







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

Character Information

	Race	Ash'phn		Class		Ashblade		Level	4	ļ.
Background	 Elemental Fungus		Speciality				Experience	Next Level	Needed	
Exhaustion	None		Death Saves Successes	 	Death Saves Failures		3545	2955	6500	
	Proficien	cy Bonus	2	Alignment		Chaotic Neutral		Gender	Ma	ale
	Initiative	,	4	Health	53/53	Temporary	0	Inspiration	N	0

Abilities

Ability	Score	Modifier	Extra
Strength	13	1	0
Dexterity	18	4	0
Constitution	18	 4	0
Intelligence	20	5	0
Wisdom	17	3	0
Charisma	14	2	0

Passive Skills

Skill	Score	Extra	More Extra
Perception	17		
Insight	17	<u>-</u>	T 0
History	9		
Persuasion	12		$\overline{}$

Wealth

Gems	0
Gold Pieces	350
Silver Pieces	0
Copper Pieces	0
Coin Shavings	0

	4d10 +	Hit Dice	
Hit Dice	Constitution	Used Before	0
	Modifier	Resting	

Attacks Hit Modifier Damage Die Dmg. Type |0 + Str.Mod + | 1 + Strength Unarmed Proficiency | Modifier (Dex | Bludgeoning Strike Bonus if monk) 0 + Str.Mod + 1d4 + Ability Depends on Improvised | Prof.Bonus if | modifier for what is applicable | weapon type | improvised 1d4 + Dagger 0 + Dex.Mod Piercing Dex.Mod or (20/60) + Prof.Bonus Int.Mod 1d6 + Shortbow | 0 + Dex.Mod | Dex.Mod or Piercing (80/320) + Prof.Bonus Int.Mod

Defences and Saving Throws

			<u> </u>
Armor	Half	 19	
		AC	
Shield	ld None		0
Other		Total AC	
Outer	None		19
Ability	Score	Proficient	Extra
Strength	1	0	0
Dexterity	6	1	0
Constitution	1	i	i

Intelligence Wisdom

Charisma

Dice Roller (SOON)

	Number of Dice	Dice Maximum	Results
ı Bu	3	6	8
ı Bu	3	10	11
ի Bu	1	12	11
ı Bu	1	20	17
ı Bu	1	100	50

Speed	40

Name	Score	Proficiency	Extra
Acrobatics	4	0	0
Animal Hndl.	3	0	0
Arcana	13	4	0
Athletics	-5	-3	0
Deception	6	2	0
History	-1	 -3 	0
Insight			$\frac{1}{0}$
Intimidation	2	0	0
Investigation	7	1	0
Medicine	11	741	0
Nature	13	4	0
Perception	7	2	0
Performance	6	2	0
Persuasion	2	0	0
Religion	-1	-3	0
Sleight of H.	8	2	0
Stealth	8	2	0
Survival	5	1	0

Skills

Quick Proficiencies

Weapons	Simple and Martial Weapons.
	Thieves' Tools, Alchemist's supplies, 's supplies, Calligrapher's Supplies, /eaver's tools, Jeweler's tools.
Armors	Light and Medium armors.
Languages	Primordial, Common, Abyssal

Other





Character Sheet

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Details Allies and Organisation Features & Proficiencies Characteristics Name Description Personality **Trait Truesight** See Ash-phn's description on website page. Second **Allies** Unstable Personality **Fungal Trait** See Ash-phn's description on website page. **Ancestry** Ideals **Fungal** The Ash-phn does not need to sleep, Construct breath, nor eat. **Bonds** Organisation Unnatural See Ash-phn's description on website page. Senses **Flaws** Always Know North. Int + 1. Always know hours left before sunrise or sunset. **Keen Mind** Accurately recall anything seen or heard within the past month. Medium Size **Background Features** Age 435 Height 5'8" Looks like the **Appearance** universe is in Weight (lb) 155 **Distinctors** all the reflections. See Ashblade background feature on website page. **Other Features Backstory**







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Spells

	Cantrips	Spells	from First to Ninth level	Spel	II DC	16
Cantrip	Description	Spell (IvI)	Description	Spell (IvI)		Description
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Inventory

	Resources	Businesses		Wealth
Wood	0	None	Gems	0
Iron	0	None	Gold Pieces	350
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
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Treasury and Other Equipments

Items

Name	Description	Name	Description	Name	Description
					
					
					
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