 - A drop-down box on the ‘background’ line on the top of the first page is used for extra selectin if the chosen background has a secondary selection available (such as the “Criminal Speciality” for the “Criminal” background)
- Classes:
 - Classes and subclasses entered are automatically recognized and proficiencies are added
 - Levels are automatically recognized and is applied as well as the HD from every class

- Proficiencies from races are accompanied by a tooltip text
- Races:
 - No longer restricted by what is in the drop-down box, typed in races are now also recognized. Different spellings (like “Dwarf (Hill)”) are possible, as well as the settings-specific races such as “Shield Dwarf” or “Forest Elf”.
 - Racial stat bonuses are no longer displayed on their own but are part of the tooltip text for ability scores
 - Racial weapons are automatically added to the weapon section
 - Tool and skill proficiencies from races are accompanied by a tooltip text
- Armor:
 - No longer restricted by what’s in the drop-down box, any armor keyword is recognized (i.e. “Full Plate” works as “Plate”)
 - Now possible to use any ability score as an ‘unarmored’ bonus
- Weapons:
 - No longer restricted by what is in the drop-down box, any weapon keyword is recognized (i.e. “Golden Greatsword” gives the stats of a “Greatsword”)
 - Automatically includes magical bonus to to hit and damage if added (i.e. “Longsword +1”)
 - Terms such as “agonizing blast”, “off-hand”, “secondary” are recognized and used to calculate damage
- Equipment:
 - Changed from a drop-down box to a menu item
 - Now also possible to add armor, shield, and weapons
- A DCI field has been added for Adventure League play. It can be made visible by clicking the ‘Adventure League’ button

Character Sheet v5.98 (2015-5-10)

- Fixed a bug where the headers of the attack fields on the Letter sheet were displayed with the wrong font
- Added the Minotaur (Krynn) race from the Waterborne Adventures Unearthed Arcana (as per the suggestion of shmooel.yakov)

Character Sheet v5.97 (2015-4-23)

- Minor fix to the ‘Reset’ button script

Character Sheet v5.96 (2015-4-23)

- Added the Eberron races Changeling, Shifter, and Warforged (as per the suggestion of shmooel.yakov)

Character Sheet v5.95 (2015-4-17)

- Minor change in the positioning of the proficiency bonus 'blue texts' (as per the suggestion of Astromath)

Character Sheet v5.9 (2015-4-12)

- Added the option to display Faction, Faction Rank, and Renown in the Allies & Organizations section (as per the suggestion of Astromath)
- Added a button to the front page menu that allows you to (un)hide all the non-printable 'blue text' fields for a cleaner looking displayed sheet (this doesn't change the printout in any way)
- Fixed bug where changing the Level through adding XP did not change the Proficiency Bonus

Character Sheet v5.8 (2015-4-8)

- Fixed the Stout Halfling (thanks to Astromath) and the link to this site on the second page
- [v5.7] Added auto-calculating experience points, where the level changes when you enter enough XP and vice versa (as per the suggestion of Astromath)

Character Sheet v5.6 (2015-4-7)

- Added 'Draconic Resilience' as an armor option (as per the suggestion of archangel0071)
- Added bookmarks (and named destinations) for the different sections (as per the suggestion of Astromath)

Character Sheet v5.5 (2015-4-6)

- Some minor fixes of the changes in v5.4 (reset button, graphics of the encumbrance section)
- Made Goliath double the carrying capacity without using the 'Carrying Capacity x2' checkbox so that you can stack the Goliath's feature with class features (as per the suggestion of archangel0071)
- Added a mouse-over warning to the equipment pack drop-down, warning you that lines 1-14 will be cleared upon selection (as per the suggestion of Astromath)

Character Sheet v5.4 (2015-4-4)

- Redone the buttons for the features on the first page. These are now hidden and can be made visible with the 'Show more features' button
- Moved the 'Auto-calculate attacks' button to the aforementioned hidden group in the top right
- Added the feature to show racial ability bonuses and Point Buy values for each ability score (as per the suggestion of Astromath)
- Redone the encumbrance section with a checkbox to double carrying capacity (as per the suggestion of archangel0071)
- Fixed the Stout Halfling Racial Features text (thanks ShadowDrake for pointing this out)
- Added a drop-down box for Lifestyle that automatically fills the 'Daily Price' field

Character Sheet v5.3 (2015-3-29)

- Add a drop down box for alignment (as per the suggestion of Astromath)

Character Sheet v5.2 (2015-3-23)

- Added the option to use Proficiency Dice instead of a Proficiency Bonus (as per the suggestion of douglass88)
- Fixed bugs with various buttons resetting other fields than they are supposed to: 'Reset' button, 'Import' button, 'Heal' button, 'Reset Ammo' button
- (apparently whenever I added a new field all buttons automatically wanted to reset them, won't happen again in the future :P)

Character Sheet v5.1 (2015-3-21)

- Fixed the bug that broke the 'Hide auto-filled fields' button in v5.0

Character Sheet v5.0 (2015-3-20)

- Added a field to change the passive perception separate from the perception skill (as per the suggestion of shmooel.yakov)

Character Sheet v4.9 (2015-3-19)

- Changed the calculated attack fields to make it possible to add in your own attack name (instead of allowing only those in the drop-down list)
- Minor fix for people using PDF-Xchange Editor

Character Sheet v4.8 (2015-3-15)

- Added the races from the Elemental Evil Player's Companion (Aarakocra, Svirfneblin, Genasi, Goliath)

Character Sheet v4.7 (2015-3-5)

- Added a way to quickly add an 'equipment pack' from the PHB to the equipment section (as per the suggestion of Athinar)

Character Sheet v4.6 (2015-2-23)

- Fixed the error with the proficiency bonus modifier in v4.5 only changing the displayed Proficiency Bonus, and not the calculated fields
- Changed the calculated Attacks section to include the possibility to alter the damage dice used for an attack

Character Sheet v4.5 (2015-2-23)

- Added the possibility to have the Attacks section on the first page be auto-calculated (as per the suggestion of Athinar)
- Added the possibility to add a modifier to the proficiency bonus (as per the suggestion of rosscorama)

Character Sheet v4.4 (2015-2-17)

- Corrected the screw up with v4.3 where the switch between 'notes' and 'rules' didn't work
- Added a 'Set multiline font size to auto' button that changes the font size for all multi-line text fields (as per the suggestion of Bsqr2)

Character Sheet v4.3 (2015-2-15)

- Corrected some small spelling inconsistencies (using both organisation and organization is just wrong)

Character Sheet v4.2 (2015-2-12)

- Fixed import so that fields no longer turn out empty (thank you fitsou). Note that the export button worked fine in all previous versions, only import had been erroneous from v3.0 onwards

Character Sheet v4.1 (2015-2-11)

- Corrected tabbing order (thanks unseenties)

Character Sheet v4.0 (2015-2-10)

- Corrected the missing embedded fonts (thank you fitsou)
- Fixed it that the sheet remembers what layer you had visible last

Character Sheet v3.7 (2015-2-9)

- Added the much requested character background and portrait sections
- Re-introduced the combat rules section. It is now on page 3 where the notes section was before. You can swap between notes and rules (as per the suggestion of fitsou)
- Corrected some javascript errors (thank you Athinar)

Character Sheet v3.6 (2015-2-4)

- Changed fonts to font of own design where Ravenna font was previously used in form fields
- Put the 'hide all lines' button on the first page

Character Sheet v3.5 (2015-2-3)

- Added buttons to reset limited features after a Short or Long Rest, and a button to Heal all damage

Character Sheet v3.4 (2015-2-2)

- Fixed typo with Wood Elf racial traits (it said High Elf instead of Wood Elf...)

Character Sheet v3.3 (2015-2-2)

- Completed the drop-down box for races with some auto-commits when selecting a race (as per the suggestion of Palmetto Swamp Fox)
- Added a button on the second page that lets you hide all lines in the document so that people using other applications don't have to look at misaligned text (as per the suggestion of Farbelowaverage)
- Changed the Initiative modifier from a rectangle to a circle (as per the suggestion of Nimrod Yanai)

Character Sheet v3.2 (2015-1-30)

- Added 'Reset Ammo' button to quickly clear the ammo section
- Corrected some grammar mistakes in the conditions section
- Added a drop-down box for races and some preliminary auto-commits when selecting a race (this feature needs more development)

Character Sheet v3.1 (2015-1-26)

- Added Advantage and Disadvantage fields to saving throws
- Added automation to exhaustion and condition check boxes that cause disadvantages on checks/saves
- Corrected some minor graphic mistakes

Character Sheet v3.0 (2015-1-18)

- Added three pages (with the idea that you can use two of these three to print another two-sided paper):
- + Page 1: conditions, exhaustion, room for magic item descriptions, room for more equipment, room for notes
- + Page 2: room for 1 familiar/cohor/animal companion/etc., room for notes
- + Page 3: nothing but two columns of lines for notes (as per the suggestion of Undrhil)

Character Sheet v2.2 (2015-1-17)

- Changed attack section to make more room for description/notes per attack.
- Added an experience calculator where you can add experience to your total without having to do the maths yourself.

Character Sheet v2.1 (2015-1-9)

- Added button to hide all auto-filled fields to make it possible to use this sheet the old-school way
- Added the possibility to add miscellaneous modifiers to saves and skills. These fields will not print

Character Sheet v2.01 (2015-1-8)

- Fixed tabbing order

Character Sheet v2.0 (2015-1-7)

- Drop-down boxes now 'auto commit' (as per the suggestion of MadBeard)
- Armour drop-down box now also includes 'unarmoured defence' (as per the suggestion of Undrhil)
- Added 'Remarkable Athlete' checkbox
- The A4 format now uses periods as thousands separator and commas as decimal separator
- The Letter format now uses commas as thousands separator and periods as decimal separator

Character Sheet v1.96 (2015-1-5)

- Fixed issue with importing and the new armour drop-down box. Now you are forced to fill in the armour field anew after importing (it will stay blank).

Character Sheet v1.95 (2015-1-5)

- Added drop-down box for armour (as per the suggestion of ParagonofVirtue)
- Fixed issue with Reset button not reverting all fields back to being editable

Character Sheet v1.9 (2015-1-2)

- Fixed issue with import making some hidden fields visible (export still will only work with Acrobat Pro though)

Character Sheet v1.8 (2015-1-1)

- Minor changes in layout
- Addition of Letter size sheet

Character Sheet v1.71 (2014-12-29)

- Changed 'Export' button to indicate it will only work with Acrobat Pro

Character Sheet v1.7 (2014-12-28)

- Coins now add to total weight carried

Character Sheet v1.66 (2014-12-28)

- Made all possible fields form-fillable so that the sheet can also be used on tablets
- Changed the 'Gems and other valuables' section (as per the suggestion of Athinar)

Character Sheet v1.6 (2014-12-28)

- Some corrections on the positioning of the form fields for better readability
- Fixed order of calculation for the HD Constitution modifiers

Character Sheet v1.5 (2014-12-27)

- First version on enworld

MPMB's Adventure Logsheet v12.8 (2017-1-6)

- Recreated all the Adventure Logsheets from version 12.8 of the Character Record Sheet;
- NEW FEATURE: An option to hide/show the D&D logos to the Layout button/bookmark and to the Logsheet Options button on each page (Printer Friendly version only);
- NEW FEATURE: Buttons for the Logsheet Entries on the Adventure Logsheet page to move an entry up or down, insert an empty entry, delete an entry, or clear an entry.

MPMB's Adventure Logsheet v12.36 (2016-10-11)

- Fixed the omission of the FAQ
- Recreated all the Adventure Logsheets from version 12.36 of the Character Record Sheet

MPMB's Adventure Logsheet v12.25 (2016-9-23)

- The first of its kind, the version numbering is taken from the Character Record Sheet which it is extracted from

MPMB's Complete Spell Sheets per class v12.93 (2017-4-3)

- Recreated all the Spell Sheets from version 12.93 of the Character Record Sheet;
- Fix for the spell sheets putting psionic talents/disciplines where spells should be (thanks /u/EtherealSnowman for reporting);
- Fix for the spell sheets putting column captions for psionics where spell captions should be (thanks /u/Torvax, Ireneo C., and Jeric M. for reporting).

MPMB's Complete Spell Sheets per class v12.92 (2017-3-29)

- Recreated all the Spell Sheets from version 12.92 of the Character Record Sheet;
- NEW CONTENT: psionic talents and psionic disciplines from the Unearthed Arcana: the Mystic Class;
- NEW CONTENT: the Mystic spell sheet;
- Fixed typos in the glossary of abbreviations;
- Updated the FAQ;

MPMB's Complete Spell Sheets per class v12.85 (2017-3-6)

- Recreated all the Spell Sheets from version 12.85 of the Character Record Sheet;
- NEW CONTENT: the Artificer spell sheet;
- NEW FEATURE: the option to select Arcane Trickster and Eldritch Knight spells;
- NEW FEATURE: include/exclude sources that add spellcasting classes;
- Updated the FAQ;
- Altered the description of the Expeditious Retreat spell to be more concise (as suggested by Taed);
- Fixed the saving throw of "Erupting Earth" (thanks Vladimir S. for reporting).

MPMB's Complete Spell Sheets per class v12.8 (2017-1-6)

- Recreated all the Spell Sheets from version 12.8 of the Character Record Sheet;

- NEW FEATURE: exclude resources using the new “Source Selection Dialogue”, where you can exclude individual spells and whole spell schools;
- Made the fields of the top class header editable: “Spells to prepare”, “Spell attack modifier”, and “Spell save DC”;
- Fixed the description of the Identify spell (thanks Eric K. for reporting);
- Removed Absorb Elements from the list of Sorcerer spells (thanks RaTath for reporting);
- Fixed the missing save for the Aganazzar’s Scorching spell (thanks Marshall for reporting).

MPMB’s Complete Spell Sheets per class v12.61 (2016-11-28)

- Recreated all the Spell Sheets from version 12.61 of the Character Record Sheet;
- Fixed the saving throw for Evard’s Black Tentacles to be Dexterity instead of Constitution (thanks Raikumi for reporting);
- Fixed the saving throw for Enlarge/Reduce to be Constitution instead of Wisdom;
- Updated the FAQ.

MPMB’s Complete Spell Sheets per class v12.55 (2016-11-12)

- Recreated all the Spell Sheets from version 12.55 of the Character Record Sheet;
- Fixed the saving throw for Cone of Cold to be Constitution instead of Dexterity (thanks splepage for reporting).

MPMB’s Complete Spell Sheets per class v12.37 (2016-10-16)

- NEW FEATURE: Use Spell Points instead of Spell Slots
- Fixed the omission of the FAQ
- Recreated all the Spell Sheets from version 12.37 of the Character Record Sheet

MPMB’s Complete Spell Sheets per class v12.25 (2016-9-23)

- Recreated all the Spell Sheets from version 12.25 of the Character Record Sheet, reducing file size
- Fixed issues with bookmarks to online content not working
- Changed copyright text

MPMB’s Complete Spell Sheets per class v12.2 (2016-9-14)

- Recreated all the Spell Sheets from version 12.2 of the Character Record Sheet
- Thus the layout of the Printer Friendly version has changed to that of the Redesign
- Also, the newer functions (better custom script support, menu items, welcome text) have updated

MPMB’s Complete Spell Sheets per class v11.95 (2016-7-24)

- Fixed a bug where Speak with Animals was not recognized as a Bard spell

MPMB’s Complete Spell Sheets per class v11.73 (2016-7-14)

- Set the spellcasting ability to “Intelligence” for Arcane Trickster and Eldritch Knight

MPMB’s Complete Spell Sheets per class v11.72 (2016-7-10)

- Made it so that resetting the sheets shows the “spells to prepare” section again
- Added an option to show/hide the “spells to prepare” section on the first page
- Fixed a bug with the “Unit System” button not working

MPMB’s Complete Spell Sheets per class v11.71 (2016-7-9)

- Added missing FAQ

MPMB’s Complete Spell Sheets per class v11.7 (2016-7-9)

- COMPLETE OVERHAUL: The sheets are now based on the Character Record Sheet
- Version numbering changed to coincide with version of Character Record Sheet (as it uses the same code)
- All fields are now form-fillable
- Option to add extra pages
- Option to add spells on-the-go (spells are recognized and auto-fill the row)
- Option to add extra headers and spell level dividers
- Option to set number of spell slots
- Option to switch between Imperial and Metric unit systems
- Change the colours of the headers and dragon heads (not in Printer Friendly version obviously)

Complete Spell Sheets per class v5.0 (2015-12-6)

- Added the spells from the Sword Coast Adventure Guide
- Updated to reflect all the changes in the Spell Sheet Generator (i.e. glossary, vector images, etc.)
- Every class now has its own colour used in the headers (dragon heads are still red)

Complete Spell Sheets per class v4.1 (2015-9-16)

- Added “Planar Binding” as a Cleric spell (thanks to emailer for noticing)

Complete Spell Sheets per class v4.0 (2015-9-7)

- Updated to reflect all the changes in the Spell Sheet Generator (i.e. saves, descriptions, etc.)
- No longer form-fillable (might be implemented in a later version, but for a form-fillable version, see v3.4)

Complete Spell Sheets per class v3.4 (2015-6-17)

- Implemented the changes from the PHB errata

Complete Spell Sheets per class v3.3 (2015-5-18)

- Corrected the omission of “Enhance Ability” as a Sorcerer spell (thanks to Daeryth for noticing)

Complete Spell Sheets per class v3.2 (2015-5-17)

- Corrected the spell “Crusader’s Mantle”

Complete Spell Sheets per class v3.1 (2015-3-27)

- Added form fields and a reset button

Complete Spell Sheets per class v3.0 (2015-3-22)

- Updated with the new headers design from the Spell Sheet Generator v3.0

Complete Spell Sheets per class v2.0 (2015-3-20)

- Contrary to previous reports I have reintroduced this sheet as they seem to be in demand even though they can be generated using the Spell Sheet Generator
- This version has been generated using the Spell Sheet Generator v2.9 and thus also includes the Elemental Evil spells
- This version should be useable with both A4 and Letter formats
- Don't expect many updates for these sheets as I believe you are better off generating your own sheets using the Excel because it offers better functionality

Complete Spell Sheets per class v1.0 (2015-2-2)

- As per the suggestions of Nimrod Yanai I have made a full list of spells per class. This is for those people who don't want to use the Generator to make new sheets every time they gain a level. This is especially useful for classes that have spells known or a spellbook. For Clerics, Druids, and Paladins I would still suggest to use the Generator, because there you get the same list, but with your subclass spells added automatically!

MPMB’s Spell Sheet Generator v8.7 (2017-2-18)

- Altered the description of the Expeditious Retreat spell to be more concise (as suggested by Taed).

MPMB’s Spell Sheet Generator v8.6 (2016-12-16)

- Fixed the missing save for the Aganazzar’s Scorching spell (thanks Marshall for reporting).

MPMB’s Spell Sheet Generator v8.5 (2016-12-11)

- Removed Absorb Elements from the list of Sorcerer spells (thanks RaTath for reporting);
- Fixed the description of the Identify spell (thanks Eric K. for reporting).

MPMB’s Spell Sheet Generator v8.4 (2016-11-21)

- Fixed the saving throw for Enlarge/Reduce to be Constitution instead of Wisdom.

MPMB’s Spell Sheet Generator v8.3 (2016-10-6)

- Fixed a bug that had multiclassing Paladins and Ranger not get all their spells displayed at certain levels (thanks naymix for reporting)

MPMB’s Spell Sheet Generator v8.2 (2016-7-19)

- Fixed the omission of Speak with Animals as a Bard spell

MPMB’s Spell Sheet Generator v8.1 (2016-7-4)

- Fixed some minor alignment issues with the WotC style and older version of Excel

MPMB’s Spell Sheet Generator v8.0 (2016-7-1)

- Added the WotC style headers as an option for the sheet

MPMB’s Spell Sheet Generator v7.8 (2016-6-30)

- Changed “Spellcasting Ability Score” to “Spellcasting Ability” on the spell sheet

MPMB’s Spell Sheet Generator v7.72 (2016-6-7)

- Corrected the error of not listing “Detect Poison and Disease” as a ritual spell

MPMB’s Spell Sheet Generator v7.71 (2016-5-18)

- Changed the spell “Protection from Evil and Good” to no longer be listed as an expensive material component

MPMB’s Spell Sheet Generator v7.7 (2016-4-25)

- Updated the descriptions of the cantrips “Booming Blade” and “Green-Flame Blade”

MPMB’s Spell Sheet Generator v7.66 (2016-4-20)

- Fixed some errors in the spells
- Removed some restrictions on the “Spell Sheet” tab to allow for manual changing of the row height

MPMB’s Spell Sheet Generator v7.63 (2016-2-21)

- Added the option to use the sort function in the Database tab without first needing to unprotect the sheet

MPMB’s Spell Sheet Generator v7.6 (2016-2-17)

- Changed the headers so that they no longer have red dragon heads in them, because these dragon heads were not completely hidden by the overlaying graphic on all machines
- Fixed a bug that caused an error on Excel for Mac
- Changed some code to better accommodate the image-generation on Excel for Mac

MPMB’s Spell Sheet Generator v7.4 (2016-1-21)

- Added the option to have the override page add to the amount, instead of overriding it (as suggested by Bahamuticus)
- Changes several formulas to make the sheet calculate a little bit faster
- Changed the way the header calculations are done (Save DC, Spell Attack, Spells to prepare) to include the option of not filling it out later while making an automated sheet

Spell Sheet Generator v7.3 (2016-1-5)

- Fixed bug where selecting two or more classes with partial spell progression (such as Range or Arcane Trickster) caused a circular reference, resulting in wrongly calculated spell slots
- Fixed error where Warlock’s of level 11 and up received one to many spells known

Spell Sheet Generator v7.2 (2015-12-6)

- Fixed bug where the final pdf did not have enough room for the full glossary
- Upgraded the glossary’s graphic to a vector image
- Added SCAG to the glossary

Spell Sheet Generator v7.1 (2015-12-6)

- Fixed a bug where multiclassing a Warlock with a class that got less than full spellcasting (such as Arcane Trickster or Ranger) produced the wrong amount of spell slots (thanks RaTath for noticing)
- Fixed a bug where, on certain machines, the changing of the colours produced a run-time error (thanks Greg Brouwer for helping me troubleshoot this issue)
- Fixed a bug where, upon multiple consecutive changing of the colour, the images didn’t appear the way they are supposed to (wrong ratio, location, or size)
- Fixed a bug where it was impossible to generate a ‘complete list of spells’ when no class level was set
- Changed some images to their vector counterparts to produce higher quality PDFs
- The glossary and manual now automatically update to reflect the chosen unit system

Spell Sheet Generator v7.0 (2015-11-26)

- NEW FEATURE: Added the option to use checkboxes for spell slots
- Reworked the way the sheet checks if everything is filled out, making it more user friendly
- The “Create Spell Sheet” dialog can now always be opened. Options that are unusable will be greyed out
- That dialog is now also better at remembering all your settings
- Fixed a bug where only class 1 spells that are always prepared showed up correctly. Now this also works for class 2 and 3

Spell Sheet Generator v6.4 (2015-11-23)

- NEW BONUS FEATURE: added grey and pink as colour options [people who donated can use the same link for the character sheet to download this spell sheet version]
- Reworked a lot of the colours so that the different elements better match with each other
- Redid the orange elements (dragon head, and divider) to be more orange and less reddish-orange
- Redid the brown elements on the top of the first page so it is less dark

Spell Sheet Generator v6.3.5 (2015-11-6)

- ADDITION: Sword Coast Adventure Guide subclasses (Arcana Domain, Oath of the Crown, The Undying)

Spell Sheet Generator v6.3 (2015-11-5)

- GRAND NEW FEATURE: Conversion to Metric. You can now use ranges and spell descriptions adhering to the metric system. Just use the drop-down box on the input tab
- ADDITION: Sword Coast Adventure Guide cantrips
- Some very minor fixes in spell descriptions

Spell Sheet Generator v6.2 (2015-10-15)

- Added the option to change the colour of the dragon heads
- Fixed bug where changing the graphics resulted in the graphics moving down a little bit every time they were changed colour

Spell Sheet Generator v6.1 (2015-10-9)

- Fixed issue with some of the headers not showing up as intended (the level dividers)

Spell Sheet Generator v6.0 (2015-10-9)

- GRAND NEW FEATURE: Added the option to change the colour of the headers. This can be done for every one of the three classes separately
- Sped up the code for sheet creation (marginally) and for resetting (noticeably)

Spell Sheet Generator v5.3 (2015-9-28)

- Added clarification to the “Chill Touch” cantrip description

Spell Sheet Generator v5.2 (2015-9-16)

- Added “Planar Binding” as a Cleric spell (thanks to emailer for noticing)

Spell Sheet Generator v5.1 (2015-9-7)

- Slight layout changes in the Excel (not in the final pdf)
- Fixed bug where it was impossible to make a complete list with the Warlock class
- Fixed description of poison spray

Spell Sheet Generator v5.0 (2015-9-1)

- Added the option to add a third class!
- Fixed a minor bug that only affected Ranger spell lists

Spell Sheet Generator v4.6 (2015-7-27)

- Fixed a bug where it was impossible to manually check or uncheck spells prepared/known for the second class (thanks Emparawr for noticing)

Spell Sheet Generator v4.5 (2015-7-17)

- Added an option to generate a spell sheet with an alphabetical list of all the spells

Spell Sheet Generator v4.0 (2015-7-9)

- Fixed errors in spell descriptions (thanks Headbomb again)
- Fixed bugs that were introduced in v3.9 (cantrips didn’t work, spell sheets automation gave random results)
- Added “—” to the “Save” column for spells without a save (as per the suggestion of Headbomb)
- Added an optional glossary of the abbreviations used (as per the suggestion of Headbomb)

Spell Sheet Generator v3.9 (2015-7-8)

- Fixed spelling errors in spell descriptions (thanks Headbomb for finding all these errors)
- Changed some things for better consistency (as per the suggestion of Headbomb)
- Changed the “M*” to a “M†” for spells with a costly material component that is consumed
- Changed the “M*” to a “M^f” for spells with a costly material component that is not consumed
- Added a column for saves where you can see what saving throw/check is needed to (partially) avoid the spell’s effect. This abbreviation has then been removed from the spell description
- Added the version number in the footer

Spell Sheet Generator v3.8 (2015-7-3)

- Corrected the spell description of “Prot. Evil/Good” to include abberations (thanks Headbomb for finding this ommission)
- Changed the cantrips so that their damage auto-updates with character level (as per the suggestion of Headbomb)
- Added a * next to the “M” in the “Comp” column for spells that have a costly material component (as per the suggestion of Headbomb)

Spell Sheet Generator v3.7 (2015-6-26)

- Implemented a way of checking the checkboxes in Excel so you can print a pre-checked sheet (as per the suggestion of knith)

Spell Sheet Generator v3.6 (2015-6-16)

- Implemented the changes from the PHB errata

Spell Sheet Generator v3.5 (2015-6-1)

- Fixed errors with Excel 2011 (Excel for Mac) that were introduced with the changes in v3.2

Spell Sheet Generator v3.4 (2015-5-17)

- Corrected the spell "Crusader's Mantle"
- Corrected the omission of "Enhance Ability" as a Sorcerer spell (thanks to Daeryth for noticing)

Spell Sheet Generator v3.3 (2015-4-12)

- Update some notification texts to coincide with changes in v3.2 and v3.3
- Fixed issue with level headers showing up even though the lines were empty in the 'Visibility' column

Spell Sheet Generator v3.2 (2015-3-31)

- Fixed bug with being unable to select 5th and 6th Cantrip
- 'Broke' the Reset code to make it faster but possibly more susceptible to errors
- Made some minor graphical changes to the layout in Excel, hiding toolbars (I'm not sure how this will go over on a Mac, so let me know if you experience errors)

Spell Sheet Generator v3.1 (2015-3-30)

- The override function "Highest spell level to show when you choose 'automate everything'" now also supports downgrading the level shown
- Streamlined some code (for a smaller, faster sheet)
- Fixed all kind of bugs that could appear when using the 'add class' feature in an unconventional manner (thanks to yinzanat for pointing this out)
 - Now it is possible to add classes/feats/races/etc. that have spells for non-consecutive spell levels (i.e. have only cantrips and level 3 spells, instead of cantrips and level 1 through 3 spells)
 - Also both 'Spell list' and 'Spells known' options are now usable when making a new class that has no spell progression (before only 'Spells known' worked)
 - When adding a new class without spell progression it now work with both the 'Automate everything' and 'Give me the full list' options (previously only 'Automate everything' worked)
 - When adding a new 'Spell list' class without spell progression the headers no longer show 'Spells to memorize'.

Spell Sheet Generator v3.0 (2015-3-21)

- The spell level subheader text format has been changed from 'Level 1' to '1st Level' (as per the suggestion of artfulshrapnel on reddit)
- The headers now position correctly when creating a 'complete list' for a class with a spellbook (i.e. Wizard)
- Lightning Arrow has been added to the Ranger list (thanks Scruffy02 on reddit for pointing out this omission)
- Some minor corrections in spell descriptions
- Changed the 'Manual' tab to be more intuitive

Spell Sheet Generator v2.9 (2015-3-20)

- Added the option of choosing which resources are used to generate the Spell Sheet (as per the suggestion of fitsou)
- Fixed bug with the empty lines showing up for all spell levels with all classes except for just the spell levels the class can cast

Spell Sheet Generator v2.8 (2015-3-17)

- Fixed bug that made the orange button 'I want to edit which spells are on the Spell Sheet (Spellbook)' stop working

Spell Sheet Generator v2.7 (2015-3-17)

- Completed the addition of the Elemental Evil spells
- Fixed a bug with the Reset button
- Reworked the manual page with a.o. a resource list

Spell Sheet Generator v2.6 (2015-3-16)

- Improved the option of adding subclasses (you can now pick if the subclass spells are added to the class list or directly to the prepared spells)
- Changed the 'Give me a list' option to produce a 'Complete Spell Sheet' for the class, regardless of the type of class (spells known or list)
- Added the option to have the 'Complete Spell Sheet' include two empty lines for each spell level

- Added all Elemental Evil Player's Companion spells! This is not yet completely done however, as most spells still lack short descriptions which are very time consuming to make.

Spell Sheet Generator v2.5 (2015-3-3)

- Added the option to add a new spellcasting subclass. The spells granted by a subclass work the same as the Cleric/Druid/Paladin subclasses work, i.e. you get the spells added to the spell list and it is always prepared, or the spells are added to the spells known.

Spell Sheet Generator v2.4 (2015-2-16)

- Corrected a small bug with the new 'Add Class' functionality, which would sometimes display the wrong spellcasting ability (thank you Undrhil)

Spell Sheet Generator v2.3 (2015-2-15)

- Added the option to add a new spellcasting class/feat/race/feature to the dataset. This will make it possible to add, for example, High Elf, Magic Initiate, or Tiefling to the spell sheet without it having an effect on the total character level (as per the suggestion of Undrhil)
- Changed the lines for memorization to check boxes

Spell Sheet Generator v2.2 (2015-2-4)

- Made and implemented custom font for the headers that includes numbers and punctuation marks (the originally used Ravenna font didn't)
- So be sure to install the new fonts provided from this version onwards!

Spell Sheet Generator v2.1 (2015-2-2)

- Some minor fixes in spell description and formulas

Spell Sheet Generator v2.0 (2015-1-22)

- Added the 'Override' tab where you can override the sheets automatically calculated values (as per the suggestion of Bahamuticus)

Spell Sheet Generator v1.95 (2015-1-12)

- Fixed error "Microsoft Excel cannot paste the data." (with a lot of help testing by unseenties)
- Added clarifying text for "add to list/bonus spells" on the Input and Manual tab (as per the suggestion of danglading)
- corrected omission of Freedom of Movement from the Bard class list

Spell Sheet Generator v1.9 (2015-1-9)

- Some code streamlining
- Fixed error 'Method "Range" of object "Global" has failed'
- Disabled error notification 'Excel cannot paste data' (not a real fix unfortunately)

Spell Sheet Generator v1.8 (2015-1-5)

- Corrected some spell descriptions
- Added (D) to spell duration of spells that can be dismissed by the caster

Spell Sheet Generator v1.7 (2015-1-3)

- Choosing paper size now also works on Mac
- Choosing paper size will now automatically resize page to 'fit to width'

Spell Sheet Generator v1.6 (2015-1-2)

- Fixed prompts for Excel for Mac

Spell Sheet Generator v1.5 (2015-1-2)

- Fixed amount of Cantrips for the Eldritch Knight
- Overhaul of Excel for Mac functionality (some major bugs resolved)
- Added feature to select paper size in Excel for Windows
- Changed some spell descriptions

Spell Sheet Generator v1.41 (2015-1-1)

- Corrected error in v1.4 where Bard, Cleric, Druid, Sorcerer, and Wizard were unable to select level

Spell Sheet Generator v1.4 (2014-12-31)

- Corrected spell slot progression for Paladin and Ranger
- Improved compatibility with Excel for Mac

Spell Sheet Generator v1.3 (2014-12-30)

- Added the class options "Death Domain" and "Oathbreaker" from the DMG

Spell Sheet Generator v1.2 (2014-12-27)

- First version on ENworld