

# Fëanor Falassion

Wild Elf, Rogue 2nd / Druid 5th / Fochlucan Lyrist 5th (Neutral Good)  
Str 10, Dex 16, Con 11, Int 16, Wis 18, Cha 20

Hit Points (hp)	<b>48</b>	Initiative	<b>+7</b>	Grapple	<b>+9</b>	Damage Reduction	
Spell Penetration	<b>17</b>	Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	<b>0</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
Ranged	Thaas+1	<b>+13/+8</b>	<b>1d8+1</b>	20 (x3)	Desc: +1 cold iron evil outsider bane longbow, sense demons, obstruct summoning lesser
One-Handed	Fang+2	<b>+14/+9</b>	<b>1d4+2</b>	19-20 (x2)	Desc: +2 Defending Dagger

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>24</b>	14 / 20	Elven Chain+2 / None		+5	+11	+12

Skills	Abilities
<b>=FRONT!</b> Ai28	5
Balance	1
Bluff	10
Climb	-2
Concentration	0
Decipher Script	10
Diplomacy	20
Disable Device	5
Disguise	5+2
Escape Artist	1
Forgery	3
Gather Information	20
Handle Animal	8
Heal	4
Hide	6
Intimidate	7
Jump	-2
Listen	10
Move Silently	5
Open Lock	6
Ride	10
Search	10
Sense Motive	18
Sleight of Hand	5
Speak Language	5
Spellcraft	5
Spot	12
Survival	12+4
Swim	-2
Tumble	-
Use Magic Device	6+2
Use Rope	4
Perform - String Inst.	15
Knowledge - Nature	15
Perform - Sing	15



<b>Languages</b>	Common, Elf, Gnome, Halfling, Dwarf
<b>Money</b>	2500 gp      sp

Feats
Improved Initiative +4 bonus on Initiative checks
Dodge +1 dodge bonus to AC against selected target
Natural Spell Cast spells while in wild shape
Extra Wild Shape (x2)
Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls

Equipment
Fang, Thaas, , , , ,
, , , , , ,
<b>Magic Items</b>
Amulet of Natural Armor +3
Lyre of Orphëus (1 bardic music per song)
• Brahm's Lullaby: as Sleep, up to 6HD, save = Perform Check
• Eruption: Sonic Blast 10' radius, 6d6 dmg, save = Perform Check
• I Will Survive: Cure moderate wounds (2d8+8), all allies
Wand of Cure Moderate Wounds (50), Charms +2 Dex, Wis, Chr, Con, Str, Periapt vs Poison
<b>Chip: (Monkey animal companion)</b>
Init +8, Move 30//30, AC 22, hp 22, For: 4, Ref: 8, Will: 2
Str: 4, Dex 20, Con 10, Int 4, Wis 12, Chr 6
Balance, Climb, Hide +10; 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.
<b>LEVEL 2:</b>												
<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
<b>LEVEL 1:</b>												
<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
<b>BARD - CANTRIPS:</b>												
<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**

<b>EFFECTIVE LEVEL</b>	<b>10</b>	=	<b>10</b>	
	Total		Base	Adj.

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

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

<b>Range</b>	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.
		<b>LEVEL 5:</b>										
	☐☐	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
		<b>LEVEL 4:</b>										
	☐☐☐☐	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
		<b>LEVEL 3:</b>										
	☐☐☐☐	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 <sup>3</sup>	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
		<b>LEVEL 2:</b>										
	☐☐☐☐☐	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
		<b>LEVEL 1:</b>										
	☐☐☐☐☐	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
		<b>DRUID - ORISONS:</b>										
	☐☐☐☐☐☐	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 <sup>3</sup> 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 <sup>3</sup>	Instant	None	No	Detects poison in one creature or small object	p.219