

## B'rii

Player: Lou

### Male Half-Elf Magus 3 - CR 2

Chaotic Good Humanoid (Elf, Human); Deity: **none**; Age: **24**; Height: **5' 11"**; Weight: **145lb.**; Eyes: **Amber**; Hair: **Bright Blond**; Skin: **light**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>16</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+3</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+4</b>	=	<b>+1</b>	<b>+2</b>		<b>+1</b>	
<b>WILL</b> (WISDOM)	<b>+3</b>	=	<b>+3</b>				

Elven Immunities				Elven Immunities - Sleep						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+5		+2					
Touch AC	12		Flat-Footed AC					15		

		BAB	Strength	Size	Misc	
CM Bonus	+5	=	+2	+3	-	-

			BAB	Strength	Dexterity	Size	
CM Defense	17	=	10	+2	+3	+2	-

Total	Damage / Current HP
<b>HP</b>	<b>23</b>

<b>Base Attack</b>	<b>+2</b>	<b>Initiative</b>	<b>+4</b>
		<b>Speed</b>	<b>30 ft</b>

### Dagger

Mainhand: **+5, 1d4+3**

Main w/ Offhand: **-1, 1d4+3**

Main w/ Light Off.: **+1, 1d4+3**

Offhand: **-3, 1d4+1**

Ranged: **+4, 1d4+3**

Ranged w/ Offhand: **-2, 1d4+3**

Ranged w/ Light Off.: **+0, 1d4+3**

Ranged Offhand: **-4, 1d4+1**

Crit: 19-20/x2

Rng: 10'

Light, P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>+4</b>	INT (3)	1	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
<b>Climb</b>	<b>+3</b>	STR (3)	-	
<b>Craft (Armor)</b>	<b>+7</b>	INT (3)	1	
<b>Craft (Weapons)</b>	<b>+8</b>	INT (3)	2	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (0)	1	
<b>Knowledge (Arcana)</b>	<b>+9</b>	INT (3)	3	
<b>Knowledge (Dungeoneering)</b>	<b>+8</b>	INT (3)	2	
<b>Knowledge (Planes)</b>	<b>+7</b>	INT (3)	1	
<b>Perception</b>	<b>+3</b>	WIS (0)	1	
<b>Profession (Merchant)</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+6</b>	DEX (2)	1	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Spellcraft</b>	<b>+8</b>	INT (3)	2	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>+7</b>	STR (3)	1	
<b>Use Magic Device</b>	<b>+4</b>	CHA (0)	1	

### Feats, Traits & Flaws

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

#### Combat Casting

+4 to Concentration checks to cast while on the defensive.

#### Deft Dodger

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

#### Desperate Battler

Gain +1 morale bonus on melee attack and damage when alone

#### Elven Reflexes

+2 Initiative

#### Focused Mind

+2 to Concentration checks

#### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

#### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Special Abilities

#### Arcane Accuracy +3 (Su)

The magus can expend 1 point from his arcane pool as a swift action to grant himself an insight bonus equal to his Intelligence bonus on all attack rolls until the end of his turn.

## Gear

**Total Weight Carried: 59.85/230lbs, Light Load (Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Mithral Chain Shirt	12.5 lbs
Acid Flask	1 lb
Arrow, Smoke	0.15 lbs
Arrows x20	0.15 lbs
Artisan's Outfit (Free) <In: Backpack (6 @ 20 lbs)>	-
Artisan's tools, masterwork: Craft (Armor) <In:	5 lbs
Artisan's tools, masterwork: Craft (Weapons) <In:	5 lbs
Backpack (6 @ 20 lbs)	2 lbs
Bedroll <In: Backpack (6 @ 20 lbs)>	5 lbs
Dagger x2	1 lb
Explorer's outfit	8 lbs
Masterwork Longbow, Composite (Str +3)	3 lbs
Money	0.2 lbs
Spell component pouch	2 lbs
Sword, Bastard	6 lbs
Travelling Spell Book 50 pages (25 full) <In: Backpack	1 lb
Waterskin <In: Backpack (6 @ 20 lbs)>	4 lbs

## Masterwork Longbow, Composite (Str +3)

Ranged, Both Hands: **+5, 1d8+3** Crit: 20/x3  
Rng: 110'  
2-Hand, P

## Sword, Bastard

Mainhand: **+5, 1d10+3** Crit: 19-20/x2  
Both Hands: **+5, 1d10+4** 1-Hand, S  
Main w/ Offhand: **-1, 1d10+3**  
Main w/ Light Off.: **+1, 1d10+3**  
Offhand: **-5, 1d10+1**

## Unarmed Strike

Mainhand: **+5, 1d3+3** Crit: 20/x2  
Main w/ Offhand: **-1, 1d3+3** Light, B, Nonlethal  
Main w/ Light Off.: **+1, 1d3+3**  
Offhand: **-3, 1d3+1**

## +1 Mithral Chain Shirt

**Mithral: Weighs half as much as normal.**

**+5**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Special Abilities

### Arcane Pool (+1) (4/day) (Su)

At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence

### Arcane Training

Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items

### Elf Blood

You are counted as both elves and humans for any effect relating to race.

### Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

## Experience & Wealth

Experience Points: **3300/6000**

Current Cash: **1 GP, 9 SP**

## Special Abilities

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Spell Combat (Ex)

At 1st level, a magus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one

### Spellstrike (Su)

At 2nd level, whenever a magus casts a spell with a range of "touch" from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally

## Tracked Resources

Acid Flask	<input type="checkbox"/>
Action Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Pool (+1) (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrow, Smoke	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Elven
Draconic	Halfling
Dwarven	

## Spells & Powers

### Magus Spell DC: 13 + spell level

CL: 3 (vs. SR: +3, Concentration: +8)

Melee Touch +5 Ranged Touch +4

Maximum Magus spells per day: **4/\*x0; 4x1**

Magus 0: Acid Splash, Mage Hand, Detect Magic, Disrupt Undead

Magus 1: Shocking Grasp, Magic Missile, True Strike (DC 14), Vanish (DC 14)

## Background

B'rri's human mother died giving birth to B'rri and his twin sister G'rri. He does not remember this sister, only knowing about her from a slip of cloth sewn in his clothes. B'rri's mother Sarai was a nun dedicated to a local deity, when a visiting elven cleric so impressed her that they began a brief, torrid affair. His father quickly gone, his mother was left to fend for herself.

B'rri secretly hates elven clerics and gods, wanting to get revenge for his mother. As a young boy, he was trained in the bastard sword by a human swordsman who thought it funny to make the skinny half-elf fight with the oversized weapon. The constant practice developed his skill for the weapon. B'rri scrounged for himself, worked for a blacksmith, selling junk on the street to make money. After finding a rare vase stolen from a sorcerer, B'rri's magical ability was discovered and nurtured by a human magus Raphelle, a friend of the sorcerer. B'rri's preference for the bastard sword causes B'rri to often cast defensively, even when unnecessary. B'rri traded his personalized MW bastard sword for a MW STR3 composite longbow so he can develop his ranged attacks.

B'rri wears a brown cloak over his mithral shirt, with his bastard sword and composite long bow worn over opposite shoulders.