

CHARACTER Shibin Ei Phandri PLAYER Edweird
 CLASS FTR 2/ROG 2 LEVEL 5
 RACE Drow (+1 lvl) ALIGNMENT LN
 PATRON DEITY/RELIGION Iblis
 ORIGIN Starbright Barony RESIDENCE Antyaka, Ravenswood



CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH	8	-1		
DEXTERITY	16	3		
CONSTITUTION	10	0		
INTELLIGENCE	16	3		
WISDOM	16	3		
CHARISMA	17	3		

HIT POINTS

MAX **23**
 CURRENT
 DIE TYPE(S) **d8**

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ (Woodworking)
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM (_____)
- PERFORM (_____)
- PERFORM (_____)
- PROFESSION (_____)
- PSICRAFT
- RIDE ■
- SEARCH ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SURVIVAL ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■
- Conceal Weapon

CROSS CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3
 MAX RANKS = LVL+3 (/2)

CROSS CLASS	TOTAL	ABILITY	RANKS	MISC 1	MISC 2	MISC 3
	3	3				
	3	3				
	3	3				
	6	3	3			
	3	3	4			
	0	0				
	5	3	2			
		3				
	3	3				
	7	3	4			
	3	3				
	3	3				
	6	3	3			
		3				
	3	3				
	11	3	8			
	9	3	6			
	1	3	2			
		3				
		3				
		3				
		3				
	9	3	4	2		
	11	3	8			
	7	3	4			
		3				
		3				
		3				
	9	3	6			
	3	3				
	6	3	3			
		3				
	7	3	4			
		0				
	3	3				
	-1	3				
		3				
	7	3	4			
		3				
	3	3				
	7	3	4			
	0					
	0					
	0					
	0					
	0					
	0					

ARMOR CLASS = 10 + **3** (armor) + **1** (shield) + **3** (dex) + **0** (size) + **0** (natural) + **0** (misc 1) + **0** (misc 2) = **17**

ARMOR WORN: Leather (light): AC2, MDEX6, CP0, SF10, SPD30, 15LBS
 Bracers (light): AC1, CP0, SF5, 3LBS

- AC WHEN FLAT-FOOTED: **12**
- AC VERSUS TOUCH ATTACKS: **13**
- MISS CHANCE: **6**
- MAX DEXTERITY BONUS: **0**
- ARMOR CHECK PENALTY: **15**
- ARCANE SPELL FAILURE: **13**
- SPELL RESISTANCE: **13**

SAVING THROWS

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE	3	3				0		
REFLEX	6	3				3		
WILL	3	0				3		

INITIATIVE

	TOTAL	DEX	MISC
	3	3	
SPEED	30		

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE	1	-5	-10	-15		2				-1	0		
RANGED	5	-5	-10	-15		2				3	0		
GRAPPLE	1	-5	-10	-15						-1			
FLURRY OF BLOWS						2				-1	0		

ADDITIONAL MODIFIERS
 Glasses on: + 2 to spot & ranged, -2 to search & appraise
 Glasses off: + 2 to search & appraise, -2 to spot & ranged

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
+1 Short Sword	5	1d6	x2		S	S
NOTES						
+1 Dagger	5	1d4	x2		P	T
NOTES						
Light Crossbow	5	1d8	x2	80	P	S
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

PROFICIENCIES
 WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS

Elven

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 + (ABILITY) + (MISC)

TURN UNDEAD

TIMES/DAY = 3 + (CHA) + (MISC) TURNING CHECK = (CHA)

TURNING DAMAGE = 2d6 + (CHA) + (LEVEL) + (MISC)

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
<input type="text"/>	0	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	6TH	
<input type="text"/>	2ND	<input type="text"/>	7TH	
<input type="text"/>	3RD	<input type="text"/>	8TH	FREE MANIFESTATIONS
<input type="text"/>	4TH	<input type="text"/>	9TH	<input type="text"/>

PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
<input type="text"/>	ABILITY	3	1	3	3	3
<input type="checkbox"/>	EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/>	MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSIONIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

SPELLS & POWERS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
Wynne	Cat												
NOTES Wynne is a small black kitten, weighing about three pounds.													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME Shibin Ei Phandri	AGE 137	SEX M	
DESCRIPTION	BIRTH DATE	SIZE M	
	HEIGHT 5'3"	WEIGHT 100	
	HAIR Black	EYES Gold	
	SKIN Black	HANDEDNESS A	

PERSONALITY

Shibin is immoral, but not evil. He lacks a moral spectrum, entirely, preferring to rely on ethics and survival instincts.

CHARACTER SKETCH



QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES

Shibin Ei Phandri is dead. He was Moghendhim's older brother, and died in an assassination by their middle brother Kairiei. Moghendhim found him dying, and Shibin's sheer force of will and desire to live allowed him to force his spirit into his youngest brother's body. (And, you know, it might also have had something to do with his oldest sister being less than careful where she dropped her divine items...)

Shibin is always and only there when Moghendhim needs him most. Every time Moghendhim is struck, Shibin Ei makes a contested Ego roll against Moghendhim's Willpower, to take control. While Shibin is consistently aware of Moghendhim, Moghendhim has no awareness at all of Shibin, believing his brother long dead.