

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 STRENGTH	10/16	0/+3	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
DEX DEXTERITY	14/20	+2/+5	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
CON CONSTITUTION	12/18	+1/+4	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
INT INTELLIGENCE	29/33	+9/+11	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
WIS WISDOM	14	+2	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
CHA CHARISMA	18/22	+4/+6	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+22 =	+12	+4	+9	-3		
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 (DEXTERITY)	+17 =	+6	+5	+9	-3		
Elven Immunities: +2 vs. enchantments, Well Versed: +4 vs. bardic performance, language-dependent, and sonic							
WILL (WISDOM)	+26 =	+12	+2	+9	+3		
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	+18 =	+15	+3						-4
		BAB	Strength	Dexterity	Size				
CM Defense	34 =	10	+15	+3	+5				
Base Attack	+15		HP		260				
Initiative	+2		Damage / Current HP						



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (5)	13	
Appraise	+14	INT (11)	3	
Bluff	+8	CHA (6)	2	
Climb	+8	STR (3)	5	
Craft (alchemy)	+16	INT (11)	5	
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 additional circumstance bonus to treat poison, Healer's satchel: +2 additional circumstance bonus to provide first aid				
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	

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	
 Ride	+9	DEX (5)	4	
Sense Motive	+26	WIS (2)	1	
 Sleight of Hand	+6	DEX (5)	4	
Spellcraft	+22	INT (11)	11	
<small>Elven Magic: +2 to identify magic item properties</small>				
 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 starknife

Main hand: **+19/+14/+9, 1d4+8** Crit: x3
 Rng: 20'
 Ranged: **+21, 1d4+8** Light, P

Elven leafblade

Main hand: **+18/+13/+8, 1d4+7** Crit: 18-20/x2
 Light, P/S

Elven leafblade: +2 to confirm critical hits

Elven thornblade

Main hand: **+18/+13/+8, 1d6+7** Crit: 18-20/x2
 Both hands: **+18/+13/+8, 1d6+7** 1-hand, P/S

Elven thornblade: +2 to confirm critical hits

Handaxe

Main hand: **+18/+13/+8, 1d6+7** Crit: x3
 Light, S

Longbow

Ranged, both hands: **+20/+15/+10, 1d8+4** Crit: x3
 Rng: 100'
 2-hand, P

Ranged touch attack

Ranged: **+20, As Spell** Crit: x2
 Light

Suishen, guardian of the amatatsu

Main hand: **+15/+10/+5, 1d8+7** Crit: 18-20/x2
 plus **1d6 fire** 1-hand, S, Deadly
 Both hands: **+15/+10/+5, 1d8+8**
 plus **1d6 fire**

Touch attack

Main hand: **+18, As Spell** Crit: x2
 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:

Unarmed strike

Main hand: **+18/+13/+8, 1d3+7** Crit: ×2
nonlethal Light, B, Nonlethal

Gear

Total Weight Carried: 264.5/230 lbs,

Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 returning starknife	3 lbs
Adventurer's sash (empty)	3 lbs
Akumi's bonsai (1/day)	5 lbs
Amulet of natural armor +5	-
Arrows x40	0.15 lbs
Backpack (empty)	2 lbs
Bag of holding I (empty)	15 lbs
Bedroll	5 lbs
Belt of incredible dexterity +6	1 lb
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Blanket, winter	3 lbs
Bracers of armor +8	1 lb
Campfire bead	-
Candle x10	-
Candle lamp	1 lb
Cleats	2 lbs
Cloak of resistance +5	1 lb
Cold weather outfit	7 lbs
Cold weather outfit	7 lbs
Efficient quiver (empty)	2 lbs
Elven leafblade	3 lbs
Elven thornblade	4 lbs
Explorer's outfit (Free)	-
Extend metamagic rod (lesser, 3/day)	5 lbs
Extend metamagic rod (lesser, 3/day)	5 lbs
Flint and steel	-
Handaxe	3 lbs
Harrow deck	-
Harrow mat	1 lb
Headband of mental prowess +4 (Int, Cha, Perception)	1 lb
Healer's kit	1 lb
Healer's satchel (empty, 10/day)	1 lb
Holy symbol, silver (Sarenrae)	1 lb
Ink, black	-
Inkpen	-
Intensified metamagic rod (3/day)	5 lbs
Intensified metamagic rod (lesser, 3/day)	5 lbs
Intensified metamagic rod (lesser, 3/day)	5 lbs
Intensified metamagic rod (lesser, 3/day)	5 lbs
loun stone (orange prism)	-
loun torch	-
Jingasa of the fortunate soldier (1 uses)	3 lbs
Karyukai tea set (1/day)	4 lbs
Longbow	3 lbs
Mess kit	1 lb
Miniature Mithril Scroll Tube	-
Money	-
Pot	4 lbs
Pot	4 lbs
Ranged touch attack	-

Gear

Total Weight Carried: 264.5/230 lbs,

Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Riding saddle (empty)	25 lbs
Ring of feather falling	-
Ring of wizardry I	-
Rope of climbing	3 lbs
Safecamp wagon (empty)	2 lbs
Samisen of oracular vision	3 lbs
Sashimono of comfort	3 lbs
Seishinru, spirit elixir	-
Shocking robe	1 lb
Shovel	8 lbs
Shozoku of the night wind	2 lbs
Signal whistle	-
Slippers of spider climbing (10 minutes/day)	0.5 lbs
Snow goggles	-
Snowshoes	4 lbs
Soap	0.5 lbs
Spell component pouch x2	2 lbs
Spellbook	3 lbs
Stone of good luck (Luckstone)	-
Suishen, guardian of the amatatsu	6 lbs
Tent cover	15 lbs
Tent, medium	30 lbs
Thieves' tools, concealable	0.5 lbs
Thieves' tools, masterwork	2 lbs
Tindertwig x5	-
Torch x10	1 lb
Touch attack	-
Trail rations x6	1 lb
Ulfen Helm	-
Wand of communal endure elements (50 charges)	-
Wand of cure moderate wounds	-
Wand of cure moderate wounds (37 charges)	-
Wand of cure moderate wounds (50 charges)	-
Wand of enlarge person	-
Wand of greater invisibility (50 charges)	-
Wand of haste (50 charges)	-
Wand of inflict moderate wounds (11 charges)	-
Wand of scorching ray (30 charges)	-
Waterskin x2	4 lbs
Wrist sheath, spring loaded (empty)	1 lb

Special Abilities

Admixture
Arcane Reservoir +2 DC or CL (23/day) (Su)
Arcane Sight (Sp)
Bardic Knowledge +10 (Ex)
Celestial Totem, Lesser (Su)
Channel Solar Energy
Darkvision (60 feet)
[N/A] Defending
Dimensional Slide (200 feet) (Su)
Dirge of Doom (30 ft.) (Su)
Elemental Blood (Su)
Elemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)
Elemental Manipulation (20 rounds/day) (Su)
Elemental Rage (Electricity) (Su)

Tracked Resources

Versatile Evocation (14/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wand of communal endure elements (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wand of enlarge person	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wand of haste (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wand of inflict moderate wounds (11 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wand of scorching ray (30 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Celestial	Hon-La
Common	Minatan
Draconic	Minkaian
Elven	Orc
Erutaki	Skald
Giant	Sylvan
Gnome	Thassilonian
Goblin	Tien

Spells & Powers

Evoker (Exploiter Wizard) spells memorized (CL 23rd; concentration +34)

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}

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 head*^{OA}, *furious fire barrage* (DC 28), *hellfire ray*, *hellfire ray*

5th—*acidic spray*^{UM} (DC 26), *cone of cold* (DC 27), *fire snake*^{APG} (DC 27), *fire snake*^{APG} (DC 27), *life bubble*^{APG} (DC 26), *communal stonesskin*^{UC}

4th—*black tentacles*, *black tentacles*, *dragon's breath*^{APG} (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 acumen*^{UC}, *visualization of the body*

1st—*burning hands* (DC 23), *mage armor*, *magic missile* (2), *shield*, *shocking grasp* (6)

0th (at will)—*detect magic*, *light*, *mage hand*, *open/close* (DC 21), *prestidigitation*, *read magic*, *touch of fatigue* (DC 21)

Skald (Sunsinger) spells known (CL 21st; concentration +27)

Melee Touch +18 Ranged Touch +20

6th (6/day)—*mass cure moderate wounds*, *dirge of the victorious knights*^{LSWG} (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*^{UM} (DC 22), *resonating word*^{UM} (DC 21)

4th (6/day)—*brightest light*, *cure critical wounds*, *freedom of movement*, *mass ghostbane dirge*^{APG} (DC 20), *hold monster* (DC 20), *summon monster IV*

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 silence*^{UI} (DC 18), *glitterdust* (DC 18), *invisibility*, *silence* (DC 18)

1st (12/day)—*chord of shards*^{UM} (DC 18), *cure light wounds*, *feather fall*, *unseen servant*, *vanish*^{APG} (DC 17), *windy escape*^{ARG}

0th (at will)—*know direction*, *mending*, *message*, *open/close* (DC 16), *resistance*, *spark*^{APG} (DC 17)

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 / Cheliox, 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)