

Tea'a

Female half-elf (elf-raised) (Spireborn) medium 6 - CR 5
 Chaotic Good Humanoid (Elf, Human); Atheist; Age: 24;
 Height: 5' 9"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	15	+2	
Trickster Spirit Bonus: +2 bonus on ability checks			
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	11	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+2	+2	+2		
Elven Immunities: +2 vs. enchantments, Failed Apprentice: +1 Trait bonus vs. arcane spells							
REFLEX (DEXTERITY)	+8	=	+2	+2	+2	+2	
Elven Immunities: +2 vs. enchantments, Failed Apprentice: +1 Trait bonus vs. arcane spells							
WILL (WISDOM)	+7	=	+5		+2		
Elven Immunities: +2 vs. enchantments, Failed Apprentice: +1 Trait bonus vs. arcane spells							

Elven Immunities	Failed Apprentice
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+6		+2				

Touch AC	Flat-Footed AC
12	16

CM Bonus	BAB	Strength	Size	Misc
+7	=	+4	+3	- -

CM Defense	BAB	Strength	Dexterity	Size
19	= 10	+4	+3	+2 -

Base Attack	+4	HP	66
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Initiative	+4	Damage / Current HP
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Speed	30 / 20 ft
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Elven curve blade

Both hands: **+8, 1d10+4** Crit: 18-20/x2
2-hand, S

Light crossbow

Ranged: **+4, 1d8** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+6, 1d8** 2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (2)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+3	INT (1)	-	
Bluff	+12	CHA (1)	6	
Climb	+3	STR (3)	-	
Diplomacy	+3	CHA (1)	-	
Disable Device	+7	DEX (2)	5	
Disguise	+3	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+6	WIS (0)	1	
Intimidate	+3	CHA (1)	-	
Knowledge (arcana)	+9	INT (1)	2	
Knowledge (planes)	+8	INT (1)	2	
Knowledge (religion)	+8	INT (1)	2	
Linguistics	+7	INT (1)	1	
Perception	+13	WIS (0)	6	
Ride	+2	DEX (2)	-	
Sense Motive	+11	WIS (0)	6	
Spellcraft	+7	INT (1)	1	
Stealth	+7	DEX (2)	5	
Survival	+2	WIS (0)	-	
Swim	+3	STR (3)	-	
Use Magic Device	+9	CHA (1)	3	

Feats

Arcane Armor Training
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Elven Battle Training
 Simple Weapon Proficiency - All
 Weapon Focus (Elven curve blade)

Traits

Failed Apprentice
 Reluctant Apprentice

Special Abilities

Arcane Training
 Elf Blood
 Haunt Channeler (3d6, DC 23) (Su)
 Location Channel (DC 23) (Sp)
 Low-Light Vision
 Shared Seance (Su)
 Spireborn
 Spirit Bonus +2 (Su)
 Spirit Surge +1d6 (1/round) (Su)

Morningstar

Main hand: **+7, 1d8+3**
 Both hands: **+7, 1d8+4**

Crit: x2
 1-hand, B/P

+1 kikko armor

+6

Max Dex: +4, Armor Check: -2
 Spell Fail: 10%, Medium, Slows

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
 Spell Fail: 15%, Shield

Gear

Total Weight Carried: 53/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 kikko armor	25 lbs
Backpack (35 @ 35.5 lbs) <In: Bag of holding I (12 @ 2 lbs	
Bag of holding I (12 @ 115.28 lbs)	15 lbs
<In: Backpack (35 @ 35.5 lbs)>	5 lbs
Belt pouch (2 @ 4 lbs)	0.5 lbs
Chalk x10 <In: Backpack (35 @ 35.5 lbs)>	-
Cloak of resistance +2	1 lb
Elven curve blade	7 lbs
Explorer's outfit (Free)	-
Flint and steel <In: Belt pouch (2 @ 4 lbs)>	-
Grappling hook <In: Backpack (35 @ 35.5 lbs)>	4 lbs
Heavy shield bash <In: Bag of holding I (12 @ 115.28	-
Heavy wooden shield <In: Bag of holding I (12 @	10 lbs
Light crossbow <In: Bag of holding I (12 @ 115.28	4 lbs
Mess kit <In: Backpack (35 @ 35.5 lbs)>	1 lb
<In: Bag of holding I (12 @ 115.28 lbs)>	51.78 lbs
Morningstar <In: Bag of holding I (12 @ 115.28 lbs)>	6 lbs
Piton x10 <In: Backpack (35 @ 35.5 lbs)>	0.5 lbs
<In: Backpack (35 @ 35.5 lbs)>	10 lbs
<In: Backpack (35 @ 35.5 lbs)>	0.5 lbs
Thieves' tools <In: Bag of holding I (12 @ 115.28 lbs)>	1 lb
Torch x10 <In: Backpack (35 @ 35.5 lbs)>	1 lb
Trail rations x5 <In: Bag of holding I (12 @ 115.28 lbs)>	1 lb
Waterskin <In: Belt pouch (2 @ 4 lbs)>	4 lbs

Tracked Resources

Spirit Surge +1d6 (1/round) (Su)

Torch

Trail rations

Languages

Azlanti Common
 Celestial Elven

Spells & Powers

Medium spells known (CL 6th; concentration +7)

Melee Touch Ranged Touch

1st (2/day)—*object reading*^{OA}, *protection from evil*,
summon monster I, *true strike*

0th (at will)—*detect psychic significance*^{OA}, *haunted fey aspect*^{UC}, *open/close* (DC 11), *stabilize*, *virtue*

Experience & Wealth

Experience Points: **33000/35000**
 Current Cash: **2,581 gp, 8 sp**

History

Homeland: Unusual Homeland (Sea)

Parents: Both Alive

Circumstance of Birth: Progeny of Power

Sourcebooks Used

- **Advanced Player's Guide / Advanced Race Guide** - Ancestral Arms (alternate racial trait); Arcane Training (alternate racial trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Failed Apprentice (trait)
- **Advanced Race Guide** - Elf-Raised (alternate racial trait); Elven Battle Training (feat)
- **Bastards of Golarion** - Spireborn (race option)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language)
- **Occult Adventures** - Detect Psychic Significance (spell); Medium (class); Object Reading (spell)
- **Ultimate Campaign** - Reluctant Apprentice (trait)
- **Ultimate Combat** - Haunted Fey Aspect (spell)
- **Ultimate Combat / Ultimate Equipment** - Kikko armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)