

CHARACTER Moghendhim Phandri PLAYER Edweird  
 CLASS BARD 3 LEVEL 4  
 RACE Drow (+1 lvl) ALIGNMENT XN  
 PATRON DEITY/RELIGION \_\_\_\_\_  
 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 **12**

DAMAGE REDUCTION

CURRENT

DIE TYPE(S) **d6**

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- 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 ( Violin )
- 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 ■

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 <sup>T</sup>				
		3 <sup>S</sup>				
	3	3 <sup>C</sup>				
	5	3 <sup>A</sup>	2			
	2	3 <sup>I</sup>	3			
	0	0 <sup>N</sup>				
	3	3 <sup>T</sup>				
	4	3 <sup>T</sup>	1			
	5	3 <sup>A</sup>	2			
		3 <sup>T</sup>				
	9	3 <sup>A</sup>	6			
	4	3 <sup>C</sup>	1			
	3	3 <sup>T</sup>				
	5	3 <sup>A</sup>	2			
		3 <sup>A</sup>				
	3	3 <sup>C</sup>				
	3	3 <sup>C</sup>				
	3	3 <sup>A</sup>				
	-1	3 <sup>I</sup>				
		3 <sup>T</sup>				
		3 <sup>T</sup>				
		3 <sup>T</sup>				
		3 <sup>T</sup>				
	7	3 <sup>S</sup>		4		
	7	3 <sup>C</sup>	4			
	5	3 <sup>X</sup>	2			
	6	3 <sup>A</sup>	3			
		3 <sup>A</sup>				
		3 <sup>S</sup>				
		3 <sup>T</sup>				
	5	3 <sup>X</sup>	2			
	5	3 <sup>T</sup>	2			
	5	3 <sup>S</sup>	2			
		3 <sup>C</sup>				
		3 <sup>T</sup>				
	3	3 <sup>S</sup>				
		0 <sup>N</sup>				
	3	3 <sup>S</sup>				
		3 <sup>T</sup>				
	-1	3 <sup>I</sup>				
		3 <sup>C</sup>				
	5	3 <sup>A</sup>	2			
		3 <sup>A</sup>				
	3	3 <sup>X</sup>				
	0					
	0					
	0					
	0					
	0					
	0					

ARMOR MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

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

MAX DEXTERITY BONUS **6**

ARMOR CHECK PENALTY **0**

ARCANE SPELL FAILURE **15**

SPELL RESISTANCE **13**

SAVING THROWS

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE	0	0				0 <sup>N</sup>		
REFLEX	6	3				3 <sup>S</sup>		
WILL	7	2				3 <sup>S</sup>		2

INITIATIVE

TOTAL **3** DEX **3** MISC

BASE MODIFIED

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 <sup>S</sup>	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						

■ DENOTES SKILL CAN BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS

Elven

## EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
Backpack			Scroll Dispel Magic		1.0	Donkey & Cart		0.0
Bedroll	Backpack	0.0	Scroll Fly		1.0			
Winter Blanket	Backpack	0.0	Scroll Web		1.0			
Silk Rope	Backpack	0.0	MW Short Sword		15			
Grappling Hook	Backpack	0.0						
Throwing Daggers x10	Backpack	0.0						
Lamp	Backpack	0.0						
Lamp Oil x4	Backpack	0.0						
MW Lockpicks	BeltPouch	1.0						
Runed Violin	Backpack	0.0						
Spellbook	Backpack	0.0						
Belt Pouch		1.0						
CURRENT LOAD						TOTAL WEIGHT CARRIED		20.0

### MOVEMENT & LIFTING

	WALK	HUSTLE	RUN
MOVEMENT	<b>30</b>	<b>60</b>	<b>120</b>
	= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED
	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
LIFTING	<b>80</b>	<b>160</b>	<b>400</b>
	= MAX LOAD	= 2 X MAX LOAD	= 5 X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT	to 27 lbs.	NORMAL	NORMAL	NORMAL
MEDIUM	to 53 lbs.	+3	-3	x4
HEAVY	to 80 lbs.	+1	-6	x3

### EXPERIENCE

TOTAL EXPERIENCE	<b>9025</b>
XPS NEEDED FOR NEXT LEVEL	

#### HIT POINTS BY LEVEL

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### MONEY & GEMS

CP —	170
SP —	17
GP —	132
PP —	2
GEMS —	

### SPECIAL ABILITIES & FEATS

Bardic Music Bardic Knowledge Weapon Finesse Ambidexterity
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(Empty)
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Immune to Sleep +2 vs Enchantment 1/day: - Dancing Lights - Faerie Fire - Darkness Darkvision 120ft Light Blindness Notice Secret Doors
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### LANGUAGES

Common, Draconic, Drow, Elven, Undercommon
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## SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text" value="3"/>	<input type="text" value="0"/>	<input type="text" value="7"/>
<input type="text"/>	1ST	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="3"/>
<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 MODIFIERS +  MISC MODIFIERS

## TURN UNDEAD

TIMES/DAY = 3 +  CHA MODIFIERS +  MISC MODIFIERS TURNING CHECK

TURNING DAMAGE = 2d6 +  CHA MODIFIERS +  LEVEL MODIFIERS +  MISC MODIFIERS

## 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
	ABILITY	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text" value="3"/>	<input type="text" value="3"/>	<input type="text" value="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

- 0. Read Magic
- 0. Detect Magic
- 0. Mage Hand
- 0. Mending
- 0. Daze
- 0. Prestidigitation
- 0. Resistance
- 1. Cure Light Wounds
- 1. Featherfall
- 1. Mage Armor

## 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 <b>Moghendhim Phandri</b>	AGE <b>98</b>	SEX <b>M</b>	
DESCRIPTION	BIRTH DATE	SIZE <b>M</b>	
	HEIGHT <b>5'3"</b>	WEIGHT <b>100</b>	
	HAIR <b>Black</b>	EYES <b>Blue</b>	
	SKIN <b>Black</b>	HANDEDNESS <b>A</b>	

PERSONALITY

CHARACTER SKETCH



QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

## BACKGROUND & NOTES

Moghendhim is possibly among the luckiest renegade Drow ever. As a child, he was a lousy fighter, and only by his nimbleness and intuition did he avoid death. Finally, at the age of 98, given up as a completely lost cause by family and teachers alike after semi-inadvertently shooting a classmate in the arse with a crossbow bolt on a training mission, he was dragged into the woods on the surface, beaten into unconsciousness, and left for dead by his classmates.

For nearly a decade, he lived with an old, blind witch, in the forests of Ravenswood, for whom he chopped wood and cleaned house. In return, she taught him to play the violin, and schooled him in the customs of the surface folk. By the time she died, Moghendhim was passable as a wood elf, as long as his face stayed hidden -- a wood elf who'd fallen victim to some horrible accident, but a wood elf, nonetheless.

Years passed as he travelled down the Spice Road, earning his keep as a bard and seducing tavern wenches. Shortly before his 112th birthday, Moghendhim received a letter from Atva of Kentlake, instructing him to report to the Sturgeon & Manticore, in North Glassridge, because the Gods themselves required his assistance. Intrigued by the invitation, Moghendhim accepted, and set off toward the port town. Shortly into his journey, he discovered an elf following him...

Although townsfolk are naturally suspicious of his pitch black skin, they are put somewhat at ease by the glasses he needs to wear to see across the room. Much to the entertainment of any patron who stays for his shows, Moghendhim's bawdy ballads (trust an elf to learn to sing and play the violin simultaneously) are often punctuated by mostly on key yowls from Wynne, his little black kitten.