# EBERRON
## CHARACTER RECORD SHEET

**Aryvella**
CHARACTER NAME

Spellthief — CLASS
Elf(High) — RACE
Female — GENDER
Neutral — ALIGNMENT
REGION

7 — LEVEL
Medium — SIZE
Humanoid (Elf) — TYPE
0 — AGE
HEIGHT / WEIGHT
DEITY
EYES / HAIR
PLAYER

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---|---|---|---|---|
| STR STRENGTH | 11 | +0 | | |
| DEX DEXTERITY | 18 | +4 | | |
| CON CONSTITUTION | 12 | +1 | | |
| INT INTELLIGENCE | 10 | +0 | | |
| WIS WISDOM | 10 | +0 | | |
| CHA CHARISMA | 15 | +2 | | |

**HP HIT POINTS** TOTAL: 37
WOUNDS/CURRENT HP
NONLETHAL DAMAGE
SPEED: 30 ft/x4

**AC ARMOR CLASS** TOTAL 21 = 10 + 5 (ARMOR BONUS) + 2 (SHIELD BONUS) + 4 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECT MOD) + 0 (MISC MOD)
ARMOR CHECK PENALTY
DAMAGE REDUCTION

**TOUCH ARMOR CLASS** 14   **FLAT-FOOTED ARMOR CLASS** 17

**INITIATIVE MODIFIER** +4 = +4 (DEX MODIFIER) + (MISC. MODIFIER)

### SAVING THROWS

| | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|---|---|---|---|---|---|---|
| FORTITUDE (CONSTITUTION) | +3 | +2 | +1 | +0 | +0 | |
| REFLEX (DEXTERITY) | +6 | +2 | +4 | +0 | +0 | |
| WILL (WISDOM) | +5 | +5 | +0 | +0 | +0 | |

CONDITIONAL MODIFIERS

**BASE ATTACK BONUS** +5   TEMP.

**GRAPPLE MODIFIIER** +5 = +5 (BASE ATTACK) + +0 (STR MODIFIER) + +0 (SIZE MODIFIER) + +0 (MISC. MODIFIER)

**SPELL RESISTANCE**
**ARCANE SPELL FAILURE** 10%

| | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|---|---|---|---|---|---|---|
| MELEE ATTACK BONUS | +5 | +5 | +0 | +0 | +0 | |

| | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|---|---|---|---|---|---|---|
| RANGED ATTACK BONUS | +9 | +5 | +4 | +0 | +0 | |

### WEAPONS

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| +1 Longbow | +9/+9 | 1d8+2 | 20/x3 |

RANGE 100 ft | WEIGHT 3 lb | TYPE P | SIZE Medium | SPECIAL PROPERTIES: Two-handed, Within 30', Rapid Shot
AMMUNITION

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| +1 Longbow | +8/+8 | 1d8+1 | 20/x3 |

RANGE 100 ft | WEIGHT 3 lb | TYPE P | SIZE Medium | SPECIAL PROPERTIES: Two-handed, Rapid Shot
AMMUNITION

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| +1 Longbow | +11 | 1d8+2 | 20/x3 |

RANGE 100 ft | WEIGHT 3 lb | TYPE P | SIZE Medium | SPECIAL PROPERTIES: Two-handed, Within 30'
AMMUNITION

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| +1 Longbow | +10 | 1d8+1 | 20/x3 |

RANGE 100 ft | WEIGHT 3 lb | TYPE P | SIZE Medium | SPECIAL PROPERTIES: Two-handed
AMMUNITION

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Dagger | +5 | 1d4 | 19-20/x2 |

RANGE 10 ft | WEIGHT 1 lb | TYPE P/S | SIZE Medium | SPECIAL PROPERTIES: One-handed
AMMUNITION

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES
AMMUNITION

### SKILLS   MAX RANKS 10 / 5

| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | = | ABILITY MODIFIER | + | RANKS | + | MISC. MODIFIER |
|---|---|---|---|---|---|---|---|---|---|
| ☐ | Appraise¹ | INT | +0 | = | | + | | + | |
| ☒ | Balance¹ | DEX* | +4 | = | 4 | + | | + | |
| ☐ | Bluff¹ | CHA | +12 | = | 2 | + | 10 | + | |
| ☒ | Climb¹ | STR* | +0 | = | | + | | + | |
| ☐ | Concentration¹ | CON | +1 | = | 1 | + | | + | |
| ☐ | Craft skills…¹ | INT | +0 | = | | + | | + | |
| ☒ | Diplomacy¹ | CHA | +4 | = | 2 | + | | + | 2 |
| ☐ | Disable Device | INT | +10 | = | | + | 10 | + | |
| ☒ | Disguise¹ | CHA | +2 | = | 2 | + | | + | |
| ☐ | Escape Artist¹ | DEX* | +4 | = | 4 | + | | + | |
| ☒ | Forgery¹ | INT | +0 | = | | + | | + | |
| ☐ | Gather Information¹ | CHA | +2 | = | 2 | + | | + | |
| ☒ | Heal¹ | WIS | +0 | = | | + | | + | |
| ☐ | Hide¹ | DEX* | +14 | = | 4 | + | 10 | + | |
| ☒ | Intimidate¹ | CHA | +4 | = | 2 | + | | + | 2 |
| ☐ | Jump¹ | STR* | +0 | = | | + | | + | |
| ☐ | Listen¹ | WIS | +2 | = | | + | | + | 2 |
| ☐ | Move Silently¹ | DEX* | +14 | = | 4 | + | 10 | + | |
| ☐ | Open Lock | DEX | +14 | = | 4 | + | 10 | + | |
| ☒ | Perform skills ...¹ | CHA | +2 | = | 2 | + | | + | |
| ☒ | Ride¹ | DEX | +4 | = | 4 | + | | + | |
| ☐ | Search¹ | INT | +12 | = | | + | 10 | + | 2 |
| ☒ | Sense Motive¹ | WIS | +0 | = | | + | | + | |
| ☐ | Spot¹ | WIS | +2 | = | | + | | + | 2 |
| ☒ | Survival¹ | WIS | +0 | = | | + | | + | |
| ☐ | Swim¹ | STR** | +0 | = | | + | | + | |
| ☒ | Use Rope¹ | DEX | +4 | = | 4 | + | | + | |

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with☒ are cross-class skills.
* ARMOR CHECK PENALTY applies.   ** Twice ARMOR CHECK PENALTY applies.

## GEAR

### ARMOR/PROTECTIVE ITEM

| | TYPE | ARMOR BONUS | MAX DEX BONUS |
|---|---|---|---|
| +1 Mithral chain shirt | Light | +5 | +6 |

| ACP | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|---|
| +0 | 10% | 30 | 12.5 | |

### SHIELD/PROTECTIVE ITEM

| | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|---|---|---|---|---|
| +1 Mithral buckler | +2 | 2.5 | +0 | 0% |

SPECIAL PROPERTIES

### OTHER POSSESSIONS

| ITEM | Wgt | ITEM | Wgt |
|---|---|---|---|
| | | head | |
| | | eyes | |
| Torc of Displacement (2000 GP) | Neg. | neck | |
| | | torso | |
| +1 Mithral chain shirt (2100 GP) | | body | |
| | | waist | |
| Vanisher Cloak (2500 GP) | 1 | shoulders | |
| | | wrist, left | |
| | | wrist, right | |
| Gloves of Dexterity +2 (4000 GP) | Neg. | hand, left | |
| Gloves of Dexterity +2 | Neg. | hand, right | |
| | | finger, left | |
| | | finger 2, left | |
| | | finger, right | |
| | | finger 2, right | |
| | | feet | |
| 2x Arrows (20) (10 GP) | 6 | Backpack (2 GP) | 2 |
| Dagger (2 GP) | 1 | Chalk (0.01 GP) | Neg. |
| +1 Longbow (4375 GP) | 3 | 7x Cure light wounds (potion) (1750 GP) | Neg. |
| +1 Mithral buckler (2015 GP) | | Flint and Steel (1 GP) | Neg. |
| | | Identification papers, standard (2 GP) | Neg. |
| | | Mirror, small steel (10 GP) | 0.5 |
| | | Rope, silk (50 ft) (10 GP) | 5 |
| | | Signal whistle (0.8 GP) | Neg. |
| | | Spell component pouch (5 GP) | 2 |
| | | Thieves tools, masterwork (100 GP) | 2 |
| | | TOTAL WEIGHT CARRIED | 37.5 |

### NOTES

| Spells Known | |
|---|---|
| | Color Spray |
| | Distract Assailant |
| | Sniper's Shot |

Equip Value 19000 GP
Spent Equip Value: 18882.81 GP
Cash On Hand 16 GP

Slot 1: Spellthief
Slot 2: Spellthief
Slot 3: Spellthief
Slot 4: Torc of Displacement (MIC; p. 143)
Slot 5: Vanisher Cloak (MIC; p. 145)
Slot 6: Distract Assailant (SpC; p. 69)
Slot 7; Sniper's Shot (SpC; p. 194)

### LANGUAGES

Common
Elven

## SPECIAL ABILITIES/FEATS

— RACE ABILITIES —
- +2 Dexterity, -2 Constitution
- Base land speed of 30 feet.
- Low-Light Vision
- Immunity to sleep effects
- +2 racial bonus on saving throws against Enchantment spells or effects.
- +2 racial bonus on Listen, Search, and Spot checks
- Automatic Searching: Passing within 5 feet of a secret or concealed door entitles you to a free Search check, as if you were actively looking for it
- Proficient with rapier, longsword, and all bows (except crossbows).
- Favored Class: Wizard

— CLASS ABILITIES —
- Proficient in light armor
- Proficient with all simple weapons, and with Longbow, Composite Longbow, Longsword, Rapier, Shortbow, Composite Shortbow.
- Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment
- Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- Steal Spell(Su): You can siphon spell energy away from your target and use it yourself.
- Detect Magic(Sp): You can use detect magic 2 time(s) per day. Your caster level is 7.
- Spellgrace(Su): You gain a +1 competence bonus on saves agaist spells.
- Steal Spell Effect(Su): You can siphon an active spell effect from another creature.
- Steal Energy Resistance(Su): You can siphon some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic).
- Spells: You gain the ability to learn and cast spells.
- Steal Spell-Like Ability(Su): You can use a sneak attack to temporarily steal a creature's spell-like ability.
- Absorb Spell(Su): If you make a successful save against a spell that targets you, you can attempt to absorb the spell energy for later use.

— FEATS —
- Point Blank Shot (PH 98)
- Precise Shot (PH 98)
- Rapid Shot (PH 99)

### CARRYING INFO

| 1–38 | 39–76 | 77–115 |
|---|---|---|
| LIGHT LOAD | MED LOAD | HEAVY LOAD |

| 115 | 230 | 575 |
|---|---|---|
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH DRAG |

### MONEY

| PP | |
|---|---|
| GP | 133 |
| SP | 1 |
| CP | 9 |
| Art | |
| Gems | |
| Other (GP) | |

### TURN/REBUKE ATTEMPTS

| Times/Day | | Used | | Turning/Rebuking Check Modifier | |
|---|---|---|---|---|---|

| Turning/Rebuking | Most Powerful Undead Affected(Max HD) |
|---|---|
| Up to 0 | |
| 1-3 | |
| 4-6 | |
| 7-9 | |
| 10-12 | |
| 13-15 | |
| 16-18 | |
| 19-21 | |
| 22+ | |

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.