

## Haldir Jhaan

Player: Richard

Male elf skald (sunsinger) 16/gestalt 16/evoker  
(admixture<sup>APG</sup>) 16 - CL16 - CR 47

Neutral Good Humanoid (Elf); Deity: **Sarenrae**; Age: **124**;  
Height: **6' 1"**; Weight: **127 lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10/16</b>	<b>0/+3</b>	
<b>DEX</b> DEXTERITY	<b>14/18</b>	<b>+2/+4</b>	
<b>CON</b> CONSTITUTION	<b>12/18</b>	<b>+1/+4</b>	
<b>INT</b> INTELLIGENCE	<b>20/24</b>	<b>+5/+7</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>18/22</b>	<b>+4/+6</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+18 =</b>	<b>+10</b>	<b>+4</b>	<b>+4</b>			

**Cold weather outfit:** +5 circumstance bonus vs. cold weather,  
**Elven Immunities:** +2 vs. enchantments, **Well Versed:** +4 vs.  
bardic performance, language-dependent, and sonic

<b>REFLEX</b> (DEXTERITY)	<b>+15 =</b>	<b>+5</b>	<b>+4</b>	<b>+4</b>	<b>+2</b>		
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**Elven Immunities:** +2 vs. enchantments, **Well Versed:** +4 vs.  
bardic performance, language-dependent, and sonic

<b>WILL</b> (WISDOM)	<b>+21 =</b>	<b>+10</b>	<b>+2</b>	<b>+4</b>	<b>+5</b>		
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**Elven Immunities:** +2 vs. enchantments, **Well Versed:** +4 vs.  
bardic performance, language-dependent, and sonic

<b>Damage Reduction (2/-)</b>	<b>Energy Resistance, Cold (10)</b>
<b>Elven Immunities</b>	<b>Energy Resistance, Electricity (5)</b>
<b>Elven Immunities - Sleep</b>	

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	32 = 10	+8			+4		+2	+4	+2	+2

<b>Touch AC</b>	<b>22</b>	<b>Flat-Footed AC</b>	<b>26</b>
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		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+17 =</b>	<b>+12</b>	<b>+3</b>	<b>-</b>	<b>-</b>

			BAB	Strength	Dexterity	Size
CM Defense	35	= 10	+12	+3	+4	-

<b>Base Attack</b>	<b>+12</b>	<b>HP</b>	<b>224</b>
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Initiative	Damage / Current HP
<b>+4</b>	

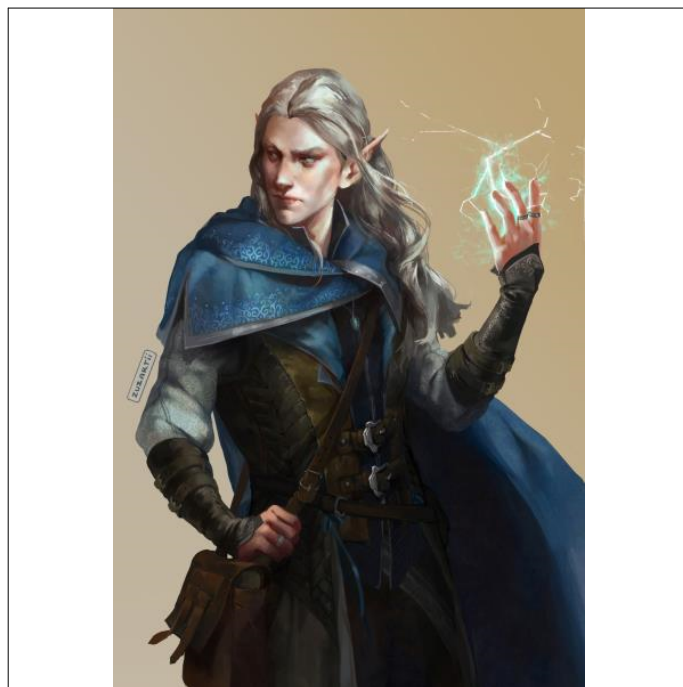
<b>Speed</b>	<b>30 ft</b>
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**+1 returning starknife**

Main hand: **+18/+13/+8, 1d4+4**

Ranged: **+19, 1d4+4**

Crit: **×3**  
Rng: **20'**  
Light, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+13</b>	DEX (4)	6	
<b>Appraise</b>	<b>+12</b>	INT (7)	2	
<b>Bluff</b>	<b>+10</b>	CHA (6)	1	
<b>Climb</b>	<b>+10</b>	STR (3)	4	
<b>Craft (alchemy)</b>	<b>+12</b>	INT (7)	2	
<b>Craft (weapons)</b>	<b>+14</b>	INT (7)	4	
<b>Diplomacy</b>	<b>+25</b>	CHA (6)	16	
<b>Disable Device</b>	<b>+13</b>	DEX (4)	7	
<b>Disguise</b>	<b>+9</b>	CHA (6)	3	
<b>Escape Artist</b>	<b>+9</b>	DEX (4)	2	
<b>Fly</b>	<b>+8</b>	DEX (4)	1	
<b>Handle Animal</b>	<b>+10</b>	CHA (6)	1	
<b>Heal</b>	<b>+12</b>	WIS (2)	8	
<b>Healer's satchel:</b> +2 additional circumstance bonus to treat poison, <b>Healer's satchel:</b> +2 additional circumstance bonus to provide first aid				
<b>Intimidate</b>	<b>+18</b>	CHA (6)	1	
<b>Knowledge (arcana)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (dungeoneering)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (engineering)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (geography)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (history)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (local)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (nature)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (nobility)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (planes)</b>	<b>+19</b>	INT (7)	1	
<b>Knowledge (religion)</b>	<b>+19</b>	INT (7)	1	
<b>Linguistics</b>	<b>+17</b>	INT (7)	7	
<b>Perception</b>	<b>+23</b>	WIS (2)	16	

Skills				
Skill Name	Total	Ability	Ranks	Temp
<b>Perform (dance)</b>	<b>+7</b>	CHA (6)	1	
<b>Perform (oratory)</b>	<b>+18</b>	CHA (6)	9	
<b>Perform (sing)</b>	<b>+19</b>	CHA (6)	10	
<b>Perform (string instruments)</b>	<b>+10</b>	CHA (6)	1	
<b>Profession (cook)</b>	<b>+6</b>	WIS (2)	1	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (2)	1	
<b>URide</b>	<b>+9</b>	DEX (4)	2	
<b>Sense Motive</b>	<b>+18</b>	WIS (2)	1	
<b>Spellcraft</b>	<b>+19</b>	INT (7)	9	
Elven Magic: +2 to identify magic item properties				
<b>UStealth</b>	<b>+14</b>	DEX (4)	10	
<b>Survival</b>	<b>+12</b>	WIS (2)	10	
<b>USwim</b>	<b>+13</b>	STR (3)	7	
<b>Use Magic Device</b>	<b>+19</b>	CHA (6)	10	

### Activated Abilities & Adjustments

Arcane Reservoir +2 DC or CL (19/day) (Su): Boost DC +2  
 Arcane Sight  
 Armor Class Bonus: +1  
 Blessing of Fervor: Attack, AC and Ref Bonus: +2  
 Bonus Hit Points: +16  
 Darkvision: 60  
 Holy Aura: +4  
 Inspired Rage (+6 Str/Con, +5 Will, -1 AC) (Su)  
 Raging Song (swift action, 39 rounds/day) (Su)  
 Saving Throw Bonus: +2  
 See Invisibility  
 Tongues  
 Tongues

### Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Craft Wand  
 Craft Wondrous Item  
 Creative Destruction (Su)  
 Elven Weapon Proficiencies  
 Extra Rage Power  
 Flumefire Rage  
 Greater Skald's Vigor  
 Harmonic Spell  
 Lingering Performance  
 Martial Weapon Proficiency - All  
 Scribe Scroll  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Skald's Vigor (Fast healing 6)  
 Spell Focus (Evocation)  
 Varisian Tattoo (Evocation)  
 Wizard Weapon Proficiencies

### Experience & Wealth

Current Cash: **14,033 gp, 5 sp**

### Traits

Rescued (Koya) (Ex)  
 Sun-Blessed (16 HP/day)

### Elven leafblade

Main hand: **+17/+12/+7, 1d4+3** Crit: 18-20/x2  
 Light, P/S

Elven leafblade: +2 to confirm critical hits

### Elven thornblade

Main hand: **+17/+12/+7, 1d6+3** Crit: 18-20/x2  
 Both hands: **+17/+12/+7, 1d6+3** 1-hand, P/S

Elven thornblade: +2 to confirm critical hits

### Handaxe

Main hand: **+17/+12/+7, 1d6+3** Crit: x3  
 Light, S

### Longbow

Ranged, both hands: **+18/+13/+8, 1d8** Crit: x3  
 Rng: 100'  
 2-hand, P

### Ranged touch attack

Ranged: **+18, As Spell** Crit: x2  
 Light

### Suishen, guardian of the amatatsu

Main hand: **+14/+9/+4, 1d8+3** Crit: 18-20/x2  
**plus 1d6 fire** 1-hand, S, Deadly  
 Both hands: **+14/+9/+4, 1d8+4**  
**plus 1d6 fire**

### Touch attack

Main hand: **+17, As Spell** Crit: x2  
 Light

### Unarmed strike

Main hand: **+17/+12/+7, 1d3+3** Crit: x2  
**nonlethal** Light, B, Nonlethal

### Gear

**Total Weight Carried: 261.5/230 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 +2 -  
 Arrows x40 0.15 lbs  
 Backpack (empty) 2 lbs  
 Bag of holding I (empty) 15 lbs

### Validation Report

**Validation Report (0 issues):** Nothing identified

**Adjustments Active:** Arcane Sight;; Armor Class Bonus: +1 Luck Bonus; Blessing of Fervor: Attack, AC and Ref Bonus: +2; Bonus Hit Points: +16; Darkvision: 60; Holy Aura: +4; Saving Throw Bonus: +2 All Saves; See Invisibility;; Tongues;; Tongues;

## Gear

**Total Weight Carried: 261.5/230 lbs,  
Encumbrance Ignored  
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Bedroll	5 lbs
Belt of incredible dexterity +4	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 +2	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
Joun torch	-
Jingasa of the fortunate soldier (1 uses)	3 lbs
Longbow	3 lbs
Mess kit	1 lb
Miniature Mithril Scroll Tube	-
Money	-
Pot	4 lbs
Pot	4 lbs
Ranged touch attack	-
Riding saddle (empty)	25 lbs
Ring of feather falling	-
Ring of wizardry I	-
Rope of climbing	3 lbs
Safecamp wagon (empty)	2 lbs
Sashimono of comfort	3 lbs
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
Snowshoes	4 lbs

## Gear

**Total Weight Carried: 261.5/230 lbs,  
Encumbrance Ignored  
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Soap	0.5 lbs
Spell component pouch x2	2 lbs
Spellbook	3 lbs
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 command undead (11 charges)	-
Wand of communal endure elements (50 charges)	-
Wand of cure moderate wounds ↗	-
Wand of cure moderate wounds (50 charges) ↗	-
Wand of cure moderate wounds (CL 4th, 37 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 (CL 4th, 30 charges)	-
Waterskin x2	4 lbs
Wrist sheath, spring loaded (empty)	1 lb

## Special Abilities

Admixture	-
Arcane Reservoir +2 DC or CL (19/day) (Su)	-
Arcane Sight (Sp)	-
Bardic Knowledge +8 (Ex)	-
Celestial Totem, Lesser (Su)	-
Channel Solar Energy	-
Darkvision (60 feet)	-
[N/A] Defending	-
Dimensional Slide (160 feet) (Su)	-
Dirge of Doom (30 ft.) (Su)	-
Elemental Blood (Su)	-
Elemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)	-
Elemental Manipulation (16 rounds/day) (Su)	-
Elemental Rage (Electricity) (Su)	-
Elemental Rage, Lesser (1/rage) (Su)	-
Elven Magic	-
Expanded Versatility (, Intimidate) (Ex)	-
Improved Uncanny Dodge (Lv >= 20) (Ex)	-
Infernal Blood, Lesser (3/day) (Su)	-
Inspired Rage (+6 Str/Con, +5 Will, -1 AC) (Su)	-
Intense Spells (+8 damage) (Su)	-
Lightning Lance (8d6+6 electricity damage, DC 24) (Su)	-
Lore Master (2/day) (Ex)	-
Low-Light Vision	-
Martial Performance (Oratory, Proficient, Starknife) (Ex)	-
Pillar of Light (DC 24) (Su)	-
Rage Powers (Ex)	-
Raging Song (swift action, 39 rounds/day) (Su)	-
School Understanding (6 rounds)	-

### Special Abilities

Shocking robe (1/day, DC 16)  
Skald Channel Positive Energy 8d6 (2/day, DC 24) (Su)  
Song of Strength +8 (Su)  
Song of the Fallen (Su)  
Tongues (Sp)  
Tongues (Sp)  
Versatile Evocation (10/day) (Su)  
Versatile Performance (Oratory) +18 (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 (19/day) (Su) □□□□□□□□□□

Arrows





















Daylight (3/day) □□□

Elemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su) □□□

Elemental Manipulation (16 rounds/day) (Su) □□□□□ □□□□□  
□□□□□ □

Elemental Rage, Lesser (1/rage) (Su)	<div></div>
Extend metamagic rod (lesser, 3/day)	<div><div></div><div></div><div></div></div>
Extend metamagic rod (lesser, 3/day)	<div><div></div><div></div><div></div></div>
Healer's kit	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Healer's satchel (empty, 10/day)	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Infernal Blood, Lesser (3/day) (Su)	<div><div></div><div></div><div></div></div>
Intensified metamagic rod (3/day)	<div><div></div><div></div><div></div></div>
Intensified metamagic rod (lesser, 3/day)	<div><div></div><div></div><div></div></div>
Intensified metamagic rod (lesser, 3/day)	<div><div></div><div></div><div></div></div>
Intensified metamagic rod (lesser, 3/day)	<div><div></div><div></div><div></div></div>

Invisibility (1/day)	<input type="checkbox"/>
Jingasa of the fortunate soldier (1 uses)	<input type="checkbox"/>
Lore Master (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>

Raging Song (swift action, 39 rounds/day) (Su)                    

Resist Energy (cold, 3/day) ☐☒

See Invisibility (3/day) ☐☐☐

Shocking robe (1/day, DC 16) ☐

Skald Channel Positive Energy 8d6 (2/day, DC 24) (Su) ☐☐

Slippers of spider climbing (10 minutes/day) ☐☐☐☐☐ ☐☐☐☐☐☐

## Tracked Resources

Sun-Blessed (16 HP/day) □□□□□ □□□□□  
□□□□□ □

Tindertwig □□□□□


Torch                  □□□□□ □□□□□

Trail rations ☐☐☐☐☐☐

Versatile Evocation (10/day) (Su) ☐☐☐☐☐☐ ☐☐☐☐☐☐


Wand of command undead (11 charges) ☐☐☐☐☐ ☐☐☐☐☐  
☐


[illegible]

Wand of cure moderate wounds 


[illegible][illegible]

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 (CL 4th, 30 charges) 

## Languages

Celestial	Hon-La
Common	Minatan
Draconic	Minkaian
Elven	Orc

Celestial	Hon-La
Common	Minatan
Draconic	Minkaian
Elven	Orc

## Languages

Erutaki	Skald
Giant	Sylvan
Gnome	Thassilonian
Goblin	Tien

## Spells & Powers

**Evoker (Exploiter Wizard) spells memorized** (CL 16th; concentration +23)

**Melee Touch +17 Ranged Touch +18**

**8th**—*stormbolts*<sup>APG</sup> (DC 28), *wall of lava*<sup>APG</sup>

**7th**—*limited wish*, *mage's magnificent mansion*, *greater teleport*, *umbral strike* (DC 26)

**6th**—*chain lightning* (DC 26), *explode head*<sup>OA</sup>, *furious fire barrage* (DC 26), *hellfire ray*

**5th**—*acidic spray*<sup>UM</sup> (DC 24), *cone of cold* (DC 25), *fire snake*<sup>APG</sup> (DC 25), *communal stonewall*<sup>UC</sup>, *teleport*

**4th**—*dragon's breath*<sup>APG</sup> (DC 24), *pyrotechnic eruption*<sup>HA</sup> (DC 24), *pyrotechnic eruption*<sup>HA</sup> (DC 24), *pyrotechnic eruption*<sup>UC</sup> (DC 24), *shocking image*<sup>UC</sup>

**3rd**—*fireball* (DC 23), *fireball* (DC 23), *haste*, *lightning bolt* (DC 23), *vampiric touch*, *vampiric touch*

**2nd**—*blur*, *knock*, *levitate*, *rope trick*, *scorching ray*, *visualization of the body*

**1st**—*burning hands* (DC 21), *magic missile* (2), *shield*, *shocking grasp* (6)

**0th (at will)**—*detect magic*, *light*, *mage hand*, *open/close* (DC 19), *prestidigitation*, *touch of fatigue* (DC 19)

**Skald (Sunsinger) spells known** (CL 16th; concentration +22)

**Melee Touch +17 Ranged Touch +18**

**6th (2/day)**—*greater shout* (DC 23), *veil* (DC 22)

**5th (4/day)**—*bard's escape*<sup>APG</sup>, *deafening song bolt*<sup>APG</sup>, *greater heroism*, *ki shout*<sup>UM</sup> (DC 22)

**4th (5/day)**—*brightest light*, *cure critical wounds*, *freedom of movement*, *mass ghostbane dirge*<sup>APG</sup> (DC 20), *hold monster* (DC 20)

**3rd (6/day)**—*cure serious wounds*, *jester's jaunt*<sup>APG</sup> (DC 19), *phase step*, *tiny hut*, *communal tongues*<sup>UC</sup>

**2nd (7/day)**—*cure moderate wounds*, *darkness*, *disrupt silence*<sup>UI</sup> (DC 18), *glitterdust* (DC 18), *invisibility*, *silence* (DC 18)

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

**0th (at will)**—*know direction*, *mending*, *message*, *open/close* (DC 16), *resistance*, *spark*<sup>APG</sup> (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<sup>B</sup>

**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

**Hometown:** Unusual Hometown (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); 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); Deafening Song Bolt (spell); Dragon's Breath (spell); Elemental Rage (special ability); Elemental Rage, Lesser (special ability); Extra Rage Power (feat); Fire Snake (spell); Ghostbane Dirge, Mass (spell); Jester's Jaunt (spell); Lingering Performance (feat); Spark (spell); Stormbolts (spell); Vanish (spell); Wall of Lava (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 / 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 / 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)
- **Champions of Balance** - Creative Destruction (feat)
- **Champions of Purity** - Celestial Totem, Lesser (special ability)
- **Curse of the Crimson Throne / Inner Sea World Guide** - Harmonic Spell (feat)
- **Divine Anthology** - Visualization of the Body (spell)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Elemental Master's Handbook** - Flumefire Rage (feat)
- **Gestalt Variant Core** - Gestalt (class)
- **Harrow Handbook** - Harrow mat (equipment)
- **Healer's Handbook** - Healer's satchel (equipment)
- **Heroes of the Darklands** - Grasp (spell)
- **Heroes of the High Court** - Enchantment Sight (spell); Speechreader's Sight (spell)
- **Horror Adventures** - Pyrotechnic Eruption (spell)