

Haldir Jhaan

Player: Richard

Male elf skald (sunsinger) 15/gestalt 15/evoker
(admixture^{APG}) 15 - CL15 - CR 44

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

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14/18	+2/+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	19/23	+4/+6	
WIS WISDOM	14	+2	
CHA CHARISMA	18/22	+4/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+9	+1	+2	+2	

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)	+13	=	+5	+4	+2	+2	
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Elven Immunities: +2 vs. enchantments, **Well Versed:** +4 vs.
bardic performance, language-dependent, and sonic

WILL (WISDOM)	+15	=	+9	+2	+2	+2	
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Elven Immunities: +2 vs. enchantments, **Well Versed:** +4 vs.
bardic performance, language-dependent, and sonic

Damage Reduction (2/-)	Elven Immunities - Sleep
Elven Immunities	Energy Resistance, Electricity (5)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	28 = 10	+8		+4		+2	+1		+3	

Touch AC	18	Flat-Footed AC	24
		BAB	Strength
			Size

CM Bonus	+11	=	+11	+0	-	-
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CM Defense	27	=	10	BAB	Strength	Dexterity	Size
				+11	+0	+4	-

Base Attack	+11	HP	165
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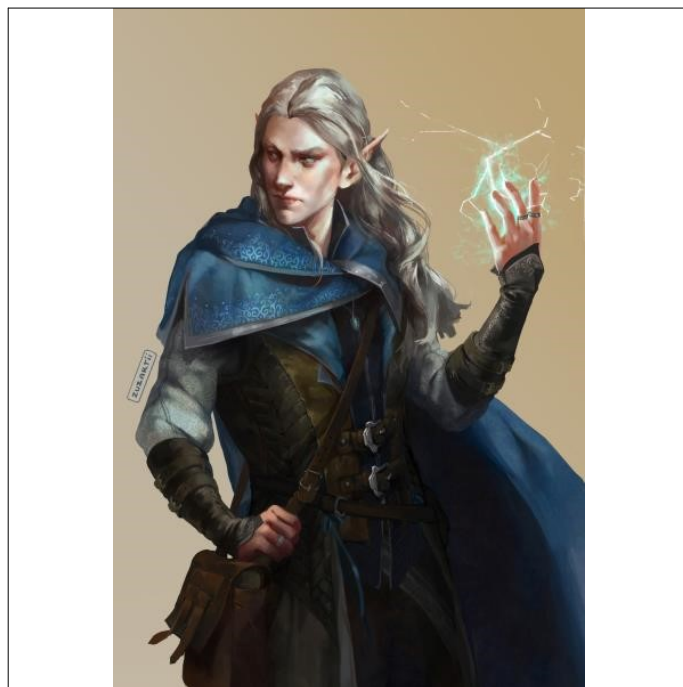
Initiative	+4	Damage / Current HP
Speed	30 ft	

+1 returning starknife

Main hand: **+12/+7/+2, 1d4+1**

Ranged: **+16, 1d4+1**

Crit: $\times 3$
Rng: 20'
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+12	DEX (4)	5	
Appraise	+11	INT (6)	2	
Bluff	+10	CHA (6)	1	
Climb	+7	STR (0)	4	
Craft (alchemy)	+11	INT (6)	2	
Craft (weapons)	+13	INT (6)	4	
Diplomacy	+24	CHA (6)	15	
Disable Device	+13	DEX (4)	7	
Disguise	+6	CHA (6)	-	
Escape Artist	+8	DEX (4)	1	
Fly	+8	DEX (4)	1	
Handle Animal	+10	CHA (6)	1	
Heal	+12	WIS (2)	8	
Healer's satchel: +2 additional circumstance bonus to treat poison, Healer's satchel: +2 additional circumstance bonus to provide first aid				
Intimidate	+18	CHA (6)	1	
Knowledge (arcana)	+17	INT (6)	1	
Knowledge (dungeoneering)	+17	INT (6)	1	
Knowledge (engineering)	+17	INT (6)	1	
Knowledge (geography)	+17	INT (6)	1	
Knowledge (history)	+17	INT (6)	1	
Knowledge (local)	+17	INT (6)	1	
Knowledge (nature)	+17	INT (6)	1	
Knowledge (nobility)	+17	INT (6)	1	
Knowledge (planes)	+17	INT (6)	1	
Knowledge (religion)	+17	INT (6)	1	
Linguistics	+16	INT (6)	7	
Perception	+22	WIS (2)	15	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Perform (dance)	+7	CHA (6)	1	
Perform (oratory)	+18	CHA (6)	9	
Perform (sing)	+19	CHA (6)	10	
Perform (string instruments)	+10	CHA (6)	1	
Profession (cook)	+6	WIS (2)	1	
Profession (sailor)	+6	WIS (2)	1	
URide	+9	DEX (4)	2	
Sense Motive	+18	WIS (2)	1	
Spellcraft	+17	INT (6)	8	
Elven Magic: +2 to identify magic item properties				
UStealth	+5	DEX (4)	1	
Survival	+6	WIS (2)	4	
USwim	+10	STR (0)	7	
Use Magic Device	+16	CHA (6)	7	

Activated Abilities & Adjustments

All Saves (Luck Bonus): +2
 Arcane Sight
 Armor Class Bonus: +1
 Bonus Hit Points: +15
 Darkvision: 60
 Saving Throw Bonus: +2
 See Invisibility
 Skald's Vigor (Fast healing 4): Inspired Rage active 2+ rds
 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 4)
 Spell Focus (Evocation)
 Varisian Tattoo (Evocation)
 Wizard Weapon Proficiencies

Traits

Rescued (Koya) (Ex)
 Sun-Blessed (15 HP/day)

Experience & Wealth

Current Cash: **9,033 gp, 5 sp**

Elven leafblade

Main hand: **+11/+6/+1, 1d4** Crit: 18-20/x2
 Light, P/S

Elven leafblade: +2 to confirm critical hits

Elven thornblade

Main hand: **+11/+6/+1, 1d6** Crit: 18-20/x2
 Both hands: **+11/+6/+1, 1d6** 1-hand, P/S

Elven thornblade: +2 to confirm critical hits

Handaxe

Main hand: **+11/+6/+1, 1d6** Crit: x3
 Light, S

Longbow

Ranged, both hands: **+15/+10/+5, 1d8** Crit: x3
 Rng: 100'
 2-hand, P

Ranged touch attack

Ranged: **+15, As Spell** Crit: x2
 Light

Suishen, guardian of the amatatsu

Main hand: **+8/+3/-2, 1d8 plus** Crit: 18-20/x2
1d6 fire 1-hand, S, Deadly

Both hands: **+8/+3/-2, 1d8 plus**
1d6 fire

Touch attack

Main hand: **+11, As Spell** Crit: x2
 Light

Unarmed strike

Main hand: **+11/+6/+1, 1d3** Crit: x2
nonlethal Light, B, Nonlethal

Gear

Total Weight Carried: 251.5/100 lbs,
Encumbrance Ignored
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 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
 Bedroll 5 lbs
 Belt of incredible dexterity +4 1 lb
 Belt pouch (empty) 0.5 lbs
 Belt pouch (empty) 0.5 lbs

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: All Saves (Luck Bonus): +2 Luck; Arcane Sight; Armor Class Bonus: +1 Luck Bonus; Bonus Hit Points: +15; Darkvision: 60; Saving Throw Bonus: +2 All Saves; See Invisibility; Tongues; Tongues;

Gear

Total Weight Carried: 251.5/100 lbs,

Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 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 (lesser, 3/day)	5 lbs
Intensified metamagic rod (lesser, 3/day)	5 lbs
Iron 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
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

Gear

Total Weight Carried: 251.5/100 lbs,

Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 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 (18/day) (Su)
Arcane Sight (Sp)
Bardic Knowledge +7 (Ex)
Celestial Totem, Lesser (Su)
Channel Solar Energy
Darkvision (60 feet)
[N/A] Defending
Dimensional Slide (150 feet) (Su)
Dirge of Doom (30 ft.) (Su)
Elemental Blood (Su)
Elemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)
Elemental Manipulation (15 rounds/day) (Su)
Elemental Rage (Electricity) (Su)
Elemental Rage, Lesser (1/rage) (Su)
Elven Magic
Expanded Versatility (, Intimidate) (Ex)
Fast Healing 4 (Ex)
Improved Uncanny Dodge (Lv >= 19) (Ex)
Infernal Blood, Lesser (3/day) (Su)
Inspired Rage (+4 Str/Con, +4 Will, -1 AC) (Su)
Intense Spells (+7 damage) (Su)
Lightning Lance (8d6+6 electricity damage, DC 23) (Su)
Lore Master (2/day) (Ex)
Low-Light Vision
Martial Performance (Oratory, Proficient, Starknife) (Ex)
Pillar of Light (DC 23) (Su)
Rage Powers (Ex)
Raging Song (swift action, 37 rounds/day) (Su)
School Understanding (6 rounds)
Shocking robe (1/day, DC 16)
Skald Channel Positive Energy 8d6 (2/day, DC 23) (Su)
Song of Strength +7 (Su)
Song of the Fallen (Su)
Tongues (Sp)

Spells & Powers

Evoker (Exploiter Wizard) spells memorized (CL 15th; concentration +21)

Melee Touch +11 Ranged Touch +15

8th—*stormbolts*^{APG} (DC 25)

7th—*limited wish*, *greater teleport*

6th—*chain lightning* (DC 23), *explode head*^{OA}, *furious fire barrage* (DC 23), *hellfire ray*

5th—*acidic spray*^{UM} (DC 21), *cone of cold* (DC 22), *cone of cold* (DC 22), *fire snake*^{APG} (DC 22), *communal stonesskin*^{UC}

4th—*dragon's breath*^{APG} (DC 21), *pyrotechnic eruption*^{HA} (DC 21), *pyrotechnic eruption*^{HA} (DC 21), *shocking image*^{UC}, *stonesskin*

3rd—*dispel magic*, *fireball* (DC 20), *haste*, *communal resist energy*^{UC}, *vampiric touch*

2nd—*glitterdust* (DC 18), *knock*, *levitate*, *rope trick*, *scorching ray*, *visualization of the body*

1st—*burning hands* (DC 18), *magic missile* (2), *shield*, *shocking grasp* (6)

0th (at will)—*detect magic*, *disrupt undead*, *light*, *mage hand*, *prestidigitation*, *touch of fatigue* (DC 16)

Skald (Sunsinger) spells known (CL 15th; concentration +21)

Melee Touch +11 Ranged Touch +15

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

4th (5/day)—*brightest light*, *cure critical wounds*, *freedom of movement*, *mass ghostbane dirge*^{APG} (DC 20)

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

2nd (7/day)—*cure moderate wounds*, *darkness*, *disrupt silence*^{UI} (DC 18), *ghostbane dirge*^{APG} (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); 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 (spell); Ghostbane Dirge, Mass (spell); Jester's Jaunt (spell); Lingering Performance (feat); Spark (spell); Stormbolts (spell); Vanish (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 (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 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)
- **Inner Sea Gods** - Safecamp wagon (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Skald