

Ceilthanus

Character Name

Magus (Bladebound) 3

CLASS

Alex

Player Name

Elf / Humanoid

RACE

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 3" / 165 lbs.

HEIGHT / WEIGHT

Blonde, Long

Braided

HAIR

Neutral Good

Alignment

Low-Light Vision

VISION



3 (2)

Character Level (CR)

3377 / 6000

EXP/NEXT LEVEL

110

AGE

Male

GENDER

EYES

20

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	16	+3	16	+3		
CON Constitution	12	+1	12	+1		
INT Intelligence	16	+3	16	+3		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	10	+0	10	+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	= +3	+1	+0	+0	+0	
REFLEX (dexterity)	+4	= +1	+3	+0	+0	+0	
WILL (wisdom)	+3	= +3	+0	+0	+0	+0	

Conditional Save Modifiers:

+2 vs. enchantment spells and effects

Conditional Combat Modifiers:

Critical Defense: Make a Critical Defense Check Bonus at +8 to avoid critical hits.

Critical Confirm DC: Add +1 to your raw dice roll to give DC to confirm critical threats.

Psychology DC: 13

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +2	+2	+0	+0	0	
RANGED attack bonus	+5	= +2	+3	+0	+0	0	
CMB attack bonus	+4	= +2	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+4	+4	+4	+4	+4	+4
CMD	17	17	17	17	17	17

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+4	1d3+2	20/x2	5 ft.

*Meetima Salka				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+5	1d10+3	2W-P-(OH)	+1		1d10+3		
1H-O	+5	1d10+2	2W-P-(OL)	+3		1d10+3		
2H	+5	1d10+4	2W-OH	+1		1d10+2		

Special Properties: Sword, Bastard (Cold Iron), Black Blade, 30 hp/inch, hardness 10

*Touch Attack (Spell)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d1+2				

Special Properties: Damage or effect per spell.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt +1	Light	+5	+4	-1	20
Studded Leather	Light	+3	+5	-1	15
Masterwork Chain Shirt	Light	+4	+4	-1	20
Yellow and black laquered bee pattern with coil					

WOUNDS/CURRENT HP

VP Vitality 19

SUBDUAL DAMAGE

WP Wound Points 12

DAMAGE REDUCTION

5/Armor

SPEED

Walk 30 ft.

DEF defense

14

FLAT 11

TOUCH 13

BASE 10

ARMOR BONUS 1

SHIELD BONUS 0

STAT 3

SIZE 0

NATURAL ARMOR 0

DEFLECTION 0

DODGE 0

Morale 0

Insight 0

Sacred 0

Profane 0

MISC 0

INITIATIVE modifier

+3

DEX MODIFIER +3

MISC MODIFIER +0

MISS CHANCE 20

Arcane Spell Failure 1

ARMOR CHECK PENALTY 0

SPELL RESIST 0

ACID RESIST 0

COLD RESIST 0

ELECT. RESIST 0

FIRE RESIST 0

Encumbrance

Light

TOTAL SKILLPOINTS: 15

SKILLS

MAX RANKS: 3/3

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	3	+ 2 + -1
✓ Appraise	INT	3	=	3	
✓ Artistry	INT	3	=	3	
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	3	=	2	+ 1
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	0	=	0	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	2	=	3	+ -1
✓ Fly	DEX	2	=	3	+ -1
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	5	=	0	+ 2 + 3
Knowledge (Arcana)	INT	7	=	3	+ 1 + 3
Knowledge (Dungeoneering)	INT	7	=	3	+ 1 + 3
Knowledge (History)	INT	9	=	3	+ 3 + 3
Knowledge (Local)	INT	4	=	3	+ 1
Knowledge (Nobility)	INT	6	=	3	+ 3
Knowledge (Planes)	INT	7	=	3	+ 1 + 3
✓ Perception	WIS	2	=	0	+ 2
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	7	=	3	+ 2 + 2
✓ Sense Motive	WIS	0	=	0	
Spellcraft	INT	8	=	3	+ 2 + 3
Spellcraft (Identify magic item)	INT	10	=	3	+ 2 + 5
✓ Stealth	DEX	3	=	3	+ 1 + -1
✓ Survival	WIS	0	=	0	
✓ Swim	STR	1	=	2	+ -1
Use Magic Device	CHA	5	=	0	+ 2 + 3
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:

You gain Alertness when wielding your Black Blade, granting a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Arcane Pool

Uses per Day ☐☐☐☐

Arcane Pool (Su): You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 4 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +1 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. [Paizo Inc. - Ultimate Magic, p.9]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
11 lbs., 1 Whetstone, 1 Whistle, Signal, 1 Flint and Steel, 2 Thunderstone, 2 Tanglefoot Bag			
Scroll (Magic Weapon)	Scroll Case	1	0 / 25
Soap (per lb.)	Backpack, Common	1	1 / 0.5
Whistle, Signal	Belt Pouch	1	0 / 0.8
TOTAL WEIGHT CARRIED/VALUE		92.51 lbs.	4,121.2gp

WEIGHT ALLOWANCE			
Light	173	Medium	346
Lift over head	520	Lift off ground	1040
		Heavy	520
		Push / Drag	2600

MONEY	
Coin (Gold Piece): 105	[Belt Pouch]
Coin (Silver Piece): 13	[Belt Pouch]
Coin (Copper Piece): 9	[Belt Pouch]
Total= 106.4 gp	

MAGIC	
Languages	
Celestial, Common, Draconic, Elven, Orc	

Other Companions	
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Archetypes	
Bladebound	[Paizo Inc. - Ultimate Magic, p.47]
A select group of magi are called to carry a black blade - a sentient weapon of often unknown and possibly unknowable purpose. These weapons become valuable tools and allies, as both the magus and weapon typically crave arcane power, but as a black blade becomes more aware, its true motivations manifest, and as does its ability to influence its wielder with its ever-increasing ego.	

Traits	
Arcane Revitalization	[Paizo Publishing - Ultimate Campaign, p.56]
Your martial prowess can feed your arcane power. Once per day, when you confirm a critical hit with a weapon attack, you regain 1 arcane pool point. You can't exceed your maximum number of arcane pool points.	
Student of War	[Burning Sky]
You have studied the art of war at Gabal's wizard's school, and have practiced battling many foes at once. You gain Knowledge (History) as a bonus class skill. Additionally, you can strengthen your spells for use in large-scale battles. You can spontaneously modify a spell, which extends its casting time: if the spell's normal casting time is 1 action, casting the modified version is a full-round action; for a spell with a longer casting time, it takes an extra full-round action to cast the modified version. When you do so, if the modified spell affects three or more creatures, increase the spell's save DC by +1.	

Special Attacks	
Spell Combat (Ex)	[Paizo Inc. - Ultimate Magic, p.10]
You can cast spells and wield your weapons at the same time. This functions much like two-weapon fighting, but the offhand weapon is a spell that is being cast. To use this ability, you must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add the same amount as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.	
Spellstrike (Ex)	[Paizo Inc. - Ultimate Magic, p.10]
Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.	

Special Qualities	
Arcane Pool (Su)	[Paizo Inc. - Ultimate Magic, p.9]

You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 4 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +1 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

Armor Proficiency (Ex)	[Paizo Inc. - Ultimate Magic]
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You can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Black Blade (Ex)	[Paizo Inc. - Ultimate Magic, p.47]
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You gains a powerful sentient weapon called a black blade, whose weapon type is chosen by the magus. A magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

Cantrips	[Paizo Inc. - Ultimate Magic, p.10]
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You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.22]
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Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex)	[Paizo Inc. - Core Rulebook, p.22]
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Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.22]
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Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
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You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.22]
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Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Blade Bound Alertness	[Blue Book]
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Black Blade grants Alertness when held.

Blade Bound Spellcombat	[Blue Book]
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Black Blade spellcombat.

Feats	
Arcane Strike	[Paizo Inc. - Core Rulebook, p.118]
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +1 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.	
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.	
Exotic Weapon Proficiency (Sword (Bastard))	[Paizo Inc. - Core Rulebook, p.123]
You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.	
You make attack rolls with the weapon normally.	
Two-Weapon Fighting (Granted)	[Paizo Inc. - Core Rulebook, p.136]
You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.	
Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.	

Proficiencies	
Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Curve Blade (Elven), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy),	

Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Magus Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	4	4	—	—	—	—	—
Concentration	+6						

LEVEL 0 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (30 ft.)	CR.p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	Touch	CR.p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (130 ft.)	CR.p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	CR.p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:13, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	CR.p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	CR.p.273
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flare	Evocation [Light]	1 standard action	Instantaneous	Close (30 ft.)	CR.p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:13, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	3 rounds [D]	Close (30 ft.)	CR.p.289
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:13, Will disbelief]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, WoodSchool]	1 standard action	30 minutes	Touch	CR.p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (30 ft.)	CR.p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Open/Close	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	CR.p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; EFFECT: You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:13, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR.p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:13, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (30 ft.)	CR.p.330
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	30 minutes	Personal	CR.p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (30 ft.)	APG.p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:13, Fortitude negates (object)]					

LEVEL 1 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blade Lash	Transmutation	1 standard action	instantaneous	Touch	ACG.p.175
[V, S] TARGET: your melee weapon; EFFECT: Use your weapon like a whip to trip an opponent. [SR:no]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blend	Illusion (Glamour)	1 standard action	30 minutes	Personal	ARG.p.29
[S] TARGET: You; EFFECT: You draw upon your elven link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends [as invisibility]. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR.p.255
[V, S] TARGET: Up to 3 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures dealing 1d6 points of damage. [SR:Yes; DC:14, Fortitude partial or Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Color Spray	Illusion (Pattern) [Mind-Affecting]	1 standard action	Instantaneous; see text	15 ft.	CR.p.256
[V, S, M] TARGET: Cone-shaped burst; EFFECT: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. [SR:Yes; DC:14, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Enlarge Person	Transmutation	1 round	3 minutes [D]	Close (30 ft.)	CR.p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:14, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (130 ft.)	CR.p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 2 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Weapon	Transmutation [MetalSchool]	1 standard action	3 minutes	Touch	CR.p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Enfeeblement	Necromancy	1 standard action	3 rounds	Close (30 ft.)	CR.p.329
[V, S] TARGET: Ray; EFFECT: A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+1. [SR:Yes; DC:14, Fortitude half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Reduce Person	Transmutation	1 round	3 minutes [D]	Close (30 ft.)	CR.p.330
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. [SR:Yes; DC:14, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield	Abjuration [Force]	1 standard action	3 minutes [D]	Personal	CR.p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Warding Weapon	Abjuration	1 standard action	3 rounds	Personal	UC.p.248
[V, S, F] TARGET: You; EFFECT: The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.					

* =Domain/Specialty Spell

Spellbook: Magus Spellbook

Magus

Level 0	Level 1
<input type="checkbox"/> Acid Splash	<input type="checkbox"/> Blade Lash
<input type="checkbox"/> Arcane Mark	<input type="checkbox"/> Blend
<input type="checkbox"/> Dancing Lights	<input type="checkbox"/> Chill Touch (DC:14)
<input type="checkbox"/> Daze (DC:13)	<input type="checkbox"/> Color Spray (DC:14)
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Enlarge Person (DC:14)
<input type="checkbox"/> Disrupt Undead	<input type="checkbox"/> Magic Missile
<input type="checkbox"/> Flare (DC:13)	<input type="checkbox"/> Magic Weapon (DC:14)
<input type="checkbox"/> Ghost Sound (DC:13)	<input type="checkbox"/> Ray of Enfeeblement (DC:14)
<input type="checkbox"/> Light	<input type="checkbox"/> Reduce Person (DC:14)
<input type="checkbox"/> Mage Hand	<input type="checkbox"/> Shield
<input type="checkbox"/> Open/Close (DC:13)	

- ☐Prestidigitation (DC:13)

☐Ray of Frost

☐Read Magic

☐Spark (DC:13)
- ☐Warding Weapon

Spellbook: Spellbook of Larion

Magus

- Level 1
- ☐Feather Fall (DC:14)

☐Unseen Servant

Spellbook: Prepared Spells

Magus

- Level 0

☐Acid Splash

☐Dancing Lights

☐Daze (DC:13)

☐Detect Magic
- Level 1

☐Color Spray (DC:14)

☐Enlarge Person (DC:14)

☐Shield

Spellbook: Spellbook of Inquisitor Boreus

Magus

- Level 1
- ☐Chill Touch (DC:14)

☐Enlarge Person (DC:14)

☐Ray of Enfeeblement (DC:14)

☐Shield

Ceilthanus

Elf

RACE

110

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 3"

HEIGHT

165 lbs.

WEIGHT

EYE COLOUR

Fair

SKIN COLOUR

Blonde, Long Braided

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

The Black Blade:

Last Dance or "Meetima Salka" in the ancient elven has been in my family for over two millennia. Family lore says it was gifted to an ancestor of mine by the name of Adrianna Bladesong circa xxxx by a Solar in order to combat an abyssal breach in the Wyrnwood. While the gifting might be an exaggeration, the existence of the breach created by the Wyrnwood coven of wood hags can be corroborated through multiple historical sources and some of the devastation from it can still be seen today. In my extensive research on the topic I've found a few references to a powerful planes touched wizard who lived during that time by the name of Mandius. It's entirely possible Last Dance was crafted by a powerful half celestial wizard at the time and imbued with abilities to combat demonic forces. What I do know for fact is that my great great grandmother was a bladedancer of some renown and that she survived the conflict and aided in sealing the breach with the assistance of the cold iron blade. Family lore spoke of an intelligence within the black blade but it has not spoken or sung to any of my line since it was reforged by my great uncle Similion the Pale after being sundered by the fire giant lord Hogrus close to 900 years ago. If one listens to the bardic tales it was the only time the blade had ever known defeat. I for one hope that is not true. While many of my line have held it since the blade was reforged it has not shown an interest in them nor accepted any subsequent enchantments.

My name is Ceilthanus and I hail from a lesser house in the elven kingdoms known more for the past glories of my ancestors than any present day power or influence. My older brother Tersuvian is heir with all the duties that entails. As the second son of my fathers line and with the regional tensions at an all time high I was dispatched to train at the war college. I requested Last Dance from the family vault when



I left in the hopes of studying and training with it while at school. My father would call this youthful hubrus that I thought I could rekindle the magic within the blade where others had failed. In truth I cling to the forlorn hope that it will grant forgiveness for the folly visited upon it by my line and speak to us once more. We desperately need council and weapons as the conflict looms. I have completed my studies and I am no closer to an answer regarding the true nature of the blade than when I first carried it from the crypt five years ago. That is not to say don't know how to use it too great effect. How much blood will it take to wash away my great uncles transgression? I suspect I will find out as war looms ever closer under a burning sky.