







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

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		
History	9		
Persuasion	12	0	0

Wealth

Gems	0
Gold Pieces	50
Silver Pieces	0
Copper Pieces	0
Coin Shavings	0

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

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

Defences and Saving Throws

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Armor	Half	 17	
į		AC	
Shield	N	 0	
Other	. — — — — NI	Total AC	
Other	IN	one 	17
Ability	Score	Proficient	Extra
Strength	1	0	0
Dexterity	6	0	
Constitution	4	0	[

Wisdom

Charisma

Skills

Name	Score	Proficiency	Extra
Acrobatics	4	0	0
Animal Hndl.	3	0	0
Arcana	13	4	0
Athletics	-5	-3	0
Deception	6		0
History	-1	 -3	0
Insight	7	2	
Intimidation	2	0]	0
Investigation	7	1 1	0
Medicine	11	41	0
Nature	13	4	0
Perception	7	2	0
Performance	6	2 1	0
Persuasion		[0
Religion	-1	-3	0
Sleight of H.	8		0
Stealth	8		0
Survival	5	T 1	0

Quick Proficiencies

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

Other

Dice Roller (SOON)

	Number of Dice	Dice Maximum	Results
Bu	3	6	12
Bu	3	10	18
Bu	1	12	2
Bu	1	20	14
Bu	1	100	91

40

Speed





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**







Character Sheet

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Spells

	Cantrips	Spells	from First to Ninth level	Spell DC		16
Cantrip	Description	Spell (IvI)	Description	Spell (IvI)		Description
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Character Sheet

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Inventory

	Resources	Busi	nesses		wealth
Wood	0	None		Gems	0
Iron	0	None		Gold Pieces	50
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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			0				0				0
	i		0		L		0		L		0
			0				0				0
	!		0				0				0
			0				0				0
			0				0				0
	i		0		Li		0		L		0
			0				0				0
			0				0				0
			$\frac{0}{0}$				0				0
	i		0		L		0		L		0
	<u>_</u>		0				0		L		0
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			0				0				0
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	i		0		IIIIII		0				0
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	!		0				0				0
			0				0		L		0
	i		0		Li		0		L	L	0
	i		0				0		L		0
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	i		0		LI		0		L		0
			0				0				0



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Character Sheet

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Treasury and Other Equipments

Items

Name	Description	Name	Description	Name	Description
					
					
					
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R Dice Number Di 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	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
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Result Range 3 C143:6 4 5 1 6 4 2 3 6 4 2 3 5 1 2 1 2 5 3 2 1 4 5 6 5 6 3 2 4 6 4 2 5 5 6 6 6 3 3 2 4 6 4 2 5 5 6 6 6 6 3	2 2 2 2 3 3 3 4 4 4 4 4 5 5 5 5 6 6 6 6 6 7 7 7 7 8 8 8 8 8 9 9 9 9 9 9 9 9 9 9 9
	Alignment Lawful Good Neutral Good Chaotic Good Lawful Neutral True Neutral Chaotic Evil Neutral Evil Chaotic Evil
1	Alignments Custom Effect on Cl G + 3, E G + 2, E G + 1, E G + 1, E G + 0, E G - 0, E G - 1, E G - 2, E G - 3, E
result Range 8 G143 5 5 3 9 5 7 9 4 10 1 9 10 10 3 3 6 3 9 5 1 5 2 2 6 8 7 1 4 4 4 2 7 9 1 6 1 7 6 4 3 1 7 8 2 3 4 7 10 1 7 6 9 1 1 6 5 7 2	-3 -2 -1 +0 +0 +1 +1 +2
e Dice Number I	Inspiration Options Yes No
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Result 100 100 100 100 100 100 100 1	Spell Dc's Strength Dexterity Constitution Intelligence Wisdom Charisma
Range 91 S143:S143 81 9 6 501 63 40 88 73 50 91 78 82 45 48 5 39 82 37 62 29 37 89 14 1 81 69 2 74 12 80 12 96 37 77 79 47 62 39 89 14 1 33 24 44 87 28 13 38 5	1