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Character Information

	Race	Race Drowr		Class		Spellweaver		Level	4	
Background	Children of Lolth		Speciality		Lolth Infused		Experience	Next Level	Needed	
Exhaustion	None		Death Saves Successes	Death Saves Failures			3545	 2955 	6500	
	Proficiency Bonus 2		Alignment		Chaotic Evil		Gender	 Ma	ale	
	Initiative 3		Health	46/46	46/46 Temporary 0		Inspiration	No		

Abilities

A lailita e	Coore	Madifier	Evetua
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	7	0	0

Wealth

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

Hit Dice | 4d10 + | Hit Dice | Used Before | 0 | 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					
	i 		 					

Defences and Saving Throws

Armor	Leathe	er Armor	17
			AC
Shield	N	one	0
Other	NI	one	Total AC
Other			17
Ability	Score	Proficient	Extra
Strength	2	0	0
Dexterity	3		[0
Constitution	6	<u> </u>	0

Wisdom Charisma

Skills

Name	Score	Proficiency	Extra
Acrobatics	3	$\frac{1}{1} - \frac{0}{2} - \frac{1}{2}$	$\frac{0}{2}$
Animal Hndl.	3	<u> </u>	0
Arcana	10	i	0
Athletics	2	0	0
Deception	3	0 1	0
History	6	0	0
Insight	3	<u> </u>	0
Intimidation	1	2 1	0
Investigation	6	0	0
Medicine	5		0
Nature	8	¦ 1 ¦	0
Perception	5	i 1 i	0
Performance	-3	$\overline{1}$ $\overline{0}$ $\overline{1}$	0
Persuasion	-3	i	
Religion	14	 	
Sleight of H.	3		0
Stealth	5	<u> </u>	0
Survival	3	0	0

Quick Proficiencies

Weapons	
Tools	
A	
Armors	
Languages	
Other	

Dice Roller (SOON)

	Number of Dice	Dice Maximum	Results
ի Bu	1	6	1
ı Bu	1	10	1
ի Bu	1	12	1
ո Bu	1	20	1
\ Ru	1	100	1







Character Sheet

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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	Spel	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> </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
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			0				0				0



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Treasury and Other Equipments

Items

Name	Description	Name	Description	Name	Description
					
					
					
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		_		_	
					
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Dice Number D 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 54 55 56 57 58 59 60 61 62 63 64 65 66 67	
er 666666666666666666666666666666666666	Required Exp
Result Range 1 C143 2 1 2 3 6 2 4 1 2 6 6 2 1 5 3 2 6 3 5 5 6 5 1 6 3 4 1 3 3 2 2 1 6 2 5 5 1 4 2 5 3 6 2 1 6 6 4 5 6 5 3	Proficiency 2 2 2 3 3 3 3 4 4 4 4 5 5 5 6 6 6 6 7 7 7 7 8 8 8 8 8 9 9 9 9 10 10 10 10 10 10 11 11 11
C143 1 331	Alignment Lawful Good Neutral Good Chaotic Good Lawful Neutral Chaotic Neutr Lawful Evil Neutral Evil Chaotic Evil
Random 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 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68	l al
Result 10 10 10 10 10 10 10 10 10 10 10 10 10	ents ect on Charisma Rol 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 - 2, E + 2 G - 3, E + 3
Range Dice No. 10 C143:C143 8	No
Random Imber 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 54 55 66 67 68 69	Dice Rolls are do
izer Result 12 12 12 12 12 12 12 12 12 1	Succes 1 Succes 2 Succes 3 Succes
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domizer Max Result 20 20 20 20 20 20 20 20 20 20 20 20 20	Speed Disad Hit po
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