

Haldir Jhaan

Player: Richard

Male elf skald (sunsinger) 19/gestalt 19/evoker
(admixture^{APG}) 19 - CL19 - CR 56

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

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
DEX DEXTERITY	14/18	+2/+4	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
CON CONSTITUTION	12	+1	
Stone of good luck (Luckstone): +1 Luck bonus on ability checks			
INT INTELLIGENCE	20/24	+5/+7	
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)	+21	=	+11	+1	+8	+1	
Cold weather outfit: +5 circumstance bonus vs. cold weather, Elven Immunities: +2 vs. enchantments, Bard: Inspire Courage: +4 morale bonus vs. charm and fear, Well Versed: +4 vs. bardic performance, language-dependent, and sonic							
REFLEX (DEXTERITY)	+21	=	+6	+4	+8	+3	
Elven Immunities: +2 vs. enchantments, Bard: Inspire Courage: +4 morale bonus vs. charm and fear, Well Versed: +4 vs. bardic performance, language-dependent, and sonic							
WILL (WISDOM)	+22	=	+11	+2	+8	+1	
Elven Immunities: +2 vs. enchantments, Bard: Inspire Courage: +4 morale bonus vs. charm and fear, Well Versed: +4 vs. bardic performance, language-dependent, and sonic							

Damage Reduction (3/-)	Elven Immunities - Sleep
Elven Immunities	Energy Resistance, Electricity (5)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	34	=	10	+8		+4		+2	+5	+2	+3

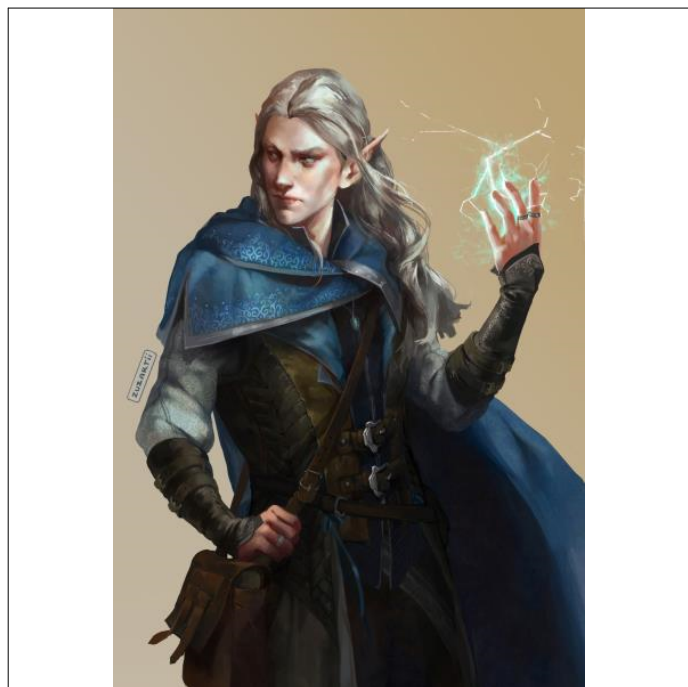
Touch AC	24	Flat-Footed AC	28	
		BAB	Strength	Size
				Misc

CM Bonus	+20	=	+14	+0	-	-
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CM Defense	36	=	10	+14	+0	+4	-
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Base Attack	+14	HP	208
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Initiative	+5	Damage / Current HP
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (4)	7	
Speed greater/less than 30 ft.: +12 to jump				
Appraise	+13	INT (7)	2	
Bluff	+12	CHA (6)	2	
Climb	+8	STR (0)	4	
Craft (alchemy)	+15	INT (7)	4	
Craft (blacksmith)	+14	INT (7)	3	
Craft (weapons)	+16	INT (7)	5	
Diplomacy	+29	CHA (6)	19	
Disable Device	+15	DEX (4)	8	
Disguise	+11	CHA (6)	4	
Escape Artist	+11	DEX (4)	3	
Fly	+12	DEX (4)	4	
Handle Animal	+13	CHA (6)	3	
Heal	+15	WIS (2)	10	
Healer's satchel: +2 additional circumstance bonus to treat poison, Healer's satchel: +2 additional circumstance bonus to provide first aid				
Intimidate	+21	CHA (6)	1	
Knowledge (arcana)	+21	INT (7)	1	
Knowledge (dungeoneering)	+21	INT (7)	1	
Knowledge (engineering)	+21	INT (7)	1	
Knowledge (geography)	+21	INT (7)	1	
Knowledge (history)	+21	INT (7)	1	
Knowledge (local)	+21	INT (7)	1	
Knowledge (nature)	+21	INT (7)	1	
Knowledge (nobility)	+21	INT (7)	1	
Knowledge (planes)	+21	INT (7)	1	
Knowledge (religion)	+21	INT (7)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Linguistics	+18	INT (7)	7	
Perception	+27	WIS (2)	19	
Perform (dance)	+8	CHA (6)	1	
Perform (oratory)	+21	CHA (6)	11	
Perform (sing)	+20	CHA (6)	10	
Perform (string instruments)	+12	CHA (6)	2	
Profession (cook)	+7	WIS (2)	1	
Profession (sailor)	+8	WIS (2)	2	
 Ride	+10	DEX (4)	2	
Sense Motive	+21	WIS (2)	1	
Sleight of Hand	+7	DEX (4)	2	
Spellcraft	+21	INT (7)	10	
Elven Magic: +2 to identify magic item properties				
Stealth	+16	DEX (4)	11	
Survival	+13	WIS (2)	10	
Swim	+11	STR (0)	7	
Use Magic Device	+21	CHA (6)	11	

Activated Abilities & Adjustments

Arcane Sight
Armor Class Bonus: +1
Bard: Inspire Courage: +4
Blessing of Fervor: Attack, AC and Ref Bonus: +2
Bonus Hit Points: +18
Darkvision: 60
Haste
Saving Throw Bonus: +2
See Invisibility
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
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skald's Vigor (Fast healing 6)
Spell Focus (Evocation)

Experience & Wealth

Current Cash: **13,223 gp, 5 sp**

Feats

Varisian Tattoo (Evocation)
Wizard Weapon Proficiencies

Traits

Rescued (Koya) (Ex)
Sun-Blessed (19 HP/day)

+1 returning starknife

Main hand: **+21/+21/+16/+11, 1d4+5** Crit: x3
Rng: 20'
Ranged: **+25/+25, 1d4+5** Light, P

Elven leafblade

Main hand: **+20/+20/+15/+10, 1d4+4** Crit: 18-20/x2
Light, P/S

Elven leafblade: +2 to confirm critical hits

Elven thornblade

Main hand: **+20/+20/+15/+10, 1d6+4** Crit: 18-20/x2
1-hand, P/S

Both hands: **+20/+20/+15/+10, 1d6+4**

Elven thornblade: +2 to confirm critical hits

Handaxe

Main hand: **+20/+20/+15/+10, 1d6+4** Crit: x3
Light, S

Longbow

Ranged, both hands: Crit: x3
+24/+24/+19/+14, 1d8+4 Rng: 100'
2-hand, P

Ranged touch attack

Ranged: **+24, As Spell** Crit: x2
Light

Suishen, guardian of the amatatsu

Main hand: **+17/+17/+12/+7, 1d8+4 plus 1d6 fire** Crit: 18-20/x2
1-hand, S, Deadly

Both hands: **+17/+17/+12/+7, 1d8+4 plus 1d6 fire**

Touch attack

Main hand: **+20, As Spell** Crit: x2
Light

Unarmed strike

Main hand: **+20/+20/+15/+10, 1d3+4 nonlethal** Crit: x2
Light, B, Nonlethal

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Arcane Sight;; Armor Class Bonus: +1 Luck Bonus; Bard: Inspire Courage: +4; Blessing of Fervor: Attack, AC and Ref Bonus: +2; Bonus Hit Points: +18; Darkvision: 60; Haste;; Saving Throw Bonus: +2 All Saves; See Invisibility;; Tongues;

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Gear	
Total Weight Carried: 264.5/100 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
Blanket, winter	3 lbs
Bracers of armor +8	1 lb
Campfire bead	-
Candle x10	-
Candle lamp	1 lb
Cleats	2 lbs
Cloak of resistance +4	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
Ioun 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	-
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

Gear	
Total Weight Carried: 264.5/100 lbs, Encumbrance Ignored	
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 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
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 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 (22/day) (Su)	
Arcane Sight (Sp)	
Bardic Knowledge +9 (Ex)	
Celestial Totem, Lesser (Su)	
Channel Solar Energy	
Darkvision (60 feet)	
[N/A] Defending	
Dimensional Slide (190 feet) (Su)	
Dirge of Doom (30 ft.) (Su)	
Elemental Blood (Su)	
Elemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)	
Elemental Manipulation (19 rounds/day) (Su)	
Elemental Rage (Electricity) (Su)	
Elemental Rage, Greater: Electricity (Su)	
Elemental Rage, Lesser (1/rage) (Su)	
Elven Magic	
Expanded Versatility (, Diplomacy) (Ex)	
Expanded Versatility (, Intimidate) (Ex)	
Flame Arc (10d6+6 fire damage, DC 25) (Su)	

Special Abilities

- Ghost Rager +6 (Su)
- Improved Uncanny Dodge (Lv >= 23) (Ex)
- Infernal Blood, Lesser (3/day) (Su)
- Inspired Rage (+6 Str/Con, +5 Will, -1 AC) (Su)
- Intense Spells (+9 damage) (Su)
- Lightning Lance (10d6+6 electricity damage, DC 25) (Su)
- Lore Master (3/day) (Ex)
- Low-Light Vision
- Martial Performance (Oratory, Proficient, Starknife) (Ex)
- Mighty Swing (1/rage) (Ex)
- Pillar of Light (DC 25) (Su)
- Rage Powers (Ex)
- Raging Song (swift action, 45 rounds/day) (Su)
- School Understanding (6 rounds)
- Shocking robe (1/day, DC 16)
- Skald Channel Positive Energy 10d6 (3/day, DC 25) (Su)
- Song of Strength +9 (Su)
- Song of the Fallen (Su)
- Tongues (Sp)
- Versatile Evocation (10/day) (Su)
- Versatile Performance (Oratory) +21 (Ex)
- Well Versed (Ex)

Spell-Like Abilities

Dancing Lights (3/day)	☐☐☐
See Invisibility	

Tracked Resources

+1 returning starknife		<input type="checkbox"/>
Air Walk (3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Akumi's bonsai (1/day)		<input type="checkbox"/>
Arcane Reservoir +2 DC or CL (22/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"/>	
Arrows	<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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Daylight (3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Divination (Perform DC20, 1/day)		<input type="checkbox"/>
Elemental Blood, Lesser (1d6 cold, Cold, 3/day) (Su)		<input type="checkbox"/> <input type="checkbox"/>
Elemental Manipulation (19 rounds/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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Elemental Rage, Lesser (1/rage) (Su)		<input type="checkbox"/>
Extend metamagic rod (lesser, 3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Extend metamagic rod (lesser, 3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<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"/>	
Healer's satchel (empty, 10/day)	<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"/>	
Infernal Blood, Lesser (3/day) (Su)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intensified metamagic rod (3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intensified metamagic rod (lesser, 3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intensified metamagic rod (lesser, 3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intensified metamagic rod (lesser, 3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Invisibility (1/day)		☐
Jingasa of the fortunate soldier (1 uses)		☐
Karyukai tea set (1/day)		☐
Legend Lore (Perform DC20, 1/day)		☐
Lore Master (3/day) (Ex)		☐☐☐
Mighty Swing (1/rage) (Ex)		☐
Raging Song (swift action, 45 rounds/day) (Su)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Resist Energy (cold, 3/day)		☐☐☐
Scrying (Perform DC20, 1/day)		☐
See Invisibility (3/day)		☐☐☐
Shocking robe (1/day, DC 16)		☐
Skald Channel Positive Energy 10d6 (3/day, DC 25) (Su)		☐☐☐
Slippers of spider climbing (10 minutes/day)	☐☐☐☐☐	☐☐☐☐☐
Sun-Blessed (19 HP/day)	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐
Tindertwig		☐☐☐☐☐
Torch	☐☐☐☐☐	☐☐☐☐☐
Trail rations		☐☐☐☐☐ ☐
Versatile Evocation (10/day) (Su)	☐☐☐☐☐	☐☐☐☐☐
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	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Tracked Resources

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
Erutaki	Skald
Giant	Sylvan
Gnome	Thassilonian
Goblin	Tien

Spells & Powers

Evoker (Exploiter Wizard) spells memorized (CL 19th; concentration +26)

Melee Touch +20 **Ranged Touch** +24

9th—*massacre*^{HA} (DC 26), *transmute blood to acid*^{UM} (DC 26), *wish*

8th—*rain of arrows* (DC 25), *stormbolts*^{APG} (DC 26), *wall of lava*^{APG}

7th—*delayed blast fireball* (DC 25), *limited wish*, *mage's magnificent mansion*, *greater teleport*, *umbral strike* (DC 24)

6th—*chain lightning* (DC 24), *explode head*^{OA}, *explode head*^{OA}, *furious fire barrage* (DC 24), *hellfire ray*

5th—*acidic spray*^{UM} (DC 22), *cone of cold* (DC 23), *fire snake*^{APG} (DC 23), *communal stonewall*^{UC}, *teleport*

4th—*dragon's breath*^{APG} (DC 22), *pyrotechnic eruption*^{HA} (DC 22), *pyrotechnic eruption*^{HA} (DC 22), *pyrotechnic eruption*^{HA} (DC 22), *shocking image*^{UC}

3rd—*fireball* (DC 21), *fireball* (DC 21), *haste*, *lightning bolt* (DC 21), *vampiric touch*, *vampiric touch*

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

1st—*burning hands* (DC 19), *magic missile* (2), *shield*, *shocking grasp* (6)

0th (at will)—*detect magic*, *light*, *mage hand*, *open/close* (DC 17), *prestidigitation*, *touch of fatigue* (DC 17)

Spells & Powers

Skald (Sunsinger) spells known (CL 19th; concentration +25)

Melee Touch +20 **Ranged Touch** +24

6th (5/day)—*mass cure moderate wounds*, *dirge of the victorious knights*^{ISWG} (DC 22), *greater shout* (DC 23), *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)

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); Fire Snake (spell); Ghostbane Dirge, Mass (spell); Jester's Jaunt (spell); Lingering Performance (feat); Spark (spell); Stormbolts (spell); Thundering Drums (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 / 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)
- **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)