Haldir Jhaan

Player: Richard

Male elf skald (sunsinger) 20/gestalt 20/evoker (admixture^{APG}) 20 - CL20 - CR 59 Neutral Good Humanoid (Elf); Deity: Sarenrae; Age: 124; Height: 6' 1"; Weight: 127 lb. Ability Score Modifier Temporary STR 10/16 0/+3STRENGTH Stone of good luck (Luckstone): +1 Luck bonus on ability checks DEX 14/20 +2/+5DEXTERITY Stone of good luck (Luckstone): +1 Luck bonus on ability checks CON +1/+412/18 CONSTITUTION Stone of good luck (Luckstone): +1 Luck bonus on ability checks INT 29/33 +9/+11INTELLIGENCE Stone of good luck (Luckstone): +1 Luck bonus on ability checks WIS 14 +2 WISDOM Stone of good luck (Luckstone): +1 Luck bonus on ability checks CHA 18/22 +4/+6CHARISMA Stone of good luck (Luckstone): +1 Luck bonus on ability checks Saving Throw Total Ability Resist Base Misc Temp Notes FORTITUDE +22 = +12 +4 +9 -3 (CONSTITUTION) Cold weather outfit: +5 circumstance bonus vs. cold weather, Elven Immunities: +2 vs. enchantments, Well Versed: +4 vs. bardic performance, language-dependent, and sonic REFLEX -3 +17 = +6 +5 +9 (DEXTERITY) Elven Immunities: +2 vs. enchantments, Well Versed: +4 vs. bardic performance, language-dependent, and sonic WILL +26 = +12 +2 +9 +3 (WISDOM) Elven Immunities: +2 vs. enchantments, Well Versed: +4 vs. bardic performance, language-dependent, and sonic Damage Reduction (10/adamantine [150 Energy Resistance, Cold (10) Damage Reduction (3/-) Energy Resistance, Electricity (30) **Elven Immunities** Spell Resistance (32) **Elven Immunities - Sleep** Total Armor Shield Dex Size Natur Deflec Dodge Misc AC 35 = 10 +8 +5 +5 +5 +2 **Touch AC** 29 **Flat-Footed AC** 30 BAB Strength Size Misc **CM Bonus** +15 +18 = +3 --4 Size BAB Strength Dexterity **CM** Defense 34 = 10 +15 +3 +5 _ **Base Attack** +15 HP 260 Damage / Current HP +2 Initiative





Skill Name	Total	Ability	Ranks Temp
Acrobatics	+18	DEX (5)	13
Appraise	+14	INT (11)	3
Bluff	+8	CHA (6)	2
U Climb	+8	STR (3)	5
Craft (alchemy)	+16	INT (11)	5
^T Craft (blacksmith)	+16	INT (11)	5
⊺Craft (weapons)	+16	INT (11)	5
Diplomacy	+26	CHA (6)	20
Disable Device	+13	DEX (5)	9
Disguise	+12	CHA (6)	9
Escape Artist	+12	DEX (5)	7
₽Fly	+12	DEX (5)	7
Handle Animal	+12	CHA (6)	6
[⊺] Heal	+21	WIS (2)	20
Healer's satchel: +2 addition Healer's satchel: +2 addition			
Intimidate	+26	CHA (6)	1
Knowledge (arcana)	+22	INT (11)	1
Knowledge (dungeoneering)	+22	INT (11)	1
Knowledge (engineering)	+22	INT (11)	1
Knowledge (geography)	+22	INT (11)	1
Knowledge (history)	+22	INT (11)	1
Knowledge (local)	+22	INT (11)	1
Knowledge (nature)	+22	INT (11)	1
Knowledge (nobility)	+22	INT (11)	1
Knowledge (planes)	+22	INT (11)	1
Knowledge (religion)	+22	INT (11)	1
Linguistics	+18	INT (11)	7

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	Skills			
Skill Name	Total	Ability	Ranks	Temp
Perception	+24	WIS (2)	20	
Perform (dance)	+13	CHA (6)	10	
Perform (oratory)	+26	CHA (6)	20	
Perform (sing)	+16	CHA (6)	10	
Perform (string instruments)	+16	CHA (6)	10	
Profession (cook)	+10	WIS (2)	8	
Profession (sailor)	+10	WIS (2)	8	
V Ride	+9	DEX (5)	4	
Sense Motive	+26	WIS (2)	1	
Sleight of Hand	+6	DEX (5)	4	
Spellcraft	+22	INT (11)	11	
Elven Magic: +2 to identify magic item properties				
V Stealth	+15	DEX (5)	13	
Survival	+9	WIS (2)	10	
⊍ Swim	+13	STR (3)	10	
Use Magic Device	+20	CHA (6)	14	

Activated Abilities & Adjustments

Arcane Reservoir +2 DC or CL (23/day) (Su): Boost CL +2 Arcane Sight Bonus Hit Points: +20 Darkvision: 60 Heroic Invocation: +4 Inspired Rage (+6 Str/Con, +6 Will) (Su) Mage Armor: +4 Negative Levels: +4 Raging Song (swift action, 47 rounds/day) (Su) Resist Energy: 20 Saving Throw Bonus: +2 See Invisibility Skald's Vigor (Fast healing 6): Inspired Rage active 2+ rds Spell Resistance: +32 Stoneskin: 10/adamantine (150 HP remaining): 210 Tongues

Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Craft Wand Craft Wondrous Item Creative Destruction (Su) Elven Weapon Proficiencies Extra Rage Power Extra Rage Power Extra Rage Power Flumefire Rage Greater Skald's Vigor Harmonic Spell Lingering Performance Martial Weapon Proficiency - All

Experience & Wealth

Current Cash: 4,468 gp, 5 sp

Feats

Scribe Scroll Shield Proficiency Simple Weapon Proficiency - All Skald's Vigor (Fast healing 6) Spell Focus (Evocation) Time Stutter (1/day) (Sp) Varisian Tattoo (Evocation) Wizard Weapon Proficiencies

Traits

Rescued (Koya) (Ex) Sun-Blessed (20 HP/day)

+1 returning starkni	ife	
Main hand: +19/+14/+9 , 1d4+8	Crit: ×3	
Ranged: +21 , 1d4+8	Rng: 20' Light, P	
3	Light, f	
Elven leafblade		
Main hand: +18/+13/+8 , 1d4+7	Crit: 18-20/×2 Light, P/S	
Elven leafblade: +2 to confirm critical hits		
Elven thornblade		
Main hand: +18/+13/+8, 1d6+7 Both hands: +18/+13/+8, 1d6+7 Elven thornblade: +2 to confirm critical hits	Crit: 18-20/×2 1-hand, P/S	
Handaxe		
Main hand: +18/+13/+8 , 1d6+7	Crit: ×3 Light, S	
Longbow		
Ranged, both hands: +20/+15/+ 1 1d8+4	I 0 , Crit: ×3 Rng: 100' 2-hand, P	
Ranged touch attack		
Ranged: +20 , As Spell	Crit: ×2 Light	
Suishen, guardian of the a	amatatsu	
Main hand: +15/+10/+5, 1d8+7 plus 1d6 fire	Crit: 18-20/×2 1-hand, S, Deadly	
Both hands: +15/+10/+5, 1d8+8 plus 1d6 fire		
Touch attack		
Main hand: +18 , As Spell	Crit: ×2 Light	

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Arcane Sight:; Bonus Hit Points: +20; Darkvision: 60; Heroic Invocation: +4; Mage Armor: +4; Negative Levels: +4; Resist Energy: 20 Energy Resistance, Electricity (30); Saving Throw Bonus: +2 All Saves; See Invisibility:; Spell Resistance: +32; Stoneskin: 10/adamantine (150 HP remaining): 210; Tongues:

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(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs) Rope of climbing 3 lbs Adventurer's sash (empty) 3 lbs Advanture's sash (empty) 3 lbs Advanture's sash (empty) 3 lbs Annuet of natural armor +5 5 lbs Arrows x40 0.15 lbs Backpack (empty) 2 lbs Backpack (empty) 2 lbs Backpack (empty) 2 lbs Batt pouch (empty) 5 lbs Batt pouch (empty) 0.5 lbs Batt pouch (empty) 0.5 lbs Batt pouch (empty) 0.5 lbs Candle armor +8 1 lb Candle armor +8 1 lb Spelicorx 3 lbs Candle armor +8 1 lb Cold weather outfit 7 lbs Cold weather outfit 7 lbs Cold weather outfit 7 lbs Even learblade 1 lb Cold weather outfit (Free) 7 lbs Even learblade 3 lbs <th colspan="2">Unarmed strike</th> <th>Gear</th> <th></th>	Unarmed strike		Gear	
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Gear (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs) Total Weight Carried: 264.5/230 lbs, Ring addie (empty) 25 lbs Encumberance Ignored Ring addie (empty) 3 lbs Adventurer's sash (empty) 3 lbs Safecam Yaagon (empty) 3 lbs Adventurer's sash (empty) 3 lbs Safecam Yaagon (empty) 3 lbs Adventurer's sash (empty) 5 lbs Sashimon of oracular vision 3 lbs Adventurer's sash (empty) 2 lbs Sashimon of comfort 3 lbs Sackpack (empty) 2 lbs Showler 1 lb Backpack (empty) 5 lbs Showler (empty) 0.5 lbs Showler (empty) 0.5 lbs Banket, winer 3 lbs Soap Soap 0.5 lbs Sonwelses 4 lb Stanket aviner 3 lbs Sole of good luck (Luckstone) - - Candle anp 1 lb Spelibook Spelibook 0.5 lbs Coad weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Coad (empty) 2 lbs Tent, medium 30 lbs Store of good luck (Luckstone) - Candle anp 1 lb </td <td>•</td> <td>Light, B, Nonlethal</td> <td>•</td> <td></td>	•	Light, B, Nonlethal	•	
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Reprint International constructionReprint Stream spaceReprint Stream spaceStream	Total Weight Carried: 264.5/230 lb	S,		-
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Allows AND Chi J allows Shovel Shovel 8 lbs Backpack (empty) 2 lbs Shovel The inght wind 2 lbs Bad of holding I (empty) 15 lbs Signal whistle 2 lbs Signal whistle 2 lbs Bett of incredible dexterity +6 1 lb Signal whistle 2 lbs Signal whistle 2 lbs Bett pouch (empty) 0.5 lbs Sowshoes 4 lbs Soep 0.5 lbs Bracers of armor +8 1 lb Spellbook Stone of good luck (Luckstone) 3 lbs Candle x10 Stone of good luck (Luckstone) 6 lbs Stone of good luck (Luckstone) 6 lbs Cold weather outfit 7 lbs Therew's tools, concealable 0.5 lbs Thieves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Thieves' tools, masterwork 2 lbs Cold weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Thieves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Thieves' tools, masterwork 2 lbs Thieves' tools, masterwork 2 lbs Finit and steel 3		-		1 lb
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Belt pouch (empty) 0.5 lbs Show goggles 4 lbs Belt pouch (empty) 0.5 lbs Soap 0.5 lbs Banket, winter 3 lbs Spell component pouch x2 2 lbs Campfire bead 1 lb Sishen, guardian of the amatatsu 6 lbs Candle lamp 1 lb Sishen, guardian of the amatatsu 6 lbs Candle lamp 1 lb Sishen, guardian of the amatatsu 6 lbs Cold weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Trail rations x6 1 lb Even leathlade 4 lbs Ulfen Helm - Extend metamagic rod (lesser, 3/day) 5 lbs Wand of cure moderate wounds (37 charges) - Harrow mat 1 lb Wand of scareges) - Wand of scareges) - Hardwate 1 lb Wand of scareges) - Wand of scareges) - Harow deck 1 lb Wand of scareges) <			-	0.5 lbs
Bett pouch (empty) 0.5 lbs Snowshoes 4 lbs Blanket, winter 3 lbs Soap 0.5 lbs Bracers of armor +8 1 lb Spell component pouch x2 2 lbs Candle x10 Stante of good luck (Luckstone) - Candle x10 Staishen, guardian of the amatatsu 6 lbs Cleats 2 lbs Tent cover 15 lbs Cloak of resistance +5 1 lb Thivese' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Tindertwig x5 - Efficient quiver (empty) 2 lbs Tindertwig x5 - Even leafblade 3 lbs Touch attack 1 Extend metamagic rod (lesser, 3/day) 5 lbs Wand of cure moderate wounds (30 charges) - Hardoaxe 3 lbs Wand of use moderate wounds (30 charges) - - Hardoaxe 1 lb Wand of cure moderate wounds (30 charges) - - Hardoaxe 1 lb Wand of cure moderate wounds (30 charges) - - Hardoaxe 1 lb Wand of cure moderate wounds (10 charges) - - Hardoaxe <t< td=""><td></td><td></td><td>Snow goggles</td><td>-</td></t<>			Snow goggles	-
Blanket, winter 3 bbs Soap 0.3 lbs Bracers of armor +8 1 lb Spell component pouch x2 2 lbs Camplire bead 1 bs Spell component pouch x2 2 lbs Candle lamp 1 bs Spell component pouch x2 2 lbs Candle lamp 1 bs Spell component pouch x2 2 lbs Candle lamp 1 bs Stone of good luck (Luckstone) - Clast of resistance +5 1 bs Tent, credium 30 bs Cold weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Thieves' tools, masterwork 2 lbs Efficient quiver (empty) 2 bs Torch x10 1 b Elven hearbaide 4 bs Torch x10 1 b Extend metamagic rod (lesser, 3/day) 5 bs Wand of cure moderate wounds (37 charges) - Harrow mat 1 b Wand of cure moderate wounds (37 charges) - Header's kit 1 b Wand of cure moderate wounds (37 charges) - Harow deck 1 b Wand of cure moderate wounds (50 charges) - Harow mather 1			Snowshoes	
Bracers of armor +8 1 lb Spell component pouch x2 2 lbs Campfire bead 3 lbs Candle x10 5 spell book 3 lbs Candle x10 5 suishen, guardian of the amatatsu 6 lbs Candle x10 5 suishen, guardian of the amatatsu 6 lbs Cleats 2 lbs Tent, medium 30 lbs Clod weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Clod weather outfit 7 lbs Thieves' tools, concealable 0.5 lbs Efficient quiver (empty) 2 lbs Traditions x6 1 lb Even themblade 4 lbs Trail rations x6 1 lb Extend metamagic rod (lesser, 3/day) 5 lbs Wand of cure moderate wounds (30 charges) - Fint and steel - Wand of cure moderate wounds (30 charges) - Harrow mat 1 lb Wand of cure moderate wounds (50 charges) - Headband of mental prowess +4 (Int, Cha, Perception, 11 lb Wand of finitic moderate wounds (50 charges) - Harow mat 1 lb Wand of scorching ray (30 charges) - Headband of mental prowess +4 (Int, Cha, Perception, 11 lb Wand of finitic mo			•	
Campfire beadSpellbook3 lbsCandle x10-Susne of good luck (Luckstone)-Candle lamp1 lb-Susne of good luck (Luckstone)-Clask of resistance +51 lbTent, medium30 lbsCold weather outfit7 lbsTheves' tools, concealable0.5 lbsCold weather outfit7 lbsThieves' tools, masterwork2 lbsCold weather outfit7 lbsThieves' tools, masterwork2 lbsChick weather outfit7 lbsThieves' tools, masterwork1 lbChick weather outfit7 lbsTorch x101 lbElven leafblade3 lbsTorch x101 lbElven leafblade3 lbsTorch x101 lbExtend metamagic rod (lesser, 3/day)5 lbsWand of cure moderate wounds (50 charges)-Filnt and steel3 lbsWand of cure moderate wounds (50 charges)-Harrow deck1 lbWand of fenlarge person-Hardwe kt1 lbWand of fenlarge person-Healer's stachel (empty, 10/day)1 lbWand of finlict moderate wounds (50 charges)-Holy symbol, silver (Sarenrae)1 lbWand of inflict moderate wounds (11 charges)-Hork matagic rod (lesser, 3/day)5 lbsAdmixtureArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbsAdmixtureArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su) <td< td=""><td></td><td></td><td></td><td></td></td<>				
Candle x10 Stone of good lick (Lickstone) - Candle lamp 1 bissen, guardian of the amatatsu 6 bis Candle lamp 1 bissen, guardian of the amatatsu 6 bis Cleats 2 biss Tent, medium 30 bis Cold weather outfit 7 biss Thieves' tools, concealable 0.5 bis Cold weather outfit 7 biss Thieves' tools, concealable 0.5 bis Cold weather outfit 7 biss Thieves' tools, concealable 0.5 bis Cold weather outfit 7 biss Thieves' tools, masterwork 2 bis Even leafblade 3 biss Trail rations x6 1 bis Extend metamagic rod (lesser, 3/day) 5 bis Wand of cure moderate wounds (50 charges) - Harrow deck - Wand of cure moderate wounds (50 charges) - Harrow deck - Wand of acure moderate wounds (50 charges) - Harrow mat 1 bi Wand of acure moderate wounds (50 charges) - Healer's stit 1 bi Wand of acure moderate wounds (50 charges) - Healer's stathel (empty, 10/day) 1 bi Wand of acure moderate wounds (11 charges)		-		3 lbs
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Cloak or resistance +5 1.10 Cloak word re outfit 7 lbs Cold weather outfit 7 lbs Cloak weather outfit 7 lbs Cloak weather outfit 7 lbs Efficient quiver (empty) 2 lbs Even leafblade 3 lbs Even leafblade 4 lbs Even leafblade 1 lb Extend metamagic rod (lesser, 3/day) 5 lbs Extend metamagic rod (lesser, 3/day) 5 lbs Flint and steel - Harrow deck - Harrow mat 1 lb Headband of mental prowess +4 (Int, Cha, Perception, 1 lb Wand of cure moderate wounds (50 charges) Header's kit 1 lb Header's kit 1 lb Header's kit 1 lb Holy symbol, silver (Sarernae) 1 lb Intensified metamagic rod (lesser, 3/day) 5 lbs Intensified metamagic rod (lesser, 3/day)	Cleats	2 lbs		
Cold weather outilt7 lbsThieves' tools, masterwork2 lbsEfficient quiver (empty)2 lbsTindertwig x5-Efficient quiver (empty)2 lbsTorch x101 lbElven tornblade4 lbsTouch attack-Explorer's outfit (Free)-Trail rations x61 lbExtend metamagic rod (lesser, 3/day)5 lbsWand of commoderate wounds-Extend metamagic rod (lesser, 3/day)5 lbsWand of cure moderate wounds (50 charges)-Handaxe3 lbsWand of cure moderate wounds (50 charges)-Harrow deck-Wand of furge person-Harrow deck-Wand of faste (50 charges)-Healer's kit1 lbWand of faste (50 charges)-Healer's satchel (empty, 10/day)1 lbWand of faster (50 charges)-Hok ysymbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Intensified metamagic rod (lesser, 3/day)5 lbs	Cloak of resistance +5	1 lb		
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Longbow3 lbsDarkvision (oo reet)Mess kit1 lb[N/A] DefendingMiniature Mithril Scroll Tube1 lbDimensional Slide (200 feet) (Su)MoneyDirge of Doom (30 ft.) (Su)Elemental Blood (Su)Pot4 lbsElemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)PotElemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)				
Mess kit1 lbDimensional Slide (200 feet) (Su)Miniature Mithril Scroll Tube1 lbDimensional Slide (200 feet) (Su)MoneyDirge of Doom (30 ft.) (Su)PotElemental Blood (Su)PotElemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)Panged touch attackElemental Manipulation (20 rounds/day) (Su)				
Miniature Mithril Scroll Tube Money Pot Pot Pot Pot Panged touch attack				
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Pot 4 lbs Elemental Blood, Lesser (100 cold, Cold, 3/day) (Su) Elemental Manipulation (20 rounds/day) (Su)	Pot	4 lbs		
Panged touch attack Elemental Manipulation (20 rounds/day) (Su)	Pot			
	Ranged touch attack	-		

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Special Abilities

Elemental Rage, Greater: Electricity (Su) Elemental Rage, Lesser (1/rage) (Su) Elven Magic Expanded Versatility (, Diplomacy) (Ex) Expanded Versatility (, Intimidate) (Ex) Fast Healing 6 (Ex) Flame Arc (10d6+6 fire damage, DC 26) (Su) Ghost Rager +7 (Su) Improved Uncanny Dodge ($Lv \ge 24$) (Ex) Infernal Blood, Lesser (3/day) (Su) Inspired Rage (+6 Str/Con, +6 Will) (Su) Intense Spells (+10 damage) (Su) Lightning Lance (10d6+6 electricity damage, DC 26) (Su) Lore Master (3/day) (Ex) Low-Light Vision Martial Performance (Oratory, Proficient, Starknife) (Ex) Master Skald Mighty Swing (1/rage) (Ex) Pillar of Light (DC 26) (Su) Rage Powers (Ex) Raging Song (swift action, 47 rounds/day) (Su) School Understanding (6 rounds) Shocking robe (1/day, DC 16) Skald Channel Positive Energy 10d6 (3/day, DC 26) (Su) Song of Strength +10 (Su) Song of the Fallen (Su) Tongues (Sp) Versatile Evocation (14/day) (Su) Versatile Performance (Oratory) +26 (Ex) Well Versed (Ex)

Spell-Like Abilities

Dancing Lights (3/day) See Invisibility

Tracked Resources		
+1 returning starknife		
Air Walk (3/day)		
Akumi's bonsai (1/day)		
Arcane Reservoir +2 DC or CL (23/day) (Su)		
Arrows		
Daylight (3/day)		
Divination (Perform DC20, 1/day	/)	
Elemental Blood, Lesser (1d6 cold	, Cold, 3/day) (Su)	
Elemental Manipulation (20 rounds/day) (Su)		
Elemental Rage, Lesser (1/rage) (Su)	
Extend metamagic rod (lesser, 3	3/day)	
Extend metamagic rod (lesser, 3	/day)	
Healer's kit		

Tracked Resources

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Healer's satchel (empty, 10,	/day)	
Infernal Blood, Lesser (3/da	av) (Su)	
Intensified metamagic rod	• • • •	
Intensified metamagic rod		
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Intensified metamagic rod		
Intensified metamagic rod	(lesser, 3/day)	
Invisibility (1/day)		
Jingasa of the fortunate so	ldier (1 uses)	
Karyukai tea set (1/day)		
Legend Lore (Perform DC2	20 1/dav)	
Lore Master (3/day) (Ex)	20, 1, 44, 57	
Mighty Swing (1/rage) (Ex)		
Raging Song (swift action, 47 rounds/da		
Resist Energy (cold, 3/day)		
Scrying (Perform DC20, 1/	day)	
See Invisibility (3/day)		
Seishinru, spirit elixir		
Shocking robe (1/day, DC	16)	
Skald Channel Positive Energy	,	
Slippers of spider climbing (10 minute		
Stoneskin		
Storieskin		4
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Sun Blessod (20 UD/day)	ימןשטט טטטע(סו הרחחח הר	npscale
Sun-Blessed (20 HP/day)	$\square\square\square\square\square\square\square$	
Time Stutter (1/d) (0)		
Time Stutter (1/day) (Sp)		
Tindertwig		
Torch		
Trail rations		

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Tracked Res	ources	Spells & Powers
Versatile Evocation (14/day) (Su)		Evoker (Exploiter Wizard) spells memorized (CL 23rd;
		concentration +34)
Wand of communal endure elements (50 charges)		Melee Touch +18 Ranged Touch +20
		9th —clashing rocks ^{APG} (DC 30), heroic invocation ^{UC} , mage's disjunction (DC 30), mage's disjunction (DC 30),
		wish
		8th—polar ray, rain of arrows (DC 29), stormbolts ^{APG} (DC
		30), sunburst (DC 30), wall of lava ^{APG}
Wand of cure moderate wounds		7th—delayed blast fireball (DC 29), delayed blast fireball
		(DC 29), limited wish, mage's magnificent mansion, greater
		teleport, umbral strike (DC 28)
		6th —chain lightning (DC 28), explode head ^{OA} , explode
Wand of cure moderate wounds (37 charges)		head ^{OA} , furious fire barrage (DC 28), hellfire ray, hellfire ray 5th —acidic spray ^{UM} (DC 26), cone of cold (DC 27), fire
, <u>,</u> ,		snake ^{APG} (DC 27), fire snake ^{APG} (DC 27), life bubble ^{APG} (DC
		26), communal stoneskin ^{UC}
		4th —black tentacles, black tentacles, dragon's breath ^{APG}
Wand of cure moderate wounds (50 charges)		(DC 26), pyrotechnic eruption ^{HA} (DC 26), pyrotechnic
		eruption ^{HA} (DC 26), shocking image ^{UC}
		3rd —fireball (DC 25), fireball (DC 25), haste, lightning bolt (DC 25), magic circle against evil, communal resist
		energy ^{UC} , vampiric touch
		2nd —blur, knock, levitate, rope trick, scorching ray, tactical
Wand of enlarge person		acumen ^{UC} , visualization of the body
		1st—burning hands (DC 23), mage armor, magic missile
		(2), shield, shocking grasp (6)
		Oth (at will) —detect magic, light, mage hand, open/close
		(DC 21), prestidigitation, read magic, touch of fatigue (DC 21)
Wand of greater invisibility (50 charges)		
		Skald (Sunsinger) spells known (CL 21st; concentration +27)
		Melee Touch +18 Ranged Touch +20
		6th (6/day)—mass cure moderate wounds, dirge of the
Wand of haste (50 charges)		victorious knights ^{ISWG} (DC 22), greater shout (DC 23),
······································		summon monster VI, veil (DC 22)
		5th (6/day) —bard's escape ^{APG} , deafening song bolt ^{APG} ,
		greater heroism, ki shout ^{⊍M} (DC 22), resonating word ^{⊍M} (DC 21)
		4th (6/day) —brightest light, cure critical wounds, freedom
Wand of inflict moderate wounds (11 charges)		of movement, mass ghostbane dirge ^{APG} (DC 20), hold
		monster (DC 20), summon monster IV
Wand of scorching ray (30 charges)		3rd (6/day) —cure serious wounds, jester's jaunt ^{APG} (DC
		19), phase step, thundering drums ^{APG} (DC 20), tiny hut, communal tongues ^{UC}
		2nd (7/day) —cure moderate wounds, darkness, disrupt
Languag	les	silence ^{UI} (DC 18), glitterdust (DC 18), invisibility, silence
Celestial	Hon-La	(DC 18)
Common	Minatan	1st (12/day) —chord of shards ^{UM} (DC 18), cure light
Draconic	Minkaian	wounds, feather fall, unseen servant, vanish ^{APG} (DC 17), windy escape ^{ARG}
Elven	Orc	0th (at will) — <i>know direction, mending, message,</i>
Erutaki	Skald	open/close (DC 16), resistance, spark ^{APG} (DC 17)
Giant	Sylvan	
Gnome	Thassilonian	

Tien

Goblin

Companions

Horse, light (combat trained) CR – Advanced horse (*Pathfinder RPG Bestiary*, 177) N Large animal Init +4; Senses low-light vision, scent; Perception +8

Defense

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size) hp 19 (2d8+10) Fort +8, Ref +7, Will +3

Offense

Speed 50 ft. Melee unarmed strike +5 (1d4+5 nonlethal) or 2 hooves +5 (1d4+5) Space 10 ft.; Reach 5 ft.

Statistics

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11 Base Atk +1; CMB +7; CMD 21 (25 vs. trip) Feats Endurance, Run^B Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel Skills Acrobatics +4 (+8 to jump with a running start, +12 to jump), Perception +8 SQ combat riding

Background

These spells are Permanently cast on Self at 15th level

Arcane sight Aura sight Comprehend languages Darkvision Detect magic Enchantment sight Read magic See invisibility Speechreader's sight Tongues

History

Homeland: Unusual Homeland (Forest) Parents: Both Dead Siblings: 2 Biological, 0 Half-elves or Adopted Circumstance of Birth: Left to Die Parent's Profession: Merchants Childhood: Major Disaster

Sourcebooks Used

- Advanced Class Guide Aura Sight (spell); Dimensional Slide (special ability); Elemental Blood (special ability); Elemental Blood, Lesser (special ability); Exploiter Wizard (archetype); Flame Arc (special ability); Greater Skald's Vigor (feat); Infernal Blood, Lesser (special ability); Lightning Lance (special ability); Potent Magic (special ability); School Understanding (special ability); Skald (class); Skald (class); Skald's Vigor (feat)
- Advanced Player's Guide Admixture (special ability); Bard's Escape (spell); Clashing Rocks (spell); Deafening Song Bolt (spell); Dragon's Breath (spell); Elemental Rage (special ability); Elemental Rage, Greater (special ability); Elemental Rage, Lesser (special ability); Extra Rage Power (feat); Fiery Body (spell); Fire Snake (spell); Ghostbane Dirge, Mass (spell); Jester's Jaunt (spell); Life Bubble (spell); Lingering Performance (feat); Spark (spell); Stormbolts (spell); Thundering Drums (spell); Vanish (spell); Wall of Lava (spell); Winds of Vengeance (spell)
- Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment - Cleats (equipment); Snowshoes (equipment)
- Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment - Tent, medium (equipment)
- Advanced Player's Guide / Bestiary 2 Tsunami (spell)
- Advanced Player's Guide / Ultimate Equipment -Campfire bead (equipment); Intensified metamagic rod (equipment); Intensified metamagic rod (lesser) (equipment); Ioun torch (equipment)
- Advanced Race Guide Windy Escape (spell)
- Adventurer's Armory Wrist sheath, spring loaded (equipment)
- Adventurer's Armory / Curse of the Crimson Throne / Inner Sea World Guide / Ultimate Equipment - Harrow deck (equipment)
- Adventurer's Armory 2 / Seekers of Secrets -Adventurer's sash (equipment)
- Adventurer's Guide Elven leafblade (weapon); Elven thornblade (weapon)
- Adventurer's Guide / Cheliax, Empire of Devils / Inner Sea World Guide - Dirge of the Victorious Knights (spell)
- Adventurer's Guide / Inner Sea Intrigue Brightest Light (spell)
- Agents of Evil Furious Fire Barrage (spell)
- Blood of Shadows Umbral Strike (spell)
- Blood of the Beast Expanded Versatility (special ability); Martial Performance (Oratory) (special ability)
- Book of the Damned / Book of the Damned 1: Princes of Darkness - Hellfire Ray (spell)
- Book of the Damned 3: Horsemen of the Apocalypse -Scourge of the Horsemen (spell)
- Champions of Balance Creative Destruction (feat)
- Champions of Purity Celestial Totem, Lesser (special ability)
- Chronicle of Legends Capstone Perfect Body, Flawless Mind (archetype)
- Curse of the Crimson Throne / Inner Sea World Guide
 Harmonic Spell (feat)
- Divine Anthology Visualization of the Body (spell)