









Character Information

	Race	Drowr		Class	 Spellweaver			Level	4	
Background	C	Children of Lolth None		Speciality		Lolth Infused		Experience	Next Level	Needed
Exhaustion				Death Saves Successes	Death Saves Failures			3545	2955	6500
	Proficiency Bonus 2		Alignment	Chaotic Evil			Gender	Má	ale	
	Initiative	3		Health	70/70	Temporary	0	Inspiration	N	0

Abilities

Ability	Score	Modifier	Extra
Strength	14	2	0
Dexterity	16	3	0
Constitution	18	 4 	0
Intelligence	22	6	0
Wisdom	16	3	0
Charisma	4	-3	0

Passive Skills

Skill	Score	Extra	More Extra		
Perception	15	0	0		
Insight	13	0	0		
History	16	0	0		
Persuasion		0	0		

Wealth

Gems	0
Gold Pieces	0
Silver Pieces	0
Copper Pieces	0
Coin Shavings	0

4d12 + Hit Dice **Hit Dice** Constitution | Used Before 0 Modifier Resting

Attacks									
Weapon	Hit Modifier	Damage Die	Dmg. Type						
Unarmed Strike	 0 + Str.Mod + Proficiency Bonus	1 + Strength Modifier (Dex if monk)	Bludgeoning						
Improvised	Prof.Bonus if	1d4 + Ability modifier for weapon type	what is						

Defences and Saving Throws

Armor	Leathe	er Armor	 17
		AC	
Shield	N	one	 0
Other		Total AC	
Other	IN	one	17
Ability	Score	Proficient	Extra
Strength	2	0	0
Dexterity			
Dexienty	3	0	L0
Constitution	3 6	$\begin{bmatrix} - & 0 \\ - & 1 \end{bmatrix}$	$\frac{1}{1} - \frac{0}{0} - \frac{0}{0}$

Wisdom Charisma

Skills

Name	Score	Proficiency	Extra
Acrobatics	3	0]	0
Animal Hndl.	3	. 0 .	0
Arcana	10	2]	0
Athletics	2	0 1	0
Deception	3	0 - 1	0
History	6	0	0
Insight	3	<u> </u>	
Intimidation	1	2 1	0
Investigation	6	 0	0
Medicine	5	11	0
Nature	8	1	0
Perception	5	1i	0
Performance	-3	l 0 l	0
Persuasion	-3	0	0
Religion	14	4	0
Sleight of H.	3	0	0
Stealth	5	<u> </u>	0
Survival	3	0	0

Quick Proficiencies

Weapons	 	 	
Tools	 	 	
Armors	 	 	
 Languages	 	 	
Other	 	 	

Dice Roller (SOON)

	Number of Dice	Dice Maximum	Results
ı Bu	1	6	4
ı Bu	<u>_</u>	10	1
ի Bu	1	12	1
ı Bu	1	20	1
\ Ru		100	_







Character Sheet

This spreadsheet is heavily modified and should not be use for regular Campaigns.

Details Features & Proficiencies Allies and Organisation Characteristics Name Description **Personality** Unarmored | 10 + dex + con.mod + shielf if any. Or 10 + dex **Trait Defense** Second **Allies** Personality Lolth Your spells are all requiring 1 less level. **Trait** Infused 1st level spells are now cantrips. Ideals You now have three new spell level available to you and you have one spell slot on each of these new levels. **Bonds** Organisation Add one extra die per cast level over the spell's level. **Flaws Spellweaver** Size Medium **Background Features** Age Height Two Beads replaces the Appearance Weight (lb) **Distinctors** eyes in the same form. Due to their nature, doing deeds in the name of Lolth will reward them with more power over time. **Other Features** All the spells are thrown via a piece of web. Regular means of healing are halved. **Backstory**



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Spells

	Cantrips	Spells	from First to Ninth level	Spell DC		16
Cantrip	Description	Spell (IvI)	Description	Spell (IvI)		Description
Firespit	See Spellweaver Spells	Web (1)	See Spellweaver Spells		See	Spellweaver Spells
Acid Spray		Consume (1)				
Venom		Burrom (1)				
		Web Affliction (2)				
		Blink (2)				
		Morph (3)				
		Nest Anchoring (4)				
		Acidhurl (5)				
		Infestation (6)				
		Advanced Web Affliction (7)				



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Inventory

	Resources	Busin	esses	wealth			
Wood	0	None		Gems	0		
Iron	0	None		Gold Pieces	0		
Gold	0	None		Silver Pieces	0		
Mithril	0	None		Copper Pieces	0		
Adamantine	0	None		Coin Shavings	0		

Items

Name	Quantity	Value	Total Value	Name	Quantity	Value	Total Value	Name	Quantity	Value	Total Value
L			0				0		L		0
			0				0				0
	i						0		L		0
			0				0				0
	!		0				0				0
			0				0				0
			0				0				0
	i		0		IIIIII		0				0
			0				0				0
			0				0				0
			$\frac{1}{1}$ $\frac{0}{0}$ $\frac{1}{1}$				0				0
	i		0				0		L		0
	<u>_</u>		0				0				0
			0				0				0
			0				0				0
			0				0				0
	i		0		L		0		L		0
!			0				0			<u> </u>	0
	!		0				0		L		0
			0				0		L		0
	i		0		Li		0		L		0
Li	<u>i</u>		0	L	<u>Li</u>		0		. <u>L</u>	<u>L</u>	<u> </u>
L!	!		0	L	L!		0		<u> </u>	<u></u>	0
			0		L		0		L		0
Li			0		Li		0		L	L	0
Li	i		0		Li		0		.L	L	0
			0				0			<u> </u>	0
L			0				0		<u> </u>		0
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			0				0				0



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Character Sheet

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Treasury and Other Equipments

Items

Name	Description	Name	Description	Name	Description
					
					
					
		_			
					
		_		_	
					
	<u></u>	$\overline{}$			<u></u>

Dice Number 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51	2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 30 31 32 33 34 35 36 37 38 39 40
Randomizer Die Max 66666666666666666666666666666666666	Required Exp
	2 2 2 3 3 3 3 4 4 4 4 4 5 5 5 5 6 6 6 6 7 7 7 7 8 8 8 8 8 9 9 9 9 9 9 9 9 9 9 9
Range Dice Number 2143:C144 4 345	Alignment Lawful Good Neutral Good Chaotic Goo Lawful Neutral Chaotic Evil Neutral Evil Neutral Evil Chaotic Evil
Random T Die Max 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	l d d al tral
Result 10 10 10 10 10 10 10 10 10 10 10 10 10	ct on Charisma Roll G + 3, E - 3 G + 2, E - 2 G + 1, E - 1 G + 1, E + 0 G + 0, E + 0 G - 0, E + 1 G - 1, E + 1 G - 2, E + 2 G - 3, E + 3
Range Dice Nu 4 C143:C143 5 1 3 518 7 4 1 9 2 3 1 8 9 9 10 10 8 10 2 1 10 7 2 5 8 6 6 2 7 8 8 3 3 5 5 10 6 9 7 5 5 2 10 8 8 8 4 1 2 2 5 5 5 10 3 2 2 2 8 3 4 4 4	No
Randomi: mber Die Max 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	Dice Rolls are do
zer Result 12 12 12 12 12 12 12 12 12 12 12 12 12	3 Succes
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	Speed H Disadva Hit point
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	Spell Do Strength Dexterity Constitut Intelligen Wisdom Charism
Range 54 C143:C14 3 91 5 60 27 92 91 75 42 17 23 83 10 45 89 86 94 98 74 2 62 43 86 21 64 53 37 100 15 20 39 7 33 98 57 15 16 19 64 43 60 37 38 8 58 56 66 91 100 35 76 72 57 59 59	n y ution nce
43 1 5135	12 13 14 16 13 7