

dexterity

Ability Scores	Ability Modifiers	Stats	Resources [1]	Hit Dice	Damage Modifiers [2]	Saves	Skills	Levels
strength	strengthMod	hitPoints	level1SpellSlots	d6HitDice	acidMultiplier	strengthSave	acrobatics	<ClassName>Level [3]
dexterity	dexterityMod	experience	level2SpellSlots	d8HitDice	bludgeoningMultiplier	dexteritySave	animalHandling	level [4]
constitution	constitutionMod	proficiencyBonus	level3SpellSlots	d10HitDice	coldMultiplier	constitutionSave	arcana	
intelligence	intelligenceMod	speed	level4SpellSlots	d12HitDice	fireMultiplier	intelligenceSave	athletics	
wisdom	wisdomMod	armor	level5SpellSlots		forceMultiplier	wisdomSave	deception	
charisma	charismaMod	level	level6SpellSlots		lightningMultiplier	charismaSave	history	
			level7SpellSlots		necroticMultiplier		insight	
			level8SpellSlots		piercingMultiplier		intimidation	
			level9SpellSlots		poisonMultiplier		investigation	
			ki		psychicMultiplier		medicine	
			sorceryPoints		radiantMultiplier		nature	
			rages		slashingMultiplier		perception	
			superiorityDice		thunderMultiplier		performance	
			expertiseDice				persuasion	
			rageDamage				religion	
			DC [5]				sleightOfHand	
			attackBonus [6]				stealth	
							survival	
							initiative	
							dexterityArmor	

Tools

Zhu's Auto Character Creator & Spellbook Manager: <https://andrew-zhu.com/dnd/dicecloudtools/>

Class	Tab	These don't apply to multiclassing! Some of these need brackets around them, depending where you paste them { } Dicecloud Equation Make sure you copy the text itself, not the cell, or you'll get extra quotation marks that break things
Artificer [7]		
Maximum Magical Tinkering Objects	Features	max(intelligenceMod, 1)
Cantrips Known	Spellbook (Description)	min(max(ceil((ArtificerLevel - 9) / 4), 0), 2) + 2
Cantrips Known Text	Description line of Spell Container	You know **{min(max(ceil((ArtificerLevel - 9) / 4), 0), 2) + 2} cantrips.**
Spells Known	Spellbook (Max prepared spells)	max(intelligenceMod + floor(ArtificerLevel / 2), 1)
1st	Journal (Class)	2 + min(floor(ArtificerLevel/2.5),2)
2nd	Journal (Class)	(min(floor(ArtificerLevel/5),1) * 2) + min(floor(ArtificerLevel/7),1)
3rd	Journal (Class)	(min(floor(ArtificerLevel/9),1) * 2) + min(floor(ArtificerLevel/11),1)
4th	Journal (Class)	min(floor(ArtificerLevel/13),1) + min(floor(ArtificerLevel/15),1) + min(floor(ArtificerLevel/17),1)
5th	Journal (Class)	min(floor(ArtificerLevel/17),1) + min(floor(ArtificerLevel/19),1)
Infusions Known	Features	if(ArtificerLevel > 1, 2 * min(1 + ceil(max((ArtificerLevel - 1)/4), 8), 0)
Infused Items	Features	if(ArtificerLevel > 1, min(1 + ceil(max((ArtificerLevel - 1)/4), 8), 0)
Max Number of Magic Items Attuned: [8]	Features	{if(ArtificerLevel>=10,4+floor((ArtificerLevel-10)/4),3)}
Tool Expertise		STR DEX CON WIS INT CHA :-: :-: :-: :-: :-: :-: +{strengthMod + (proficiencyBonus * 2)} +{dexterityMod + (proficiencyBonus * 2)} +{constitutionMod + (proficiencyBonus * 2)} +{wisdomMod + (proficiencyBonus * 2)} +{intelligenceMod + (proficiencyBonus * 2)} +{charismaMod + (proficiencyBonus * 2)}
Barbarians		
Barbarian Rages	Features	if (BarbarianLevel == 20, 0, if (BarbarianLevel > 0, 2 + min(floor(BarbarianLevel/3),1) + min(floor(BarbarianLevel/6),1) + min(floor(BarbarianLevel/12),1) + min(floor(BarbarianLevel/17),1), 0))
Barbarian Rage Damage	Features (add attack)	2 + min(floor(BarbarianLevel/9),1)+ min(floor(BarbarianLevel/16),1)
Barbarian Crits	Features	1 + min(floor((BarbarianLevel - 9) / 4), 2)
Barbarian Attacks		In the damage field of a weapon's Attack: [Weapon Die Damage] + {strengthMod + rageDamage} [9]
Storm Aura (Tundra)	Features	if (BarbarianLevel > 2, floor(BarbarianLevel / 5) + 2, 0)
Fast Movement	Features	if (BarbarianLevel >= 5, 10, 0)
Primal Champion	Features (in Effect field)	if (BarbarianLevel >= 20, 4, 0) AND if (BarbarianLevel >= 20, 24, 20) [10]
Spirit Shield & Vengeful Ancestors (Ancestor)	Features	{if (BarbarianLevel >= 6, "If raging, reduce hit on another you see w/in 30ft by " + min((floor((BarbarianLevel-6) / 4) + 2, 4) + "d6.", "");}{if (BarbarianLevel >= 14, "Attacker takes same damage in force.", "")}
Unarmored Defense	Features	10 + constitutionMod
Barbarian Storm Herald	Features	**Desert Calculation** {if (BarbarianLevel > 2, "BA hurts everyone in 10 ft for " + (floor(BarbarianLevel / 5) + 2) + " fire dam." + if (BarbarianLevel > 13, " REA on hit, DexDC" + (8+proficiency
Storm Auras (3rd and 14th)	Features	**Sea Calculation** {if (BarbarianLevel > 2, "BA zap, 1 target, " + (max(floor(BarbarianLevel / 5), 1)) + "d6, DexDC" + (8 + proficiencyBonus + constitutionMod) + " for half." + if (Barbarian
Zealot Divine Fury	Features	**Tundra Calculation** {if (BarbarianLevel > 2, "BA gives " + (floor(BarbarianLevel / 5) + 2) + " temp HP to chosen in 10 ft." + if (BarbarianLevel > 13, " Aura BA, target StrDC" + (8+proficiency
Zealot Divine Fury	Features	Add 1d6 + floor(BarbarianLevel / 2) radiant (or necrotic) damage to one hit per turn.
Bards		
Cantrips Known	Spellbook (Description)	2 + min(floor(BardLevel/4),1)+ min(floor(BardLevel/10),1)
Cantrips Known Text	Description line of Spell Container	You know **{2 + min(floor(BardLevel/4),1)+ min(floor(BardLevel/10),1)} cantrips.**
Spells Known	Spellbook (Max prepared spells)	if (BardLevel < 10, BardLevel + 3, 14 + min(floor(BardLevel/11),1) + min(floor(BardLevel/13),1) + (min(floor(BardLevel/14),1) * 2) + min(floor(BardLevel/15),1) + min(floor(BardLevel/17),1) + (min(floor(BardLevel/18),1) * 2))
1st	Journal (Class)	min(1 + BardLevel, 4)
2nd	Journal (Class)	if (BardLevel < 3, 0, 2 + min(floor(BardLevel/4),1))
3rd	Journal (Class)	if (BardLevel < 5, 0, 2 + min(floor(BardLevel/6),1))
4th	Journal (Class)	if (BardLevel < 7, 0, 1 + min(floor(BardLevel/8),1) + min(floor(BardLevel/9),1))
5th	Journal (Class)	if (BardLevel < 9, 0, 1 + min(floor(BardLevel/10),1) + min(floor(BardLevel/18),1))
6th	Journal (Class)	if (BardLevel < 11, 0, 1 + min(floor(BardLevel/19),1))
7th	Journal (Class)	if (BardLevel < 13, 0, 1 + min(floor(BardLevel/20),1))
8th	Journal (Class)	if (BardLevel < 15, 0, 1)
9th	Journal (Class)	if (BardLevel < 17, 0, 1)
Bardic Inspiration		max(charismaMod, 1)
Bardic Inspiration Die	Features	d{6+(min(floor(BardLevel/5), 3) * 2)}
Bardic Inspiration	Features	**Bardic Inspiration**: Use a BA to give one creature a **d{6+(min(floor(BardLevel/5), 3) * 2)}** for saves, attacks, and skill checks. Resets on **{if (BardLevel >= 5, "Short", "Long")} Rest.**
Song of Rest	Features	1d{if (BardLevel > 8, 6 + ((ceil((BardLevel - 4)/4) - 1) * 2), 6)}
Psychic Blades		{if (BardLevel >= 3, "On hit, use one Bardic Inspiration to deal an extra", ""**You must be lvl 3 to use this.**")}
Conditional Visibility		{if (BardLevel >= 3, (2 + min(floor(BardLevel/5), 1) + (min(floor(BardLevel/10), 1) * 2) + (min(floor(BardLevel/15), 1) * 3)), "")}
Glamour Mantle Temp HP		{if (BardLevel >= 3, "d6 psychic damage once per round on your turn.", "")}
Whispers Psychic Blades	Features	5 + (min(floor(BardLevel/5), 3) * 3)
Whispers Psychic Blades	Features	{if (BardLevel > 14, 8, (if (BardLevel > 9, 5, (if (BardLevel > 4, 3, (if (BardLevel > 2, 2, ""))))))}{if (BardLevel > 2, "d6 psychic.", "")}
Blood Hunter [11]		
Hemocraft Die		1d{4 + (min(floor(BloodhunterLevel/5),1) * 2) + (min(floor(BloodhunterLevel/11),1) * 2) + (min(floor(BloodhunterLevel/17),1) * 2)}

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Blood Curses Known	Features	{ "You know *** + (if (BloodhunterLevel < 6, 1, 2 + min(floor(BloodhunterLevel/10),1) + min(floor(BloodhunterLevel/14),1) + min(floor(BloodhunterLevel/18),1))) + " Blood Curse" + (if (BloodhunterLevel > 5, "s", "")) + "" } [12]
Blood Curses (Spells) Known	Spellcasting	(if (BloodhunterLevel < 6, 1, 2 + min(floor(BloodhunterLevel/10),1) + min(floor(BloodhunterLevel/14),1) + min(floor(BloodhunterLevel/18),1)))
Crimson Rites	Features	{if (BloodhunterLevel > 1, "You can add " + "1d" + (4 + (min(floor(BloodhunterLevel/5),1) * 2) + (min(floor(BloodhunterLevel/11),1) * 2) + (min(floor(BloodhunterLevel/17),1) * 2)) + (" fire/cold/lightning", ""))){if (BloodhunterLevel >= 7, if (BloodhunterLevel < 14, " or ", " ") + "fire/cold/lightning", "")}{if (BloodhunterLevel >= 14, " or necrotic/psychic/thunder", "")}{if (BloodhunterLevel > 1, " damage to your weapon.", "")} [13]
Brand of Castigation Psychic Damage		{max(1, intelligenceMod) * if (BloodhunterLevel >= 13, 2, 1)}
Brand of Castigation Spell Level (for Dispel Magic)		{min(floor(BloodhunterLevel / 2), 9)}
Dark Augmentation Speed		if (BloodhunterLevel >= 10, 5, 0)
Dark Augmentation Saving Throw Modifiers		if (BloodhunterLevel >= 10, max(1, intelligenceMod), 0)
Ghostslayer Ethereal Step Uses		{if (BloodhunterLevel >= 15, 2, if (BloodhunterLevel >= 7, 1, 0))}
Ghostslayer Ethereal Step Duration		{if (BloodhunterLevel >= 7, max(1, intelligenceMod) + " round" + if (intelligenceMod > 1, "s", "", "")}
Lycan Feral Might Damage		{if (BloodhunterLevel >= 3, if (BloodhunterLevel >= 11, if (BloodhunterLevel >= 18, 3, 2), 1, 0))}
Lycan Feral Might Unarmed Strike Damage		{if (BloodhunterLevel >= 3, "1d" + if (BloodhunterLevel >= 11, 8, 6), ""}
Lycan Improved Predatory Strikes		{if (BloodhunterLevel >= 3, if (BloodhunterLevel >= 11, if (BloodhunterLevel >= 18, 3, 2), 1, 0), ""}
Lycan Regeneration		{if (BloodhunterLevel >= 11, "Regain " + (1 + max(1, constitutionMod)) + " hp if you have no more than " + floor((4+(BloodhunterLevel*6)) / 2) + " hp at the start of your turn", ""}
Mutagen Rapidity		{if (BloodhunterLevel >= 3, "Your Speed increases by " + if (BloodhunterLevel >= 15, 15, 10), ""}
Profane Soul Cantrips		{if (BloodhunterLevel >= 3, if (BloodhunterLevel >= 10, 2, 1) + 1, ""}
Profane Soul Spells Known		{if (BloodhunterLevel >= 3, if (BloodhunterLevel >= 20, 11, ceil(BloodhunterLevel / 2)), ""}
Profane Soul 1st Slots		if (BloodhunterLevel >= 3, if (BloodhunterLevel >= 7, 0, if (BloodhunterLevel == 6, 2, 1)), 0)
Profane Soul 2nd Slots		if (BloodhunterLevel >= 7, if (BloodhunterLevel >= 13, 0, 2), 0)
Profane Soul 3rd Slots		if (BloodhunterLevel >= 13, if (BloodhunterLevel >= 19, 0, 2), 0)
Profane Soul 4th Slots		if (BloodhunterLevel >= 19, 2, 0)
Clerics		
Cantrips Known	Spellbook (Description)	3 + min(floor(ClericLevel/4),1) + min(floor(ClericLevel/10),1)
Cantrips Known Text	Description line of Spell Container	You know **{3 + min(floor(ClericLevel/4),1) + min(floor(ClericLevel/10),1)} cantrips.**
Spells Known	Spellbook (Max prepared spells)	max((wisdomMod + ClericLevel),1)
1st	Journal (Class)	min(1 + ClericLevel, 4)
2nd	Journal (Class)	if (ClericLevel < 3, 0, 2 + min(floor(ClericLevel/4),1))
3rd	Journal (Class)	if (ClericLevel < 5, 0, 2 + min(floor(ClericLevel/6),1))
4th	Journal (Class)	if (ClericLevel < 7, 0, 1 + min(floor(ClericLevel/8),1) + min(floor(ClericLevel/9),1))
5th	Journal (Class)	if (ClericLevel < 9, 0, 1 + min(floor(ClericLevel/10),1) + min(floor(ClericLevel/18),1))
6th	Journal (Class)	if (ClericLevel < 11, 0, 1 + min(floor(ClericLevel/19),1))
7th	Journal (Class)	if (ClericLevel < 13, 0, 1 + min(floor(ClericLevel/20),1))
8th	Journal (Class)	if (ClericLevel < 15, 0, 1)
9th	Journal (Class)	if (ClericLevel < 17, 0, 1)
Channel Divinity	Features	1 + min(floor(ClericLevel/6),1) + min(floor(ClericLevel/18),1)
Destroy Undead CR	Features	Creatures under CR{if (ClericLevel < 8, "1/2", min(floor(ClericLevel/8),1) + min(floor(ClericLevel/11),1) + min(floor(ClericLevel/14),1) + min(floor(ClericLevel/17),1))} are destroyed
Divine Strike	Features	{floor(ClericLevel/8)}d8
Harness Divine Power	Features	if (ClericLevel > 1, 1 + if (ClericLevel > 5, 1, 0) + if (ClericLevel > 17, 1, 0), 0)
Druid		
Cantrips Known	Spellbook (Description)	2 + min(floor(DruidLevel/4),1) + min(floor(DruidLevel/10),1)
Cantrips Known Text	Description line of Spell Container	You know **{2 + min(floor(DruidLevel/4),1) + min(floor(DruidLevel/10),1)} cantrips.**
Spells Known	Spellbook (Max prepared spells)	max((wisdomMod + DruidLevel),1)
1st	Journal (Class)	min(1 + DruidLevel, 4)
2nd	Journal (Class)	if (DruidLevel < 3, 0, 2 + min(floor(DruidLevel/4),1))
3rd	Journal (Class)	if (DruidLevel < 5, 0, 2 + min(floor(DruidLevel/6),1))
4th	Journal (Class)	if (DruidLevel < 7, 0, 1 + min(floor(DruidLevel/8),1) + min(floor(DruidLevel/9),1))
5th	Journal (Class)	if (DruidLevel < 9, 0, 1 + min(floor(DruidLevel/10),1) + min(floor(DruidLevel/18),1))
6th	Journal (Class)	if (DruidLevel < 11, 0, 1 + min(floor(DruidLevel/19),1))
7th	Journal (Class)	if (DruidLevel < 13, 0, 1 + min(floor(DruidLevel/20),1))
8th	Journal (Class)	if (DruidLevel < 15, 0, 1)
9th	Journal (Class)	if (DruidLevel < 17, 0, 1)
Wild Shapes	Features	{if (DruidLevel == 20, 999, 2)}

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Druid Wild Shape	Features	You can transform into a creature with a maximum CR of $\text{if}(\text{DruidLevel} \geq 4, \text{if}(\text{DruidLevel} \geq 8, "1", "1/2"), "1/4")$. The creature $\text{if}(\text{DruidLevel} \geq 4, "can", "cannot")$ have a swimming speed, $\text{if}(\text{DruidLevel} < 4, "and", \text{if}(\text{DruidLevel} \geq 8, "and", "but"))$ it $\text{if}(\text{DruidLevel} \geq 8, "can", "cannot")$ have a flying speed. Circle of the Moon: At your current level, you can transform into a creature with a maximum CR of $\text{max}(\text{floor}(\text{DruidLevel}/3), 1)$. The creature $\text{if}(\text{DruidLevel} \geq 4, "can", "cannot")$ have a swimming speed, $\text{if}(\text{DruidLevel} < 4, "and", \text{if}(\text{DruidLevel} \geq 8, "and", "but"))$ it $\text{if}(\text{DruidLevel} \geq 8, "can", "cannot")$ have a flying speed. Both: You can stay in a beast shape for a maximum of $\text{floor}(\text{DruidLevel}/2)$ hour $\text{if}(\text{DruidLevel} \geq 4, "s", "")$.
Balm of the Summer Court	Features	$\text{if}(\text{DruidLevel} \geq 2, "You have", "")$ $\text{if}(\text{DruidLevel} \geq 2, "d6 dice", "")$ $\text{if}(\text{DruidLevel} \geq 2, "d6 dice", "")$ $\text{if}(\text{DruidLevel} \geq 2, "As a BA, spend dice equal to", "")$ $\text{if}(\text{DruidLevel} \geq 2, \text{min}(\text{DruidLevel}/2, 2), "")$ $\text{if}(\text{DruidLevel} \geq 2, "to heal a creature you can see w/in 120ft. They gain 1 add'l THP per die spent.", "")$
Hearth of Shadow and Moon	Features	$\text{if}(\text{DruidLevel} \geq 6, "During a rest, you and your allies gain +5 to Stealth & Perception checks w/in a 30ft sphere which counts as total cover.", "")$
Hidden Paths	Features	$\text{if}(\text{DruidLevel} \geq 10, "As a BA, teleport up to 60ft to a space you can see, or, teleport 1 willing creature you touch up to 30ft to a space you can see.", "")$ $\text{if}(\text{DruidLevel} \geq 10, "You can do this up to", "")$ $\text{if}(\text{DruidLevel} \geq 10, \text{wisdomMod}, "")$ $\text{if}(\text{DruidLevel} \geq 10, "times per long rest", "")$
Walker in Dreams	Features	$\text{if}(\text{DruidLevel} \geq 14, "Once per long rest, when you finish a short rest, cast "dream", "scrying", or "teleportation circle", without expending a spell slot or material components.", "")$
Max CR WS	Features	$\text{min}(\text{floor}(\text{DruidLevel}/2), 1) * 0.25 + \text{min}(\text{floor}(\text{DruidLevel}/4), 1) * 0.25 + \text{min}(\text{floor}(\text{DruidLevel}/8), 1) * 0.5$
Max CR WS (Moon)	Features	$\text{if}(\text{DruidLevel} < 6, 1, \text{cell}(\text{DruidLevel}/3))$
Fighter		
Extra Attacks		$\text{min}(\text{floor}(\text{FighterLevel}/5), 1) + \text{min}(\text{floor}(\text{FighterLevel}/11), 1) + \text{min}(\text{floor}(\text{FighterLevel}/20), 1)$
Action Surge		$\text{if}(\text{FighterLevel} > 16, 2, 1)$
Indomitable		$\text{min}(\text{floor}(\text{FighterLevel}/9), 1) + \text{min}(\text{floor}(\text{FighterLevel}/13), 1) + \text{min}(\text{floor}(\text{FighterLevel}/17), 1)$
Superiority Dice Die		$1d(8 + (\text{min}(\text{floor}(\text{FighterLevel}/10), 1) * 2) + (\text{min}(\text{floor}(\text{FighterLevel}/18), 1) * 2))$
Superiority Dice		$4 + \text{min}(\text{floor}(\text{FighterLevel}/7), 1) + \text{min}(\text{floor}(\text{FighterLevel}/15), 1)$
Brute Damage Die		$(4 + ((\text{min}(\text{floor}(\text{FighterLevel}/10), 1) * 2) + (\text{min}(\text{floor}(\text{FighterLevel}/16), 1) * 2) + (\text{min}(\text{floor}(\text{FighterLevel}/20), 1) * 2)))$
Maneuvers		$\text{if}(\text{FighterLevel} > 2, 3 + (\text{min}(\text{floor}(\text{FighterLevel}/7), 1) * 2) + (\text{min}(\text{floor}(\text{FighterLevel}/10), 1) * 2) + (\text{min}(\text{floor}(\text{FighterLevel}/15), 1) * 2), 0)$
Improved Critical [14]		$\text{if}(\text{FighterLevel} > 2, "Critical hit on a" + (\text{if}(\text{FighterLevel} > 14, "n 18,", "") + " 19" + (\text{if}(\text{FighterLevel} > 14, "", ",") + " or 20.", ""))$
Fighting Spirit (Samurai)	Samurai Lvl 3	$\text{if}(\text{FighterLevel} > 2, \text{max}(\text{min}(\text{floor}(\text{FighterLevel}/5), 3), 1) * 5, "")$ [15]
Eldritch Knight spellcasting		
Cantrips	Spellbook (Description)	$\text{if}(\text{FighterLevel} > 2, \text{if}(\text{FighterLevel} < 10, 3, 4), 0)$
Spells Known	Spellbook (Max prepared spells)	$\text{if}(\text{FighterLevel} < 3, 0, 3 + \text{min}(\text{floor}(\text{FighterLevel}/4), 1) + \text{min}(\text{floor}(\text{FighterLevel}/7), 1) + \text{min}(\text{floor}(\text{FighterLevel}/8), 1) + \text{min}(\text{floor}(\text{FighterLevel}/10), 1) + \text{min}(\text{floor}(\text{FighterLevel}/11), 1) + \text{min}(\text{floor}(\text{FighterLevel}/13), 1) + \text{min}(\text{floor}(\text{FighterLevel}/14), 1) + \text{min}(\text{floor}(\text{FighterLevel}/16), 1) + \text{min}(\text{floor}(\text{FighterLevel}/19), 1) + \text{min}(\text{floor}(\text{FighterLevel}/20), 1))$
1st	Journal (Class)	$\text{max}(\text{max}(\text{min}(2, \text{FighterLevel} - 1), \text{min}(3, \text{FighterLevel} - 1), \text{min}(4, \text{FighterLevel} - 3)), 0)$
2nd	Journal (Class)	$\text{max}(\text{max}(\text{min}(2, \text{FighterLevel} - 5), \text{min}(3, \text{FighterLevel} - 7)), 0)$
3rd	Journal (Class)	$\text{max}(\text{max}(\text{min}(2, \text{FighterLevel} - 11), \text{min}(3, \text{FighterLevel} - 13)), 0)$
4th	Journal (Class)	$\text{max}(\text{min}(1, \text{FighterLevel} - 18), 0)$
Second Wind	Feature	BA to regain $1d10 + \{\text{FighterLevel}\}$ HP. 1/SR
Monk		
Martial Arts Attack Damage [16]		$1d(4 + (\text{min}(\text{floor}(\text{MonkLevel}/5), 1) * 2) + (\text{min}(\text{floor}(\text{MonkLevel}/11), 1) * 2) + (\text{min}(\text{floor}(\text{MonkLevel}/17), 1) * 2)) + \{\text{dexterityMod}\}$
Ki Points		$\text{if}(\text{MonkLevel} > 1, \text{MonkLevel}, 0)$
Unarmored Movement		$(\text{min}(\text{floor}(\text{MonkLevel}/2), 1) * 10) + (\text{min}(\text{floor}(\text{MonkLevel}/6), 1) * 5) + (\text{min}(\text{floor}(\text{MonkLevel}/10), 1) * 5) + (\text{min}(\text{floor}(\text{MonkLevel}/14), 1) * 5) + (\text{min}(\text{floor}(\text{MonkLevel}/18), 1) * 5)$
Ki Conditional Visibility Text		$\text{if}(\text{MonkLevel} \geq 2, "You have " + (\text{if}(\text{MonkLevel} > 1, \text{MonkLevel}, 0) + " Ki points", ""))$ $\text{if}(\text{MonkLevel} \geq 2, "Flurry of Blows (1 Ki pt)", "")$ $\text{if}(\text{MonkLevel} \geq 2, "Patient Defense (1)", "")$ $\text{if}(\text{MonkLevel} \geq 2, "Step of the Wind (1)", "")$
Unarmored Movement Visibility Text		$\text{if}(\text{MonkLevel} \geq 2, "Your Unarmored Movement is "+, "")$ $\text{if}(\text{MonkLevel} \geq 2, (\text{min}(\text{floor}(\text{MonkLevel}/2), 1) * 10) + (\text{min}(\text{floor}(\text{MonkLevel}/6), 1) * 5) + (\text{min}(\text{floor}(\text{MonkLevel}/10), 1) * 5) + (\text{min}(\text{floor}(\text{MonkLevel}/14), 1) * 5) + (\text{min}(\text{floor}(\text{MonkLevel}/18), 1) * 5), ""))$
Wholeness of Body		Regain $\text{if}(\text{MonkLevel} \geq 3, 3, 1)$ HPs - 1/LR
Paladin		
Lay on Hands		$\text{PaladinLevel} * 5$
Aura of Protection		$\text{max}(1, \text{charismaMod})$
Aura Size		$\text{if}(\text{PaladinLevel} > 17, 30, 10)$
Spells Known	Spellbook (Max prepared spells)	$\text{max}(\text{charismaMod} + \text{floor}(\text{PaladinLevel}/2), 1)$
1st	Journal (Class)	$(\text{min}(\text{floor}(\text{PaladinLevel}/2), 1) * 2) + \text{min}(\text{floor}(\text{PaladinLevel}/3), 1) + \text{min}(\text{floor}(\text{PaladinLevel}/5), 1)$
2nd	Journal (Class)	$(\text{min}(\text{floor}(\text{PaladinLevel}/5), 1) * 2) + \text{min}(\text{floor}(\text{PaladinLevel}/7), 1)$
3rd	Journal (Class)	$(\text{min}(\text{floor}(\text{PaladinLevel}/9), 1) * 2) + \text{min}(\text{floor}(\text{PaladinLevel}/11), 1)$
4th	Journal (Class)	$\text{min}(\text{floor}(\text{PaladinLevel}/13), 1) + \text{min}(\text{floor}(\text{PaladinLevel}/15), 1) + \text{min}(\text{floor}(\text{PaladinLevel}/17), 1)$
5th	Journal (Class)	$\text{min}(\text{floor}(\text{PaladinLevel}/17), 1) + \text{min}(\text{floor}(\text{PaladinLevel}/19), 1)$
Divine Sense uses	Features	$1 + \text{charismaMod}$
Range of Divine Smite	Features	$\text{if}(\text{PaladinLevel} > 1, "On hit, (2-", "")\text{if}(\text{PaladinLevel} > 1, \text{floor}((\text{PaladinLevel} - 1) / 4) + 3, "")\text{if}(\text{PaladinLevel} > 1, "d8 radiant damage per spell slot (+1d8 extra for undead/ fiend).", "")$
Ranger		

Class	Tab	These don't apply to multiclassing! Some of these need brackets around them, depending where you paste them { } Dicecloud Equation Make sure you copy the text itself, not the cell, or you'll get extra quotation marks that break things
Favored Enemy Damage		if (RangerLevel > 5, 4, 2)
Spells Known	Spellbook (Max prepared spells)	if (RangerLevel > 1, ceil(RangerLevel / 2) + 1, 0)
1st	Journal (Class)	(min(floor(RangerLevel/2),1) * 2) + min(floor(RangerLevel/3),1) + min(floor(RangerLevel/5),1)
2nd	Journal (Class)	(min(floor(RangerLevel/5),1) * 2) + min(floor(RangerLevel/7),1)
3rd	Journal (Class)	(min(floor(RangerLevel/9),1) * 2) + min(floor(RangerLevel/11),1)
4th	Journal (Class)	min(floor(RangerLevel/13),1) + min(floor(RangerLevel/15),1) + min(floor(RangerLevel/17),1)
5th	Journal (Class)	min(floor(RangerLevel/17),1) + min(floor(RangerLevel/19),1)
Horizon Walker		
Planar Warrior	Feature	{if (RangerLevel >= 11, "Choose a creature you can see w/in 30ft as a BA. Next hit is all force damage w/ extra 2d8.", (if (RangerLevel >= 3, "Choose a creature you can see w/in 30ft as a BA. Next hit is all force damage w/ extra 1d8.", "")))} [17]
Planar Warrior	Attack w/in Feature tab	{if (RangerLevel >= 11, "2d8", (if (RangerLevel >= 3, "1d8", "")))} [18]
Favored Foe (Tasha's)	Feature tab	Add! **1d((2+min(1, floor(RangerLevel/6)) + min(1, floor(RangerLevel/14)))*2)** damage on first hit/turn
Rogue		
Sneak Attack	Features	{ceil(RogueLevel/2)}d6
Arcane Trickster		
Cantrips	Spellbook (Description)	{if (RogueLevel > 2, if (RogueLevel < 10,3,4), 0)}
Cantrips Known Text	Description line of Spell Container	You know **{if (RogueLevel > 2, if (RogueLevel < 10,3,4), 0)} cantrips.**
Spells Known	Spellbook (Max prepared spells)	{if (RogueLevel < 3, 0, 3 + min(floor(RogueLevel /4),1) + min(floor(RogueLevel /7),1) + min(floor(RogueLevel /8),1) + min(floor(RogueLevel /10),1) + min(floor(RogueLevel /11),1) + min(floor(RogueLevel /13),1) + min(floor(RogueLevel /14),1) + min(floor(RogueLevel /16),1) + min(floor(RogueLevel /19),1) + min(floor(RogueLevel /20),1))}
1st	Journal (Class)	max(max(min(2, RogueLevel - 1), min(3, RogueLevel - 1), min(4, RogueLevel - 3)), 0)
2nd	Journal (Class)	max(max(min(2, RogueLevel - 5), min(3, RogueLevel - 7)), 0)
3rd	Journal (Class)	max(max(min(2, RogueLevel - 11), min(3, RogueLevel - 13)), 0)
4th	Journal (Class)	max(min(1, RogueLevel - 18),0)
Sorcerer		
Sorcery Points	Feature	if (SorcererLevel < 2, 0, SorcererLevel)
Metamagic	Feature	if (SorcererLevel > 2, 2 + min(floor(SorcererLevel/10),1) + min(floor(SorcererLevel/17),1),0)
Cantrips	Spellbook (Description)	4 + (min(floor(SorcererLevel/4),1) + min(floor(SorcererLevel/10),1)) [19]
Cantrips Known Text	Description line of Spell Container	You know **{4 + (min(floor(SorcererLevel/4),1) + min(floor(SorcererLevel/10),1))} cantrips.**
Spells Known	Spellbook (Max prepared spells) [20]	if (SorcererLevel < 12, SorcererLevel + 1, 12 + min(floor(SorcererLevel/13),1) + min(floor(SorcererLevel/15),1) + min(floor(SorcererLevel/17),1))
1st	Journal (Class)	2 + min(SorcererLevel-1, 2)
2nd	Journal (Class)	min(max(SorcererLevel-(3-1), 0), 1)*2 + min(max(SorcererLevel-(4-1), 0), 1)
3rd	Journal (Class)	min(max(SorcererLevel-(5-1), 0), 1)*2 + min(max(SorcererLevel-(6-1), 0), 1)
4th	Journal (Class)	min(max(SorcererLevel-(7-1), 0), 3)
5th	Journal (Class)	min(max(SorcererLevel-(9-1), 0), 2) + min(max(SorcererLevel-(18-1), 0), 1)
6th	Journal (Class)	min(max(SorcererLevel-(11-1), 0), 1) + min(max(SorcererLevel-(19-1), 0), 1)
7th	Journal (Class)	min(max(SorcererLevel-(13-1), 0), 1) + min(max(SorcererLevel-(20-1), 0), 1)
8th	Journal (Class)	min(max(SorcererLevel-(15-1), 0), 1)
9th	Journal (Class)	min(max(SorcererLevel-(17-1), 0), 1)
Font of Magic Conditional Visibility Text	Feature	{if (SorcererLevel > 1, "BA Points=Spell Lvl or Points for Spell:", "")} {if (SorcererLevel > 1, " Slot 1st 2nd 3rd 4th 5th ", "")} {if (SorcererLevel > 1, " :-: :-: :-: :-: :-: :-: :-: ", "")} {if (SorcererLevel > 1, " Point 2 3 5 6 7 ", "")}
Metamagic Conditional Visibility Text	Feature	{if (SorcererLevel >= 3, "You have *** + (2 + min(floor(SorcererLevel/10),1) + min(floor(SorcererLevel/17),1)) + **Metamagic Options", "")} {if (SorcererLevel >= 3, "- <Insert 3rd level choice here>", "")} {if (SorcererLevel >= 3, "- <Insert 3rd level choice here>", "")} {if (SorcererLevel >= 10, "- <Insert 10th level choice here>", "")} {if (SorcererLevel >= 17, "- <Insert 17th level choice here>", "")}
Metamagic Simple Text		**1 Careful Spell** choose charismaMod people to auto succeed 1 spell save **1 Distant Spell** 2x range. self=30ft **1 Empowered Spell** reroll charismaMod damage dice. Must use new roll **1 Extended Spell** double duration of 1 spell (max 24 hrs) **3 Heightened Spell** DisADV 1 ST **2 Quickened Spell** 1 spell as BA **1 Subtle Spell** no V or S comps **1-9 Twinned** 1p/lvl, 2 targets
Conditional Unearthly Recovery Text	Feature	{if (SorcererLevel >= 18, "1/LR: As a BA, with fewer than 1/2 your HPs, regain HP =", "")} {if (SorcererLevel >= 18, floor(((6 + constitutionMod) + (max(SorcererLevel - 1, 0) * (4 + constitutionMod))) * 0.5), "")}
Max spell level [21]	Feature (Attack)	min(ceil(SorcererLevel/2), 9)
Warlock		
Cantrips [22]	Spellbook (Description)	{(min(floor(WarlockLevel/4),1) + 2) + min(floor(WarlockLevel/10),1)}
Cantrips Known Text	Description line of Spell Container	You know **{(min(floor(WarlockLevel/4),1) + 2) + min(floor(WarlockLevel/10),1)} cantrips.**
Spell Slots [23]	Features	{max (min (WarlockLevel, 2), min (WarlockLevel - 8, 3), min (WarlockLevel - 13, 4))} [24]
Spells Known	Spellbook (Max prepared spells)	if (WarlockLevel > 9, floor((WarlockLevel-9)/2) + 10, WarlockLevel + 1) [25]
1st	Journal (Class)	if(WarlockLevel<3, WarlockLevel, 0)
2nd	Journal (Class)	if(ceil(WarlockLevel/2)=2, 2, 0)

Class	Tab	These don't apply to multiclassing! Some of these need brackets around them, depending where you paste them { } Dicecloud Equation Make sure you copy the text itself, not the cell, or you'll get extra quotation marks that break things
3rd	Journal (Class)	$\text{if}(\text{ceil}(\text{WarlockLevel}/2)=3,2,0)$
4th	Journal (Class)	$\text{if}(\text{ceil}(\text{WarlockLevel}/2)=4,2,0)$
5th	Journal (Class)	$\text{if}(\text{WarlockLevel} \geq 17, 4, \text{if}(\text{WarlockLevel} \geq 11, 3, \text{if}(\text{WarlockLevel} \geq 9, 2, 0)))$
6th (Myst Arcan 1/LR)	Journal (Class)	$\text{if}(\text{WarlockLevel} \geq 11, 1, 0)$
7th (Myst Arcan 1/LR)	Journal (Class)	$\text{if}(\text{WarlockLevel} \geq 13, 1, 0)$
8th (Myst Arcan 1/LR)	Journal (Class)	$\text{if}(\text{WarlockLevel} \geq 15, 1, 0)$
9th (Myst Arcan 1/LR)	Journal (Class)	$\text{if}(\text{WarlockLevel} \geq 17, 1, 0)$
Invocations Known	Features	$\text{if}(\text{WarlockLevel} < 2, 0, 2 + \text{min}(\text{floor}(\text{WarlockLevel}/5), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/7), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/9), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/12), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/15), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/18), 1))$
Invocations Known (Fully Formatted)	Features	$\text{if}(\text{WarlockLevel} \geq 2, \text{"You know " + (if}(\text{WarlockLevel} < 2, 0, 2 + \text{min}(\text{floor}(\text{WarlockLevel}/5), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/7), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/9), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/12), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/15), 1) + \text{min}(\text{floor}(\text{WarlockLevel}/18), 1))) + \text{" invocations:"})$ $\text{if}(\text{WarlockLevel} \geq 2, \text{" -<Insert 2nd level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 2, \text{" -<Insert 2nd level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 5, \text{" -<Insert 5th level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 7, \text{" -<Insert 7th level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 9, \text{" -<Insert 9th level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 12, \text{" -<Insert 12th level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 15, \text{" -<Insert 15th level choice here>" , ""})$ $\text{if}(\text{WarlockLevel} \geq 18, \text{" -<Insert 18th level choice here>" , ""})$
Eldritch Blast Damage		$1d10 \text{ for } \text{if}(\text{Level} \geq 17, 4, \text{if}(\text{Level} \geq 11, 3, \text{if}(\text{Level} \geq 5, 2, 1)))$ beams [26]
Eldritch Blast Damage2		$x(\text{floor}(\text{WarlockLevel} + 1) / 6 + 1)$ beam{if (WarlockLevel > 4, "s",""), 1d10 + {charismaMod} [27]
Warlock Spell Slots	Features	Your Spell Slots are currently Level {if(WarlockLevel >= 9, 5, if (WarlockLevel >= 7, 4, if(WarlockLevel >= 5, 3, if(WarlockLevel >= 3, 2, 1))}} [28]
Wizard		
Max Prepared Spells	Spellbook (Max prepared spells)	$\text{max}(\text{intelligenceMod} + \text{WizardLevel}, 1)$
Cantrips	Spellbook (Description)	$\{3 + \text{min}(\text{floor}(\text{WizardLevel}/4), 1) + \text{min}(\text{floor}(\text{WizardLevel}/10), 1)\}$
Cantrips Known Text	Description line of Spell Container	You know **{3 + min(floor(WizardLevel/4),1)+ min(floor(WizardLevel/10),1)} cantrips.**
1st	Journal (Class)	$2 + \text{min}(\text{WizardLevel} - 1, 2)$
2nd	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (3 - 1), 0), 1) * 2 + \text{min}(\text{max}(\text{WizardLevel} - (4 - 1), 0), 1)$
3rd	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (5 - 1), 0), 1) * 2 + \text{min}(\text{max}(\text{WizardLevel} - (6 - 1), 0), 1)$
4th	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (7 - 1), 0), 3)$
5th	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (9 - 1), 0), 2) + \text{min}(\text{max}(\text{WizardLevel} - (18 - 1), 0), 1)$
6th	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (11 - 1), 0), 1) + \text{min}(\text{max}(\text{WizardLevel} - (19 - 1), 0), 1)$
7th	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (13 - 1), 0), 1) + \text{min}(\text{max}(\text{WizardLevel} - (20 - 1), 0), 1)$
8th	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (15 - 1), 0), 1)$
9th	Journal (Class)	$\text{min}(\text{max}(\text{WizardLevel} - (17 - 1), 0), 1)$
Arcane Recovery	Features	Recover {ceil(WizardLevel / 2)} Spell Slot{if(WizardLevel<4,"", "s")} up to 5th [29]
Max spell level [30]	Feature (Attack)	$\text{min}(\text{ceil}(\text{WizardLevel}/2), 9)$
Sidekicks [31]		
Spellcaster [32]		
Cantrips Known	Spellbook (Description)	$\text{if}(\text{SpellcasterLevel} > 3, \text{if}(\text{SpellcasterLevel} < 10, 3, 4), 2)$
Cantrips Known Text	Description line of Spell Container	You know **{if (SpellcasterLevel > 3, if (SpellcasterLevel < 10, 3, 4), 2)} cantrips.**
Spells Known	Spellbook (Max prepared spells)	$\text{if}(\text{SpellcasterLevel} = 1, 0, 1) + \text{ceil}(\text{SpellcasterLevel} / 2)$
1st	Journal (Class)	$2 + \text{min}(\text{floor}(\text{SpellcasterLevel}/2.5), 2)$
2nd	Journal (Class)	$(\text{min}(\text{floor}(\text{SpellcasterLevel}/5), 1) * 2) + \text{min}(\text{floor}(\text{SpellcasterLevel}/7), 1)$
3rd	Journal (Class)	$(\text{min}(\text{floor}(\text{SpellcasterLevel}/9), 1) * 2) + \text{min}(\text{floor}(\text{SpellcasterLevel}/11), 1)$
4th	Journal (Class)	$\text{min}(\text{floor}(\text{SpellcasterLevel}/13), 1) + \text{min}(\text{floor}(\text{SpellcasterLevel}/15), 1) + \text{min}(\text{floor}(\text{SpellcasterLevel}/17), 1)$
5th	Journal (Class)	$\text{min}(\text{floor}(\text{SpellcasterLevel}/17), 1) + \text{min}(\text{floor}(\text{SpellcasterLevel}/19), 1)$

Steps	Tab	This is for spellcasting, for other rules, look at page 163-164 of the PHB Some of these need brackets around them, depending where you paste them { } Dicecloud Equation
Add up your levels		
Case 1 - Full Caster		$\{BardLevel + ClericLevel + DruidLevel + SorcererLevel + WizardLevel + \text{floor}(\text{PaladinLevel} / 2) + \text{floor}(\text{RangerLevel} / 2) + \text{ceil}(\text{ArtificerLevel} / 2) + \text{floor}(\text{RogueLevel} / 3) + \text{floor}(\text{FighterLevel} / 3)\}$
Full Caster [33]		$\langle \text{Class} \rangle \text{Level}$
Partial Caster [34]		$\text{floor}(\langle \text{Class} \rangle \text{Level} / 2)$
Partial Caster (Artificer) [35]		$\text{ceil}(\langle \text{Class} \rangle \text{Level} / 2)$
Mini Caster [36]		$\text{floor}(\langle \text{Class} \rangle \text{Level} / 3)$
Add lvls up with () ex:		$\langle \text{Class1} \rangle \text{Level} + (\text{floor}(\langle \text{Class2} \rangle \text{Level} / 2) + (\text{floor}(\langle \text{Class3} \rangle \text{Level} / 3)))$
Example 1 [37]		$(\text{WizardLevel} + (\text{floor}(\text{PaladinLevel} / 2)))$
Example 2 [38]		$(\text{ClericLevel} + (\text{floor}(\text{RangerLevel} / 2)))$
Example 3 [39]		$(\text{BardLevel} + (\text{floor}(\text{RogueLevel} / 3)))$
Replace Equation		Replace the ReplaceMe below with your () equations
Spell Slot Equations		
1st		$\text{min}(1 + \text{ReplaceMe}, 4)$
2nd		$\text{if}(\text{ReplaceMe} < 3, 0, 2 + \text{min}(\text{floor}(\text{ReplaceMe}/4), 1))$
3rd		$\text{if}(\text{ReplaceMe} < 5, 0, 2 + \text{min}(\text{floor}(\text{ReplaceMe}/6), 1))$
4th		$\text{if}(\text{ReplaceMe} < 7, 0, 1 + \text{min}(\text{floor}(\text{ReplaceMe}/8), 1) + \text{min}(\text{floor}(\text{ReplaceMe}/9), 1))$
5th		$\text{if}(\text{ReplaceMe} < 9, 0, 1 + \text{min}(\text{floor}(\text{ReplaceMe}/10), 1) + \text{min}(\text{floor}(\text{ReplaceMe}/18), 1))$
6th		$\text{if}(\text{ReplaceMe} < 11, 0, 1 + \text{min}(\text{floor}(\text{ReplaceMe}/19), 1))$
7th		$\text{if}(\text{ReplaceMe} < 13, 0, 1 + \text{min}(\text{floor}(\text{ReplaceMe}/20), 1))$
8th		$\text{if}(\text{ReplaceMe} < 15, 0, 1)$
9th		$\text{if}(\text{ReplaceMe} < 17, 0, 1)$
Ranger/Cleric		
Total Spell Level		$(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})$
1st		$\text{min}(1 + (\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}), 4)$
2nd		$\text{if}(((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 3, 0, 2 + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/4), 1))$
3rd		$\text{if}((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 5, 0, 2 + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/6), 1))$
4th		$\text{if}(((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 7, 0, 1 + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/8), 1) + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/9), 1))$
5th		$\text{if}(((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 9, 0, 1 + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/10), 1) + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/18), 1))$
6th		$\text{if}((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 11, 0, 1 + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/19), 1))$
7th		$\text{if}(((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 13, 0, 1 + \text{min}(\text{floor}(\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel})/20), 1))$
8th		$\text{if}((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 15, 0, 1)$
9th		$\text{if}((\text{floor}(\text{RangerLevel} / 2) + \text{ClericLevel}) < 17, 0, 1)$

What	Tab	Some of these need brackets around them, depending where you paste them { } Dicecloud Equation
Ability Up Non-Enabled Modifiers	Features	<p>If you fully level your character but don't want to Enable and Disable ability modifiers (we use this for arena characters so we can quickly level or de-level them), then put the following equation in the EFFECT window for the stat you are raising. LVL = the level it should take effect, and the # is either a 1 or 2, depending on whether you're raising one stat or two.</p> <p>if (ClassLevel >= LVL, #, 0)</p>
Average Hitpoints	Level Window, Journal Tab	<Initial max HP for your class> + (max(ClassLevel - 1, 0) * <average HPs for your class>)
Average Hitpoints (Alt)	Level Window, Journal Tab	<maximum HP - average HPs for your class> + (ClassLevel * <average HPs for your class>) [40]
Brave (Halfling)	Features	<p>Feature: Brave Add effect - Wisdom save, conditional benefit: "Advantage on saves vs. frighten" This will make an asterisk appear next to the Wisdom save on the Stats page, and when you click it to expand it will tell you that you have "advantage on saves vs. frighten". AFAIK all frighten effects are Wisdom saves, but you could add the same conditional benefit on the other saves if you thought it necessary. [41]</p>
Breath Weapon Damage	Features	<p>DC: Dex {constitutionMod + proficiencyBonus + 8} Damage: {2 + floor ((level-1)/5)}d6</p>
Combining text & equation	Features	{if (WizardLevel > 2, "I'm a lovely bunch of " + (6*5) + " coconuts, dodadodo", "")}
Feats and Ability Improvement Reminders for Auto-Leveling [42]	Features	<p>{if (level >= 4, "***- You must increase an ability or add a feat for lvl 4.", "")} {if (level >= 8, "***- You must increase an ability or add a feat for lvl 8.", "")} {if (level >= 12, "***- You must increase an ability or add a feat for lvl 12.", "")} {if (level >= 16, "***- You must increase an ability or add a feat for lvl 16.", "")} {if (level >= 19, "***- You must increase an ability or add a feat for lvl 18.", "")}</p>
Great Weapon Master or Sharpshooter [43]	Features	<p>In your attack to hit: max(strengthMod, dexterityMod) + proficiencyBonus - if (rageDamage > 4, 5, 0) In your damage: 1dX + {max(strengthMod, dexterityMod) + if (rageDamage > 4, rageDamage + 5, rageDamage)} [44]</p>
Scaling Cantrip Damage	Spells	{floor((Level+1)/6)+1}dX (replace x with the damage die of the cantrip)
Tough	Features	if (FighterLevel >= LEVEL ADDING FEAT, FighterLevel * 2, "")
Warlock Spell Slots	Features	Your Spell Slots are currently Level {if(WarlockLevel >= 9, 5, if (WarlockLevel >= 7, 4, if(WarlockLevel >= 5, 3, if(WarlockLevel >= 3, 2, 1))}} [45]

Format	Tab	Some of these need brackets around them, depending where you paste them { } Dicecloud Equation
Conditional Text Visibility	Feature	<p>I'll post a quick guide on how to use if() to make text appear conditionally for what I hope will be the general benefit of users. So to make text appear conditionally, you need to put the following in a smart input field (the ones with the curly brackets {} icon):</p> <pre>{ if(level>=5, "Your level is 5 or more", "Your level is under 5") }</pre> <p>replacing level>=5 with whatever condition you want, e.g. DruidLevel>3, ki=0, etc. The strings can be changed too - the first one is displayed if the condition is true, and the second one if it is false. (NB: you'll have to put "" - an empty string - in place of one of the strings if you want it not to display at all if or unless a condition is met).</p> <p>You can do a similar thing in numerical effect fields - for example if you wanted to choose your 8th-level ASIs before you actually get them, you could create a Strength effect that adds if(level>=8, 2, 0). Unfortunately, this isn't possible for Advantage/Disadvantage or Conditional Benefit effects. [46]</p>
Dialog Box Visibility	Any	Using a triple dash (---) creates a break in the text. Only words above the triple-dash are visible unless the window is expanded
Google Drive Direct Link Generator:	Any	https://sites.google.com/site/gdocs2direct/
Image Code Front	Any	<div style="float: center; padding-left: 10px; margin-right:-5px; margin-top: -5px;"> </div>
Image Code Entire	Any	<div style="float: right; padding-left: 10px; margin-right:-5px; margin-top: -5px;"></div>
Alternate Image Code (center)	Any	<div style="text-align:center; margin-top:20px;"></div>
Alternate Image Code Front	Any	<div style="text-align:center; margin-top:20px;"></div>
Third Image Code	Any	![Alt text](URL GOES HERE "Image Description on Hover") [47]
Table Code	Any	Header 1 Header 2 :-----: :-----: Data 1 Data 2
Linebreak	Any	Add 2 spaces after the last word in a line before going to the next line [48]
Header Codes	Any	
	H1	<h1>Header</h1>
	H2	<h2>Header</h2>
	H3	<h3>Header</h3>
	H1	# Header 1 #
	H2	## Header 2 ##
	H3	### Header 3 ###
Multiple Damage Types		2d6 + strengthMod slashing + 2d6" and then select fire for the damage type [49]

Name	Char	Notes
Git!	<i>Goblin Monk (Way of the Long Death)</i>	Git! has yet to be set up to "automatically update." She is a Monk, Way of the Long Death
Ovak	<i>Half-Orc Fighter</i>	
Zaarra	<i>Goliath Ancestor Barbarian</i>	
Ellowyn	<i>Gnome Artificer</i>	
Sayuri	<i>Tabaxi Vengeance Paladin</i>	
Jack Uvaltrades	<i>Half Elf Bard Multiclass</i>	A ridiculous experiment to see if we could get proficiency in everything.
Ilsevel	<i>Shadar Kai Revived Rogue</i>	
DM Helper	--	Just an example of how we use Dicecloud for magic items. Check out the inventory tab. Ctrl + drag will split the stack and makes for easy distribution that doesn't slow down gameplay. We've done the same with spells to speed up character leveling.
Character Create Cheat Sheet	--	List of all races, classes, feats, and invocations for a high-level overview when creating a new character

[1] Note that levelXSpellSlots aren't currently working in calculations.

[2] This is where you find resistance, immunity and vulnerability. They will give you the number you multiply your damage received by, so 0 for immunity, 0.5 for resistance, and 2 for vulnerability.

[3] Where you replace <className> with the exact name of your class, so FighterLevel will give you your number of levels in Fighter, provided you have that class, otherwise 0.

[4] Adds all levels together

[5] Only works on spell descriptions or spell attack fields

[6] Only works on spell descriptions or spell attack fields

[7] Eberron: Rising from the Last War

[8] Thanks to Christopher Ballard

[9] Replace [Weapon Die Damage] with the damage from your weapon; 1d4, 1d6, 1d8, 1d12, 2d6, etc. See "Great Weapon Master or Sharpshooter" in Misc. Equations for details on how to add rage damage with Great Weapon Master or Sharpshooter.

[10] I add this in two separate effects for both STRENGTH and CON. I doubt this is the most efficient way to do this but I'm no programmer. See Zaarra (<https://dicecloud.com/character/eYD5egud6eCtnhiMb/Zaarra-Spiritcaller-Elaniala>)

[11] Thanks to Jay for a lot of these formulas!

[12] For number of uses:

$(\text{BloodhunterLevel} \geq 1 ? (\text{BloodhunterLevel} \geq 6 ? (\text{BloodhunterLevel} \geq 13 ? (\text{BloodhunterLevel} \geq 17 ? 4 : 3) : 2) : 1) : 0)$

Credit to Ganonslayer#4160 on discord

[13] You need to choose your Rites by changing both "fire/cold/lightning" sections and the "necrotic/psychic/thunder" section with your specific choices.

[14] Includes Superior Critical for Champion Fighter.

[15] Calculation for Temporary Hit Points.

[16] Useful for attack damage equations

[17] Thanks to Josh Teague for formula fix

[18] Thanks to Josh Teague for formula fix

[19] Fixing this - unnecessary *2 in second part of equation

[20] Click on the small, white box at the top right of your spellbook container to show spells prepared vs. spells known info

[21] Useful for attacks where you want to show the range of damage of an attack with higher spell slots. Fireball, for instance, could have this equation in damage: $(8 - \{5 + \min(\text{ceil}(\text{SorcererLevel}/2), 9)\})d6$ to show (8-14)d6 when you're 20th level.

[22] If you're using Pact of the Tome, remember to add 3 to the equation:

$\{(\min(\text{floor}(\text{WarlockLevel}/4), 1) + 2) + \min(\text{floor}(\text{WarlockLevel}/10), 1) + 3\}$

[23] This is for your features tab to show what spell level you're casting at

[24] This is for your features tab to show what spell level you're casting at

[25] Formula by a programming student at AzerPUG.com (<https://www.azerpug.com/>)

[26] courtesy of SuperSandwizard on Reddit (<https://www.reddit.com/user/SuperSandwizard>)

[27] + {charismaMod} only applies if you've taken the Agonizing Blast

[28] courtesy of SuperSandwizard on Reddit (<https://www.reddit.com/user/SuperSandwizard>)

[29] Alternate wording: Recover Spell Slots up to 5th, totaling no more than $\{\text{ceil}(\text{WizardLevel} / 2)\}$ levels

[30] Useful for attacks where you want to show the range of damage of an attack with higher spell slots. Fireball, for instance, could have this equation in damage: $(8 - \{5 + \min(\text{ceil}(\text{WizardLevel}/2), 9)\})d6$ to show $(8 - 14)d6$ when you're 20th level.

[31] Sidekicks from Tasha's Cauldron of Everything.

[32] Based on Apprentice Wizard stat block

[33] Bard, cleric, druid, sorcerer, wizard

[34] Paladin, ranger

[35] Artificer rounds spell levels up when multiclassing

[36] Rogue (Arcane Trickster) or Fighter (Eldritch Knight)

[37] Wizard/Paladin

[38] Cleric/Ranger

[39] Bard/Rogue (Arcane Trickster)

[40] Barbarian: $5 + (\text{BarbarianLevel} * 7)$

Fighter: $4 + (\text{FighterLevel} * 6)$

Rogue: $3 + (\text{RogueLevel} * 5)$

Wizard: $2 + (\text{WizardLevel} * 4)$

[41] courtesy of DumbGenius on Reddit (https://www.reddit.com/user/_Dumbgenius)

[42] Auto Leveling requires the class level to be CHANGED rather than added to. I put this on the Feature tab as a reminder. See Git! on the Character Example sheet to see this on a Dice Cloud character.

[43] Use the enabled toggle on a feature to add +5 to your rageDamage

[44] The rageDamage check is in case you're also a Barbarian using a rageDamage for its real purpose (the maximum plus to a Barbarian's rageDamage is +4). This works for either scenario.

[45] courtesy of SuperSandwizard on Reddit (<https://www.reddit.com/user/SuperSandwizard>)

[46] Courtesy DumbGenius on Reddit (https://www.reddit.com/user/_Dumbgenius)

[47] Make sure you have a space between your image URL and your Description text in quotes.

[48] Contributed by Jacob Carl

[49] Taken from the DiceCloud Reddit by ideas4infinity