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 | |
|---|--|---|---|-----------|
| nonlethal Light, B, Nonlethal Encumberance Ignored Total Weight Carried: 264.5/230 lbs, Encumberance Ignored (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs) Riding saddle (empty) 25 lbs. Findurer's sash (empty) 3 lbs Saminon of confort 3 lbs. Adventurer's sash (empty) 3 lbs. Saminon of confort 3 lbs. Adventurer's sash (empty) 2 lbs. Saminon of confort 3 lbs. Sade of noting (empty) 2 lbs. Shocking robe 1 lb. Backpack (empty) 2 lbs. Shocking robe 1 lb. Bet pouch (empty) 0.5 lbs. Shocking robe 4 lbs. Backpack (empty) 0.5 lbs. Shocking robe 4 lbs. Bet pouch (empty) 0.5 lbs. Shocking robe 4 lbs. Backpack (empty) 0.5 lbs. Shocking robe 4 lbs. Candle x10 Shocking robe 1 lb. Shocking robe 4 lbs. Candle x10 Shocking robe 3 lbs. Shocking robe 3 lbs. Candle x10 Shocking robe 3 lbs. Shocking robe 3 lbs. <th>Main hand: +18/+13/+8, 1d3+7</th> <th>Crit: ×2</th> <th>Total Weight Carried: 264.5/230 lbs,</th> <th></th> | Main hand: +18/+13/+8 , 1d3+7 | Crit: ×2 | Total Weight Carried: 264.5/230 lbs, | |
| 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 | • | |
| Total Weight Carried: 264.5/230 lbs, Ring of feather failing - Encumberance Ignored Ring of deather failing - Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs) Ring of deather failing - Adventure's sash (empty) 3 lbs Samisen oracular vision 3 lbs Adventure's sash (empty) 2 lbs Samisen oracular vision 3 lbs Adventure's sash (empty) 2 lbs Samisen oracular vision 3 lbs Backpack (empty) 2 lbs Shocking robe 1 lb Backpack (empty) 2 lbs Shocking robe 1 lb Banket, winter 3 lbs Sonow gogles - - Bett pouch (empty) 0.5 lbs Sonow soggles - - - Camplie bead 1 lb Spell component pouch x2 2 lbs Spell component pouch x2 2 lbs Cadid stance +5 1 lb Spell component pouch x2 2 lbs - - Cadid stance +5 1 lb Spell component pouch x2 2 lbs - - - Cadid stance +5 1 lb Spell component pouch x2 2 lbs - - - | | | (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 l | bs) |
| Encumberance IgnoredNumberLight: 76 lbs, Medium: 153 lbs, Heavy: 230 lbsRing of wizardy 1+ Teturing starking3 lbsAdvents bonsai (Iday)3 lbsAdvents bonsai (Iday)5 lbsArows x400.15 lbsBackpack (empty)2 lbsArows x400.15 lbsBackpack (empty)2 lbsBackpack (empty)15 lbsBedroll5 lbsBet of incredible dexterity +61 lbBet of incredible dexterity +61 lbBackpack (empty)0.5 lbsBracers of armor +81 lbCande Iamp1 lbCande Iamp1 lbCande Iamp1 lbCande Iamp1 lbCold weather outfit7 lbsCold weather outfit7 lbsCold weather outfit7 lbsCold weather outfit7 lbsExplorer's outfif (Free)1 lbExplorer's outfif (Free)1 lbFinter adset of desser, 3/day)5 lbsFinter adset of desser, 3/day)5 lbsFinter adset of desser, 3/day)5 lbsHarrow wat1 lbHarow kek3 lbsHarow kek kit1 lbHarow | Gear | | Riding saddle (empty) | 25 lbs |
| Reprint International constructionReprint Stream spaceReprint Stream spaceStream | Total Weight Carried: 264.5/230 lb | S, | | - |
| Light roll of automation Safecamp wagan (empty) 2 bs Adventure's sash (empty) 3 bs Advent sonsail (Iday) 5 bs Advent sonsail (Iday) 5 bs Advent sonsail (Iday) 5 bs Santisen or accular vision 3 bs Advent sonsail (Iday) 5 bs Santisen or accular vision 3 bs Santres or arani vision 3 bs <td>Encumberance Ignored</td> <td></td> <td>v ,</td> <td>-</td> | Encumberance Ignored | | v , | - |
| +1 returning starkinfe 1 bis Adventure's san (empty) 3 bis Akumis bonsal (1/day) 3 bis Akumis bonsal (1/day) 5 bis Satismisen of comfort 3 bis Anulet of natural armor +5 5 bis Arrows x40 2 bis Backpack (empty) 2 bis Backpack (empty) 5 bis Bat of notiding (empty) 5 bis Bet ouch (empty) 5 bis Bat op concepts 6 bis Starcers of armor +8 1 bis Candle x10 5 bis Candle x10 5 bis Cold weather outfit 7 bis There sead 1 bis Cold weather outfit 7 bis Cold weather outfit 7 bis There sead 1 bis Cold weather outfit 7 bis There sead 3 bis Cold weather outfit 7 bis There sead 3 bis Cold weather outfit 7 bis <td>(Light: 76 lbs, Medium: 153 lbs, H</td> <td>eavy: 230 lbs)</td> <td></td> <td></td> | (Light: 76 lbs, Medium: 153 lbs, H | eavy: 230 lbs) | | |
| Advertiser 3 bits Sashimono of comfort 3 bits Anule of natural armor +5 - - Armoute of natural armor +5 - - Bag of holding (empty) 15 bits Shoveit Shoveit Bag of holding (empty) 0.5 bits Show goggles - Bett pouch (empty) 0.5 bits Sone of good luck (Luckstone) - Stanket winter 3 bits Spellook 3 bits Candle armor +8 1 bits Spellook 3 bits Candle armo 1 bits Spellook 3 bits Colad veather outfit 7 bits Thievee' tools, concealable 0.5 bits Cold weather outfit 7 bits Thievee' tools, concealable 0.5 bits Cold weather outfit 7 bits Thievee' tools, concealable 0.5 bits Cold weather outfit 7 bits Thievee' tools, concealable 0.5 bits Eff | +1 returning starknife | | | |
| Akdinis Donisal (1/day) 0 0 5 5 0 1b Arrows x40 0.15 15 5 <td>Adventurer's sash (empty)</td> <td>3 lbs</td> <td></td> <td></td> | Adventurer's sash (empty) | 3 lbs | | |
| Antibut at all of 11 at all of 15 of 12 o | Akumi's bonsai (1/day) | 5 lbs | | 3 105 |
| 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 |
| Backpack (Imply) 12 bis Bag of holding I (empty) 15 bis Bedt of incredible dexterity +6 1bis Bett of incredible dexterity +6 1bis Bett pouch (empty) 0.5 bis Balt pouch (empty) 0.5 bis Banket, writer 3 bis Balt pouch (empty) 0.5 bis Bracers of armor +8 1bi Candle st0 2 bis Candle st0 2 bis Candle st0 2 bis Cloak of resistance +5 1 bis Cloak of cloak cloak +5 1 bis Cloak of cloak +5 1 bis Cloak +5 1 | | | | |
| Bag of including 1 (empty) 15 los Signal whistle - Bedroil 5 libpers of spider climbing (10 minutes/day) 0.5 libs Bett pouch (empty) 0.5 libs Snow goggles - Bett pouch (empty) 0.5 libs Snow goggles - Banket, winter 3 libs Soap 0.5 libs Bracers of armor +8 1 lib Spellbook 3 libs Candle x10 - Sushen, guardian of the amatatsu 6 libs Candle x10 - Sushen, guardian of the amatatsu 6 libs Cold weather outfit 7 libs Thieves' tools, concealable 0.5 libs Cold weather outfit 7 libs Thieves' tools, concealable 0.5 libs Cold weather outfit 7 libs Thieves' tools, concealable 0.5 libs Cold weather outfit 7 libs Thieves' tools, concealable 0.5 libs Cold weather outfit 7 libs Thieves' tools, concealable 0.5 libs Cold weather outfit 7 libs Thieves' tools, masterwork 2 libs Finen darbiade 3 libs Wand of cormunal endure elements (50 charges) - Extend me | | | | |
| Bett of incredible dexterity +6 1b Slippers of spider climbing (10 minutes/day) 0.5 lbs Bett opuch (empty) 0.5 lbs Snowshoes 4 lbs Bett pouch (empty) 0.5 lbs Snowshoes 4 lbs Bett pouch (empty) 0.5 lbs Snowshoes 4 lbs Blanket, winter 3 bbs Stopers of armor +8 1 lb Candle lamp 1 lb Spell component pouch x2 2 lbs Candle lamp 1 lb Stope of good luck (Luckstone) - Candle lamp 1 lb Tent. medium 30 lbs Colak of resistance +5 1 lb Tent. medium 30 lbs Cold weather outfit 7 lbs Thieves' tools, masterwork 2 lbs Cold weather outfit 7 lbs Thieves' tools, masterwork 2 lbs Even thomblade 4 lbs Trail rations x6 1 lb Even thomblade 4 lbs Trail rations x6 1 lb Even thomblade 4 lbs Wand of cure moderate wounds (50 charges) - Harrow mat 1 lb Tuden Helm - Wand of cure moderate wounds (50 charges) - Harrow deck | | | | - |
| 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 |
| Clants lamp 110 Tent cover 15 lbs Cleats 2 lbs Cloak of resistance +5 1 lb Cold weather outfit 7 lbs Cold weather outfit 7 lbs Efficient quiver (empty) 2 lbs Even thornblade 3 lbs Extend metamagic rod (lesser, 3/day) 5 lbs Fint and steel 4 Harrow deck 7 Harrow mat 1 Header's kit 1 Header's | Candle x10 | - | | - |
| Cleats 2 lbs Tent, medium 1 b Cloak of resistance +5 1 b Tent, medium 30 lbs Cloak weather outfit 7 lbs Theves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Theves' tools, concealable 0.5 lbs Cold weather outfit 7 lbs Theves' tools, concealable 0.5 lbs Efficient quiver (empty) 2 lbs Tindertwig x5 - Even leafblade 3 lbs Touch attack - Extend metamagic rod (lesser, 3/day) 5 lbs Trail rations x6 1 lb Vand of cure moderate wounds (37 charges) - Wand of cure moderate wounds (50 charges) - Harrow deck 1b Wand of cure moderate wounds (50 charges) - Wand of cure moderate wounds (50 charges) - Harrow mat 1b Wand of contremoderate wounds (50 charges) - Wand of contremoderate wounds (50 charges) - Healer's kit 1b Wand of contremoderate wounds (50 charges) - Wand of scorthing ray (30 charges) - Holy symbol, silver (Sarernae) 1b Wand of cure moderate wounds (11 charges) - Wand of carene Reservoit + 2DC or CL | Candle lamp | 1 lb | | |
| 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 | | |
| Cold wearter outin7 losTindertwig x5Efficient quiver (empty)2 lbsTorch x101 lbElven leafblade3 lbsTorch x101 lbElven thornblade4 lbsTorch x101 lbEven thornblade4 lbsTorch x101 lbExtend metamagic rod (lesser, 3/day)5 lbsWand of cure moderate wounds (50 charges)-Extend metamagic rod (lesser, 3/day)5 lbsWand of cure moderate wounds (37 charges)-Handaxe3 lbsWand of cure moderate wounds (50 charges)-Harrow deck-Wand of enlarge person-Harrow mat1 lbWand of faste (50 charges)-Healer's kit1 lbWand of scare invisibility (50 charges)-Healer's kit1 lbWand of scare invisibility (50 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scare invisibility (50 charges)-Inkpen1 lbWand of scare invisibility (50 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)Ioun torchJingaas of the fortunate soldier (1 uses)3 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Calestai Totem, Lesser (Su)Calestai Totem, Lesser (Su)Calestai Totem, Lesser (Su)- <td>Cold weather outfit</td> <td></td> <td></td> <td></td> | Cold weather outfit | | | |
| Einterinduiver (enipty)2 lbsTorch x101 lbElven leafblade3 lbsTorch x101 lbExtent metamagic rod (lesser, 3/day)5 lbsUlfen Helm1 lbExtend metamagic rod (lesser, 3/day)5 lbsWand of cure moderate wounds (50 charges)-Harrow deck3 lbsWand of cure moderate wounds (50 charges)-Harrow mat1 lbWand of cure moderate wounds (50 charges)-Headband of mental prowess +4 (Int, Cha, Perception1 lbWand of greater invisibility (50 charges)-Healer's sit1 lbWand of scorching ray (30 charges)-Healer's satchel (empty, 10/day)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesJingasa of the fortunate soldier (1 uses)3 lbsChannel Solar EnergyKayukai tea set (1/day)4 lbsDire solar (60 feet)Longbow1 lbDire solar (10 cold, 20) (Su)Money1 lbDire solar (10 cold, 20) (Su)Pot4 lbsLiemental Blood, Lesser (16 cold, Cold, 3/day) (Su)Elemental Blood, Lesser (16 cold, Cold, 3/day) (Su)Elemental Manipulation (20 rounds/day) (Su) | Cold weather outfit | | | 2 105 |
| Elven therabilade3 lbsTouch attack-Elven thornblade4 lbsTrail rations x61 lbExplorer's outfit (Free)-Ulfen Helm-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 enlarge person-Harrow mat1 lbWand of function derate wounds (50 charges)-Headband of mental prowess +4 (Int, Cha, Perception, Healer's sit1 lbWand of function derate wounds (50 charges)-Healer's kit1 lbWand of inflict moderate wounds (11 charges)Healer's satchel (empty, 10/day)1 lbWand of scorching ray (30 charges)Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)Intensified metamagic rod (lesser, 3/day)5 lbsSpecial Abilities-Intensified metamagic rod (lesser, 3/day)5 lbsAdmixture-Acare Reservoir +2 DC or CL (23/day) (Su)Jingasa of the fortunate soldier (1 uses)3 lbsCelestial Totem, Lesser (Su)-Carelestial Totem, Lesser (Su)ChargesMany diate aset (1/day)4 lbsLongbow1 lbDimensional Slide (200 feet) (Su)Meass kit1 lbDireg of Doom (30 ft.) (Su)PotPot4 lbs< | | | | - 1 lb |
| Even information4 lbsTrail rations x61 lbExplorer's couffit (Free)5 lbsUffen Helm-Extend metamagic rod (lesser, 3/day)5 lbsWand of communal endure elements (50 charges)-Fint and steel3 lbsWand of cure moderate wounds (37 charges)-Harrow deck1 lbWand of cure moderate wounds (50 charges)-Harrow mat1 lbWand of cure moderate wounds (50 charges)-Headband of mental prowess +4 (Int, Cha, Perception, Healer's kit1 lbWand of enlarge person-Healbard statchel (empty, 10/day)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesJingasa of the fortunate soldier (1 uses)3 lbsCharnel Solar EnergyJangasa of the fortunate soldier (1 uses)3 lbsChannel Solar EnergyMaryukai tea set (1/day)4 lbs1 lbMoney1 lbDireenfoldingMoney1 lbDireenfoldingPot4 lbs1 lbBardie Khrill Scroll Tube1 lbMoney4 lbsPot4 lbsHealer's kit1 lbLongbow1 lbMoney1 lbPot4 lbsLongbow1 lbH | | | | - |
| Explorer Solutin (refer)Ulfen HelmExtend metamagic rod (lesser, 3/day)5 lbsExtend metamagic rod (lesser, 3/day)5 lbsFint and steel3 lbsHandaxe3 lbsHarrow deck1 lbHeader's kit1 lbHeader's kit1 lbHealer's kit1 lbHealer's satchel (empty, 10/day)1 lbHoly symbol, silver (Sarenrae)1 lbIntensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)1 lbIntensified metamagic rod (lesser, 3/day)1 lb <tr< td=""><td></td><td>4 lbs</td><td></td><td>1 lb</td></tr<> | | 4 lbs | | 1 lb |
| Extend metamagic rod (lesser, 3/day)5 lbsWand of communal endure elements (50 charges)Flint and steel5 lbsHandaxe3 lbsHarrow deck1 lbHarrow mat1 lbHeadband of mental prowess +4 (Int, Cha, Perception, 1 lb1 lbHealer's kit1 lbHealer's satchel (empty, 10/day)1 lbHoly symbol, silver (Sarenrae)1 lbIntensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)6 lbsLongbow1 lbMess kit1 lbMiniature Mithril Scroll Tube1 lbMoney1 lbPot4 lbsPot4 lbs | | - - | | - |
| Exterior interaining to four (resser, 3/day)S ibsWand of cure moderate woundsFint and steel3 lbsWand of cure moderate wounds (37 charges)-Harrow deck1 lbWand of cure moderate wounds (50 charges)-Harrow mat1 lbWand of enlarge person-Headband of mental prowess +4 (Int, Cha, Perception,1 lbWand of haste (50 charges)-Healer's kit1 lbWand of scorching ray (30 charges)-Healer's satchel (empty, 10/day)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Ink, black1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureJingasa of the fortunate soldier (1 uses)3 lbsCelestial Totem, Lesser (Su)Longbow3 lbsIbMense kit1 lbMiniature Mithril Scroll Tube1 lbMoney4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 | S | | | - |
| Handaxe3 lbsWand of cure moderate wounds (3/ charges)-Harrow deck1Wand of cure moderate wounds (50 charges)-Harrow mat1Wand of cure moderate wounds (50 charges)-Headband of mental prowess +4 (Int, Cha, Perception,1Wand of greater invisibility (50 charges)-Healer's kit1HWand of inflict moderate wounds (11 charges)-Healer's satchel (empty, 10/day)1HWand of inflict moderate wounds (11 charges)-Holy symbol, silver (Sarenrae)1HWand of scorching ray (30 charges)-Intensified metamagic rod (3/day)5HsMaterskin x24Intensified metamagic rod (lesser, 3/day)5HsMaterskin x24Intensified metamagic rod (lesser, 3/day)5HsAdmixtureIntensified metamagic rod (lesser, 3/day)5HsAdmixtureJingasa of the fortunate soldier (1 uses)3HsCelestial Totem, Lesser (Su)Jongbow1HsDarkvision (60 feet)Darkvision (60 feet)Money1HsDimensional Slide (200 feet) (Su)Dimensional Slide (200 feet) (Su)Pot4HsHsElemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)Pot4HsElemental Blood (Su)Pot4HsElemental Blood (Su) | - (, , , , , , , , , , , , , , , , , , | Salic | | - |
| Harrow deckWand of cure moderate wounds (50 charges)Harrow mat1 lbHeadband of mental prowess +4 (Int, Cha, Perception, Healer's kit1 lbHealer's kit1 lbHealer's satchel (empty, 10/day)1 lbHoly symbol, silver (Sarenrae)1 lbHoty symbol, silver (Sarenrae)1 lbHotes field metamagic rod (Jday)5 lbsIntensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)8 lbsIntensified metamagic rod (lesser, 3/day)8 lbsKaryukai tea set (1/day)4 lbsLongbow1 lbMoney1 lbPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbs | | - 3 lbe | Wand of cure moderate wounds (37 charges) | - |
| Harrow mat1 lbWand of enlarge person-Headband of mental prowess +4 (Int, Cha, Perception1 lbWand of greater invisibility (50 charges)-Healer's kit1 lbWand of inflict moderate wounds (11 charges)-Healer's satchel (empty, 10/day)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Ink, black1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureJoun stone (orange prism)5 lbsBardic Knowledge +10 (Ex)Joungsow3 lbsCelestial Totem, Lesser (Su)Longbow3 lbsCelestial Totem, Lesser (Su)Money1 lbDimensional Slide (200 feet) (Su)Pot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbs | | - | Wand of cure moderate wounds (50 charges) 🔨 | - |
| Headband of mental prowess +4 (Int, Cha, Perception, Healer's kit1 lbWand of greater invisibility (s0 charges)-Healer's kit1 lb1 lbWand of haste (50 charges)-Healer's satchel (empty, 10/day)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Ink, black1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (3/day)5 lbsWaterskin x24 lbsIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIoun stone (orange prism)Jingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)4 lbsLongbow1 lbMoney1 lbPot-Pot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsParade touch attack | | 1 lb | | - |
| Healer's kit1 lbWand of naste (s0 charges)-Healer's satchel (empty, 10/day)1 lb1 lbWand of inflict moderate wounds (11 charges)-Holy symbol, silver (Sarenrae)1 lb1 lbWand of scorching ray (30 charges)-Ink, black1 lb1 lbWand of scorching ray (30 charges)-Ink, black1 lb1 lbWand of scorching ray (30 charges)-Ink, black1 lb1 lbWand of scorching ray (30 charges)4 lbsIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureJingasa of the fortunate soldier (1 uses)3 lbsSlbsKaryukai tea set (1/day)3 lbsSlbsLongbow1 lbDefendingMoney1 lbDirge of Doom (30 ft.) (Su)Pot4 lbsElemental Blood (Su)Pot4 lbs | | | | - |
| Healer's satchel (empty, 10/day)1 lbWand of inflict moderate wounds (11 charges)Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Ink, black1 lbWand of scorching ray (30 charges)-Intensified metamagic rod (3/day)5 lbsWaterskin x24 lbsIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAcrane Reservoir +2 DC or CL (23/day) (Su)Ioun stone (orange prism)5 lbsAcrane Sight (Sp)Ioun stone (orange set (1/day)3 lbsCelestial Totem, Lesser (Su)Longbow3 lbs1 lbMensy1 lbDirge of Doom (30 ft.) (Su)Money1 lbDirge of Doom (30 ft.) (Su)Pot4 lbsElemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)Pot4 lbsLemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su) | | | | - |
| Holy symbol, silver (Sarenrae)1 lbWand of scorching ray (30 charges)-Ink, blackInkensified metamagic rod (3/day)1 lbWaterskin x24 lbsIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureKaryukai tea set (1/day)1 lbIbsMoney1 lbIbPot1 lbDimensional S | | | | - |
| Ink, blackWaterskin X24 lbsInkpenIntensified metamagic rod (3/day)5 lbsWrist sheath, spring loaded (empty)1 lbIntensified metamagic rod (lesser, 3/day)5 lbsSpecial AbilitiesIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIoun stone (orange prism)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Ioun torch-Celestial Totem, Lesser (Su)Jingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)3 lbsLongbow1 lbMess kit1 lbMiniature Mithril Scroll Tube1 lbPot-Pot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot-Panged touch attack | | | | - |
| Intensified metamagic rod (3/day)5 lbsIntensified metamagic rod (lesser, 3/day)5 lbsIoun stone (orange prism)5 lbsIoun torch-Jingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)3 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube-Pot-Pot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot4 lbsPot-Pot4 lbsPot-Pot-Pot-Pot-Panged touch attack | Ink, black | - | | |
| Intensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)5 lbsIoun stone (orange prism)5 lbsIoun torch5 lbsJingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)3 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube1 lbPot4 lbsPot4 lbsPot <td>Inkpen</td> <td>-</td> <td>whist sheath, spring loaded (empty)</td> <td>ai i</td> | Inkpen | - | whist sheath, spring loaded (empty) | ai i |
| Intensified metamagic rod (lesser, 3/day)5 lbsAdmixtureIntensified metamagic rod (lesser, 3/day)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Ioun stone (orange prism)5 lbsArcane Reservoir +2 DC or CL (23/day) (Su)Ioun torch5 lbsArcane Sight (Sp)Jingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)3 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube1 lbMoney1 lbPot4 lbsPot4 lbsPot <td></td> <td></td> <td>Special Abilities</td> <td></td> | | | Special Abilities | |
| Intensified metamagic rod (lesser, 3/day)5 lbsIntensified metamagic rod (lesser, 3/day)5 lbsIoun stone (orange prism)5 lbsIoun torchBardic Knowledge +10 (Ex)Jingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)4 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube1 lbMoney2 lbsPot4 lbs <td>. ,</td> <td>,</td> <td>Admixture</td> <td></td> | . , | , | Admixture | |
| Intensitied metamagic rod (lesser, 3/day)5 losArcane Sight (Sp)Ioun stone (orange prism)Ioun torchJingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)3 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube1 lbMoney9 toPot4 lbsPot4 lbs <td></td> <td></td> <td>Arcane Reservoir +2 DC or CL (23/day) (Su)</td> <td></td> | | | Arcane Reservoir +2 DC or CL (23/day) (Su) | |
| Ioun torchBaruic Knowledge + 10 (EX)Jingasa of the fortunate soldier (1 uses)3 lbsKaryukai tea set (1/day)4 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube1 lbMoneyDorPot4 lbsPot4 lbs <td>.</td> <td>3 (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)</td> <td></td> <td></td> | . | 3 (1) (1) (1) (1) (1) (1) (1) (1) (1) (1) | | |
| Jingasa of the fortunate soldier (1 uses) Karyukai tea set (1/day) Longbow Mess kit Miniature Mithril Scroll Tube Pot Pot Pot Panged touch attack | | - | Bardic Knowledge +10 (Ex) | |
| Karyukai tea set (1/day)4 lbsLongbow3 lbsMess kit1 lbMiniature Mithril Scroll Tube1 lbMoneyDimensional Slide (200 feet) (Su)PotIbsPot4 lbsPot4 lbsPot4 lbsPanged touch attack4 lbs | | - 2 lbc | Celestial Totem, Lesser (Su) | |
| 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 | | | | |
| MoneyDirge of Doom (30 ft.) (Su)PotElemental Blood (Su)Pot4 lbsPot4 lbsPanged touch attackElemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su) | | | | |
| Pot Pot Pot Pot Pot Pot Pot Pot Pot Pot | | - | | |
| 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

| mucheu | Resources | |
|---|---|---------|
| Healer's satchel (empty, 10, | /day) | |
| Infernal Blood, Lesser (3/da | av) (Su) | |
| Intensified metamagic rod | • • • • | |
| Intensified metamagic rod | | |
| · · | | |
| 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)