

Fëanor Falassion

Wild Elf, Rogue 2nd / Druid 5th / Fochlucan Lyryst 5th (Neutral Good)

Str 10, Dex 16, Con 11, Int 16, Wis 18, Cha 20



Racial Traits: Wild Elf

Low-Light Vision (Ex): Double seeing distance in low light
 Immune to sleep spells and effects (Ex)
 +2 racial bonus on saves against enchantment spells and effects
 +2 racial bonus on Will saves against spells and spell-like effects
 +2 racial bonus on Listen, Search & Spot Checks
 Automatic Search check when passing within 5 ft. of hidden doors

Class Features: Rogue 2nd

Sneak Attack: +1d6 damage
 Trapfinding
 Evasion (Ex): Take no damage on successful Reflex save

Class Features: Druid 5th

Animal Companion (Ex)
 Cannot cast spells of opposed alignment
 Spontaneous Casting
 Nature Sense (Ex): +2 on Knowledge (nature) & Survival checks
 Wild Empathy (ex): 1d20+10
 Woodland Stride (Ex)
 Trackless Step (Ex)
 Resist Nature's Lure (Ex): +4 vs spell-like of Fey
 Wild Shape (Su): 1x per Day, Up to 5 hrs

Class Features: Fochlucan Lyryst 5th

+5 level to Bard and Druid Spells
 Bardic Knowledge: 1d20+8
 Bardic Music 5x / Day: < OOOOO >
 • Countersong: Counter magical effects that depend on sound
 • Fascinate up to 2 creatures, max. 5 rounds
 • Inspire Courage: +1 on attacks & weapon damage
 • Inspire Courage: +1 on saves vs Charm & Fear effects
 • Inspire Competence: Ally gets +2 on skill check (max. 2 min)

Conditional Skill Bonuses

+2 on Disguise to act in character [Bluff]
 +2 on Survival in aboveground natural env. [Knowledge - Nature]
 +2 on Survival when following tracks [Search]
 +2 on Use Magic Device involving scrolls [Decipher Script]

CHARACTER STATUS

No errors detected

hp 48

Initiative	+7
Speed	30 ft.
AC	24
Touch/Flatfooted	14/20
Dmg Reduction	0

Spellpower

Resistance	0
Penetration	17

Saves

Fortitude	+5
Reflex	+11
Will	+12

Special Attacks

Grapple	+9
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Languages

Common, Elf, Gnome, Halfling, Dwarf

Money

2500 gp

Equipment

Elven Chain+2 No Shield

Amulet of Natural Armor +3

Fang

Thaas

Attacks

Ranged: Thaas+1

+13/+8 1d8+1 /20 (x3)

Desc: +1 cold iron evil outsider bane longbow, sense demons, obstruct summoning lesser

One-Handed: Fang+2

+14/+9 1d4+2 /19-20 (x2)

Desc: +2 Defending Dagger

Skills

Appraise	5	Ride	10
Balance	1	Search	10
Bluff	10	Sense Motive	18
Climb	-2	Sleight of Hand	5
Concentration	0	Speak Language	5
Decipher Script	10	Spellcraft	5
Diplomacy	20	Spot	12
Disable Device	5	Survival	12+
Disguise	5+2	Swim	-2
Escape Artist	1	Tumble	-
Forgery	3	Use Magic Device	6+2
Gather Information	20	Use Rope	4
Handle Animal	8	Perform - String Inst.	15
Heal	4	Knowledge - Nature	15
Hide	6	Perform - Sing	15
Intimidate	7		
Jump	-2		
Listen	10		
Move Silently	5		
Open Lock	6		

Feats

Improved Initiative
 Dodge
 Natural Spell
 Extra Wild Shape (x2)
 Weapon Finesse

Wand of Cure Moderate Wounds (50)

Lyre of Orphëus (1 bardic music per song)
 Brahm's Lullaby: Sleep, up to 6HD, save = Perform

Charms +2 Dex, Wis, Chr, Con, Str,
 Periapt vs Poison (100% Poison Resistance)

Chip: (Monkey animal companion)
 Str: 4, Dex 20, Con 10, Int 4, Wis 12, Chr 6

Eruption: Sonic Blast 10', 6d6, save = Perform
 I Will Survive: Cure 2d8+Perform, all allies

Init +8, 30"/30, AC 22, hp 22, For: 4, Ref: 8, Will: 2
 Balance, Climb, Hide +10;

Dragula: Fear 60' Save = Perform

Listen, Spot, Sleight of Hand +5
 Share spells, Evasion

SPELL PLANNER for Bard

EFFECTIVE LEVEL **5** = **5** Base Adj.

Spells per Day:	3	5	2							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:	6	4	3							
Difficulty Class:	15	16	17							

LEGEND Fëanor Falassion
 *: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**issmissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range	Close: 35'
	Medium: 150'
	Long: 600'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 2:												
<input type="checkbox"/>	2	Tongues	D	VM/DF	1 action	Touch	Creature touched	50 min	Will neg [DC17]	No	Speak any language	p.294
<input type="checkbox"/>	2	Silence	I	VS	1 action	Long	20' radius emanation	5 min (D)	see text	*	Negates sound in 20-ft. radius	p.279
<input type="checkbox"/>	2	Detect Thoughts	D	VSF/DF	1 action	60 ft.	Cone-shaped emanation	5 min (Conc)	Will neg [DC17]	No	Allows 'listening' to surface thoughts	p.220
LEVEL 1:												
<input type="checkbox"/>	1	Feather Fall	T	V	1 free action	Close	5 falling obj/crt inside 20'	Land or 5 rd	Will neg [DC16]	Yes	Objects and/or creatures fall at 60'/round	p.229
<input type="checkbox"/>	1	Identify	D	VSDF	1 hour	Touch	One touched object	Instant	None	No	Determines all features of one magic item	p.243
<input type="checkbox"/>	1	Comprehend Languages	D	VSM/DF	1 action	Personal	You	50 min	Will neg [DC16]	Yes	Understands all spoken and written languages touched	p.212
<input type="checkbox"/>	1	Undetectable Alignment	A	VS	1 action	Close	One creature or object	24 hr	Will neg [DC16]	Yes	Conceals alignment	p.297
BARD - CANTRIPS:												
<input type="checkbox"/>	0	Light	EV	VM/DF	1 action	Touch	Object touched	50 min (D)	None	No	Object shines like a torch	p.248
<input type="checkbox"/>	0	Open/Close	T	VSF	1 action	Close	1 portal / obj max 30 lb.	Instant	Will neg [DC15]	Yes	Opens or closes small or light things	p.258
<input type="checkbox"/>	0	Message	T	VSF	1 action	Medium	5 creatures	50 min	None	No	Whispered conversation at distance	p.253
<input type="checkbox"/>	0	Prestidigitation	U	VS	1 action	10 ft.	see text	1 hour	see text	No	Performs minor tricks	p.264
<input type="checkbox"/>	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
<input type="checkbox"/>	0	Lullaby	EN	VS	1 action	Medium	Creatures inside 10' rad.	Conc. +5 rd	Will neg [DC15]	Yes	Target drowsy; -5 on Spot & Listen chk, -2 on Will saves vs sleep	p.249

SPELL PLANNER for
Druid

EFFECTIVE LEVEL **10** = **10** **Base** **Adj.**
Total

Spells per Day:	6	5	5	4	4	2				
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18	19				

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Range
 Close: 50'
 Medium: 200'
 Long: 800'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 5:										
	☐☐	5 Cure Critical Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 4d8+10 damage	p.215
	☐☐	5 Stoneskin	A	VSM	1 action	Touch	Creature touched	100 min/Dis	Will neg [DC19]	Yes	Stops blows, cuts, stabs, and slashes	p.285
		LEVEL 4:										
	☐☐☐☐	4 Reincarnate	T	VSMDF	10 min	Touch	Dead creature touched	Instant	None	Yes	Brings dead subject back in a random body	p.270
	☐☐☐☐	4 Flame Strike	EV	VSDF	1 action	Medium	Cylinder (10' rad., 40' high)	Instant	Ref half [DC18]	Yes	Smites foes with 10d6 of divine fire	p.231
	☐☐☐☐	4 Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+10	p.223
	☐☐☐☐	4 Freedom of Movement	A	VSMDF	1 action	Touch	You or target creature	100 min	Will neg [DC18]	Yes	Subject moves normally despite impediments	p.233
		LEVEL 3:										
	☐☐☐☐	3 Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+10 damage	p.216
	☐☐☐☐	3 Neutralize Poison	C	VSM/DF	1 action	Touch	Crt or obj. max 10 ³	100 min	Will neg [DC17]	Yes	Detoxifies venom in or on subject	p.257
	☐☐☐☐	3 Remove Disease	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC17]	Yes	Cures all diseases affecting subject	p.271
	☐☐☐☐	3 Daylight	EV	VS	1 action	Touch	Object touched	100 min (D)	None	No	60-ft. radius of bright light	p.216
		LEVEL 2:										
	☐☐☐☐☐	2 Restoration, Lesser	C	VS	3 rd	Touch	Creature touched	Instant	Will neg [DC16]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
	☐☐☐☐☐	2 Resist Energy	A	VSDF	1 action	Touch	Creature touched	100 min	Fort neg [DC16]	Yes	Energy resistance 20 against energy type chosen	p.272
	☐☐☐☐☐	2 Tree Shape	T	VSDF	1 action	Personal	You	10 hr (D)			You look exactly like a tree	p.296
	☐☐☐☐☐	2 Barkskin	T	VSDF	1 action	Touch	Living creature touched	100 min	None	Yes	Grants +4 natural armor bonus	p.203
	☐☐☐☐☐	2 Flaming Sphere	EV	VSM/DF	1 action	Medium		10 rd	Ref neg [DC16]	Yes	Rolling ball of fire, 2d6 damage	p.232
		LEVEL 1:										
	☐☐☐☐☐	1 Obscuring Mist	C	VS	1 action	20 ft.		10 min	None	No	Fog surrounds you	p.258
	☐☐☐☐☐	1 Charm Animal	EN	VS	1 action	Close	One animal	10 hr	Will neg [DC15]	Yes	Makes one animal your friend	p.208
	☐☐☐☐☐	1 Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC15]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
	☐☐☐☐☐	1 Entangle	T	VSDF	1 action	Long	Plants in 40' rad spread	10 min (D)	Ref part [DC15]	No	Plants entangle everyone in 40-ft.-radius spread	p.227
	☐☐☐☐☐	1 Longstrider	T	VSM	1 action	Personal	You	10 hr (D)			Base land speed increases by 10 ft.	p.249
		DRUID - ORISONS:										
	☐☐☐☐☐☐	0 Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 20 gallons of pure water	p.215
	☐☐☐☐☐☐	0 Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	☐☐☐☐☐☐	0 Know Direction	D	VS	1 action	Personal	You	Instant			You discern north	p.246
	☐☐☐☐☐☐	0 Purify Food and Drink	T	VS	1 action	10 ft.	10 ³ of food & water.	Instant	Will neg [DC14]	Yes	Purifies food and water	p.267
	☐☐☐☐☐☐	0 Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	10 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
	☐☐☐☐☐☐	0 Detect Poison	D	VS	1 action	Close	One crt, object, 5 ³	Instant	None	No	Detects poison in one creature or small object	p.219