# Changelog per 18-5-2015

[Spell Sheet generator](#) v3.4 (17-5-2015)
- 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 (12-4-2015)
- 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 (31-3-2015)
- 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 known if you experience errors)

Spell Sheet generator v3.1 (30-3-2015)
- 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 (21-3-2015)
- 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 Scruffyo2 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 (20-3-2015)
- 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 (17-3-2015)
- 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 (17-3-2015)
- 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 (16-3-2015)
- 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 (3-3-2015)
- 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 (16-2-2015)
- 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 (15-2-2015)
- 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 (4-2-2015)
- 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 (2-2-2015)
- Some minor fixes in spell description and formulas

Spell Sheet generator v2.0 (22-1-2015)
- Added the 'Override' tab where you can override the sheets automatically calculated values (as per the suggestion of Bahamuticus)

Spell Sheet generator v1.95 (12-1-2015)
- 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 for Movement from the Bard class list

Spell Sheet generator v1.9 (9-1-2015)
- 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 (5-1-2015)
- Corrected some spell descriptions
- Added (D) to spell duration of spells that can be dismissed by the caster

Spell Sheet generator v1.7 (3-1-2015)
- 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 (2-1-2015)
- Fixed prompts for Excel for Mac

Spell Sheet generator v1.5 (2-1-2015)
- 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 (1-1-2015)
- Corrected error in v1.4 where Bard, Cleric, Druid, Sorcerer, and Wizard were unable to select level

Spell Sheet generator v1.4 (31-12-2014)
- Corrected spell slot progression for Paladin and Ranger
- Improved compatibility with Excel for Mac

Spell Sheet generator v1.3 (30-12-2014)
- Added the class options "Death Domain" and "Oathbreaker" from the DMG

Spell Sheet generator v1.2 (27-12-2014)
- First version on enworld

**Character Sheet** v5.98 (10-5-2015)
- 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 (23-4-2015)
- Minor fix to the 'Reset' button script

Character Sheet v5.96 (23-4-2015)
- Added the Eberron races Changeling, Shifter, and Warforged (as per the suggestion of shmooel.yakov)

Character Sheet v5.95 (17-4-2015)
- Minor change in the positioning of the proficiency bonus 'blue texts' (as per the suggestion of Astromath)

Character Sheet v5.9 (12-4-2015)
- 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 (8-4-2015)
- 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 (7-4-2015)
- 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 (6-4-2015)
- 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 (4-4-2015)
- 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 (29-3-2015)
- Add a drop down box for alignment (as per the suggestion of Astromath)

Character Sheet v5.2 (23-3-2015)
- 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 (21-3-2015)
- Fixed the bug that broke the 'Hide auto-filled fields' button in v5.0

Character Sheet v5.0 (20-3-2015)
- Added a field to change the passive perception separate from the perception skill (as per the suggestion of shmooel.yakov)

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

- 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 (15-3-2015)
- Added the races from the Elemental Evil Player's Companion (Aarakocra, Svirfneblin, Genasi, Goliath)

Character Sheet v4.7 (5-3-2015)
- 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 (23-2-2015)
- 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 (23-2-2015)
- 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 (17-2-2015)
- 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 Bsq2)

Character Sheet v4.3 (15-2-2015)
- Corrected some small spelling inconsistencies (using both organisation and organization is just wrong)

Character Sheet v4.2 (12-2-2015)
- 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 (11-2-2015)
- Corrected tabbing order (thanks unseenties)

Character Sheet v4.0 (10-2-2015)
- Corrected the missing embedded fonts (thank you fitsou)
- Fixed it that the sheet remembers what layer you had visible last

Character Sheet v3.7 (9-2-2015)
- 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 (4-2-2015)
- 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 (3-2-2015)
- Added buttons to reset limited features after a Short or Long Rest, and a button to Heal all damage

Character Sheet v3.4 (2-2-2015)
- Fixed typo with Wood Elf racial traits (it said High Elf instead of Wood Elf...)

Character Sheet v3.3 (2-2-2015)
- 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 (30-1-2015)
- 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 (26-1-2015)

- 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 (18-1-2015)
- 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 (17-1-2015)
- 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 (9-1-2015)
- 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 (8-1-2015)
- Fixed tabbing order

Character Sheet v2.0 (7-1-2015)
- Drop-down boxes now 'auto commit' (as per the suggestion of MadBeard)
- Armor drop-down box now also includes 'unarmored defense' (as per the suggestion of Undrhil)
- Added 'Remarkable Athelete' 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 (5-1-2015)
- Fixed issue with importing and the new armor drop-down box. Now you are forced to fill in the armor field anew after importing (it will stay blank).

Character Sheet v1.95 (5-1-2015)
- Added drop-down box for armor (as per the suggestion of ParagonofVirtue)
- Fixed issue with Reset button not reverting all fields back to being editable

Character Sheet v1.9 (2-1-2015)
- Fixed issue with import making some hidden fields visible (export still will only work with Acrobat Pro though)

Character Sheet v1.8 (1-1-2015)
- Minor changes in layout
- Addition of Letter size sheet

Character Sheet v1.71 (29-12-2014)
- Changed 'Export' button to indicate it will only work with Acrobat Pro

Character Sheet v1.7 (28-12-2014)
- Coins now add to total weight carried

Character Sheet v1.66 (28-12-2014)
- 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 (28-12-2014)
- 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 (27-12-2014)
- First version on enworld

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

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

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

- Corrected the spell "Crusader's Mantle"

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

- Added form fields and a reset button

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

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

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

- 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 (2-2-2015)

- 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!