

Teresia, Dove of the Morning

Female human (Chelaxian) skald (battle scion) 1 - CR 1/2
 Neutral Good Humanoid (Human); Deity: **Shelyn**; Age: **19**;
 Height: **5' 4"**; Weight: **140 lb.**; Eyes: **Green**; Hair: **Auburn**;
 Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
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FORTITUDE (CONSTITUTION)	+2	=	+2				
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Courageous: +2 trait bonus vs. fear

REFLEX (DEXTERITY)	+0	=					
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Courageous: +2 trait bonus vs. fear

WILL (WISDOM)	+3	=	+2	+1			
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Courageous: +2 trait bonus vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=	+3						

Touch AC 10	Flat-Footed AC 13
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BAB Strength Size Misc

CM Bonus +1	=	-	+1	-	-
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CM Defense 11	=	10	-	+1	+0	-
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BAB Strength Dexterity Size

Base Attack	+0	HP	8
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Initiative	+0	Damage / Current HP
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Speed	30 ft
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Battleaxe

Main hand: **+1, 1d8+1** Crit: **x3**
 Both hands: **+1, 1d8+1** 1-hand, S

Cat-o'-nine-tails

Main hand: **+1, 1d4+1 nonlethal** Crit: **x2**
 Light, S, Disarm,

Parade armor

+3

Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (0)	-	
Appraise	+2	INT (2)	-	
Bluff	+8	CHA (4)	1	
		Charming: +1 vs. characters who could be attracted to you		
Climb	+0	STR (1)	-	
Diplomacy	+10	CHA (4)	1	
		Parade armor: +2 circumstance bonus vs. people from chosen country, Charming: +1 vs. characters who could be attracted to you		
Disguise	+4	CHA (4)	-	
Escape Artist	-1	DEX (0)	-	
Fly	-1	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+10	CHA (4)	1	
		Parade armor: +2 circumstance bonus vs. people from chosen country		
Knowledge (history)	+7	INT (2)	1	
Knowledge (local)	+7	INT (2)	1	
Knowledge (nobility)	+7	INT (2)	1	
Perception	+5	WIS (1)	1	
Perform (sing)	+8	CHA (4)	1	
Ride	-1	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-1	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	+0	STR (1)	-	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Martial Weapon Proficiency - All

Feats

Persuasive
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skald's Vigor (Fast healing 2)

Traits

Charming
Courageous

Gear

**Total Weight Carried: 29.3/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Artisan's outfit (Free)	-
Battleaxe	6 lbs
Cat-o'-nine-tails	1 lb
Money	2.28 lbs
Parade armor	20 lbs

Special Abilities

Bardic Knowledge +1 (Ex)
Courtly Presence (Ex)
Inspired Rage (+2 Str/Con, +1 Will, -1 AC) (Su)
Raging Song (standard action, 7 rounds/day) (Su)

Tracked Resources

Raging Song (standard action, 7 rounds/day) (Su)

Languages

Common	Skald
Elven	

Spells & Powers

Skald (Battle Scion) spells known (CL 1st; concentration +5)

Melee Touch +1 Ranged Touch +0

1st (2/day)—*adoration*^{UC}, *aspect of the nightingale*

0th (at will)—*daze* (DC 14), *sift*^{APG}, *summon instrument*, *unwitting ally*^{APG} (DC 14)

Background

"Her voice can soothe the lion, shatter the glass, and enrage the sheep." - Avaren Starwind, Herald of Rosala. Teresia was born of privilege and excess. She wanted for nothing and received everything in droves. Raised amongst the most influential Houses in Cheliox, Teresia performed in esteemed courts from an early age. Her voice was extraordinary; tears poured from countless eyes upon hearing her intoxicating voice. As she blossomed, hopeful suitors courted her endlessly, never succeeding. Teresia learned from her father, a masterful tactician, that love was only a weakness that a strong ruler could not afford to have. And to afford the glories of every kingdom in Golarion was her only wish.

Experience & Wealth

Experience Points: 0/2,000
Current Cash: 114 gp

Sourcebooks Used

- **Advanced Class Guide** - Skald (class); Skald's Vigor (feat)
- **Advanced Player's Guide** - Sift (spell); Unwitting Ally (spell)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Charming (trait); Courageous (trait)
- **Adventurer's Armory / Ultimate Equipment** - Parade armor (armor)
- **Adventurer's Armory 2 / Pirates of the Inner Sea / Skull & Shackles** - Cat-o'-nine-tails (weapon)
- **Inner Sea Gods / Jade Regent** - Aspect of the Nightingale (spell)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option); Skald (language)
- **Ultimate Combat** - Adoration (spell)
- **Ultimate Intrigue** - Battle Scion (archetype)