

[b]Fiordelise Incarna[/b]

Female NG Ifrit Skald

STR 14

DEX 12

CON 12

INT 13

WIS 8

CHA 18

ATT: +2 Melee / +1 Ranged (+0BAB)

AC: 11

HP: 9/9

Init: +1 (+1Dex)

Fort: +3 (+2base +1Con)

Ref: +1 (+1Dex)

Will: +1 (+2base -1Wis)

Speed: 30ft (+10 when charge/run/withdraw)

[b]Skills[/b] 5

Appraise +5 (1rank +3class +1Int)

Craft: Instruments: +5 (1rank +3class +1Int)

Diplomacy: +8 (1rank +3class +4Cha)

Knowledge: Nobility +5 (1rank +3class +1Int)

Perform: Sing +8 (1rank +3class +4Cha)

Perform: Wind +8 (1rank +3class +4Cha)

Ride: +5 (1rank +3class +1Dex)

Languages: Ifrit, Common, Sylph

[b]Class[/b]

Proficiencies: Simple & Martial weapons; Light & Medium Armour; Shields (excl. Tower)

Bardic Knowledge: + ½ skald level to Knowledge checks & may make all untrained

Raging Song: (7 rounds): For 3+Cha mod rounds +2 per level after 1st.

- Standard action to begin, free action to maintain
- Affects allies who can hear the skald
- Allies can choose to accept the song or not at the start of each of their turns. Unconscious allies automatically accept the song
- [i]Inspired Rage[/i]: +2 morale bonus to Str & Con & +1 morale bonus to Will saves. -1 AC. Allies (other than self) cannot use Cha/Dex/Int skills (excl. Acrobatics, Fly, Intimidate & Ride) Classes with Rage abilities can use their own bonuses (only) instead if preferred.

[b]Feats[/b]

Scribe Scroll: Scribes Scrolls.

Weapon Finesse: Dex instead of Str to attack rolls with light/finesse weapons

[b>Racial[/b]

+2 Dex; +2 Cha; -2Wis

Fire Resistance 5

Burning Hands 1/day (Sp): CL=level; DC=11+Cha

Fire in the Blood: Gain Fast Healing 2 for 1 round when take Fire damage (even if ignored due to resistance). Maximum 2hp per level per day.

Sprinter: +10ft speed when using Charge, Run or Withdraw actions.

Darkvision: 60ft

#### [b]Traits[/b]

Grim Optimism: As a [standard action](#), you can joke about a troublesome situation to lighten the load of dealing with it for yourself and others. You and all allies within 30 feet who can hear you gain a +2 [morale bonus](#) on saving throws against fear and pain effects for 1d4 rounds. A character cannot benefit from this effect more than once in 24 hours.

Vengeful: Whenever you strike the last creature that damaged you in the past 24 hours, you gain a +1 [trait bonus](#) on damage rolls against that creature.

#### [b]Spellcasting[/b]

Known: 4x0; 2x1st

Slots: 2x1st

[i]Cantrips[/i]

Dancing Lights

Mage Hand

Prestidigitation

Spark

#### [i]1st level[/i]

Cure Light Wounds

Remove Fear

#### [b]Background[/b]

Fiordelise hails from minor nobility, a house far fallen from what it once was. According to the records, their misfortunes began when the lord fell for a Sylph, generations ago. The curse of the Sylph seems to have hit their family line hard. With many sons lost to war, debts incurred and the family is one small hop from destitution.

The cycle has been beset by self-fulfilling prophecy in Fiordelise's opinion, a succession of weak leaders who believe their bloodline cursed and make poor decisions has led to the family, the problems are traceable, gambling debts, investments in projects with poor planning. A nihilistic streak in the family leading to them taking too many risks with their lives.

Fiordelise seeks to change her family's fortune but for all her hope and passion she still bears some of her family flaws, she does not deal well with failure - her temper rising quickly when things start to go wrong.

10-minute background questions:

5-things

- Fiordelise likes to talk, some may call her manipulative, she likes to think she's inspiring

- Fiordelise is driven by emotion, she tries to stay rational and disciplined, but is easily overcome by fury, empathy and distraction
- She is determined to prove herself to her peers, prove that the Incarna name isn't just for mockery, or as a warning for others to not mix with your lessers overmuch.
- Her family sets her on edge, while she is loyal, dutiful and struggles to return them to honour, she can't actually stand to be around them for too long.
- She is brave to the point of foolishness, she will always volunteer for the most dangerous missions, be on or near the front lines and

### Goals

- Restore her family's wealth and honour - try as she might, she's not sure how to accomplish this... her current order of business is to prove her own competence and honour, receive accolades for her skill and bravery... some more steps here .. profit!
- Make true friends / possibly romance - Fiordelise can talk to others easily, but struggles to let anyone past her barriers, her childhood friends Elfie and Isabelle are about the only people she's let through her barriers and even those she keeps at some distance.

### Secrets

- She is fascinated by Sylph's, she has a great interest in their culture, history and the way their language sounds. She also finds them attractive, which she finds embarrassing, as spending any time around them
- Her family has actually been systematically worked against by another family, the Tareasca, while some of her family's problems are self-fulfilling, many of the unfortunate coincidences are part of a larger plan.

### 3 People

- Fierenzo - Fiordelise's brother, he is a wastrel and a layabout, but he does have more contacts among the nobility than she does, if she can wake him up long enough to listen he could be a valuable ally
- Elfrida "Elfie" - Fiordelise's best friend, a Sylph who shares her passion for music, and now runs a music shop not too far from the Incarna town-house. They grew up together and at one point would do anything for each other. Elfie and Fi. Of late Fi has grown a little uncomfortable around Elfie, as she actually thinks she's become attracted to her.
- Isabelle Tareasca - Isabelle is Fiordelise's only other friend, or so she thinks, the Tareasca has a secret feud with the Incarna and Isabelle is posing as a friend to both monitor how things are and most likely to betray her at the worst possible moment. Outwardly friendly, charitable and warm, Isabelle is cunning and able.

### Memories

- Fiordelise remembers, as a girl around 9, she'd never really had any friends, but this Sylph girl living down the road, showing off her flute to all and who were interested. They spent hours talking about this carpenter's daughter, and the trials of her creating her own flute to play.
- Fiordelise remembers her brother staggering home, clothes torn and face bloodied, he'd been out all night gambling, lost everything he had on him and more. He didn't even seem to think it was his fault, blaming it on the damned Sylph-curse.
- Fiordelise remembers the first time she lost her temper, she doesn't remember how old she was, but she was just a girl, some boy of her age made some comments on her out of date

clothes and her families loss of wealth. She can remember in detail the feel of his nose crunching under her fist, and the almost gentle feeling of his blood igniting in the air around it. She remembers standing over him, exulting in the harm she caused. Remembering this brings an odd mix of shame and pride to Fi.

[b]Appearance[/b]

Fiordelise has red-orange skin, like many of her kind. She has inherited the stark blue eyes of her family, they attribute this to the Sylph in their heritage, but blue eyes aren't unknown among Ifrit. She is somewhat willowy, by nature, though training and energy have built up her figure somewhat.