

Ceilthanus

Character Name  
Magus (Bladebound) 4  
CLASS

Alex

Player Name  
Elf / Humanoid  
RACE

Deity  
Medium / 5 ft.  
SIZE / FACE

None  
Region  
6' 3" / 165 lbs.  
HEIGHT / WEIGHT

Neutral Good  
Alignment  
Low-Light Vision  
VISION

4 (3)  
Character Level (CR) EXP/NEXT LEVEL

110  
Male  
GENDER

EYES  
HAIR  
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	13	+1	13	+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)	+5	= +4	+1	+0	+0	+0	
REFLEX (dexterity)	+4	= +1	+3	+0	+0	+0	
WILL (wisdom)	+4	= +4	+0	+0	+0	+0	

Conditional Save Modifiers:  
+2 vs. enchantment spells and effects  
Conditional Combat Modifiers:  
Psychology DC: 14

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+3	+2	+0	+0	+0	
RANGED attack bonus	+6	=	+3	+3	+0	+0	+0	
CMB attack bonus	+5	=	+3	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+5	+5	+5	+5	+5	+5
CMD	18	18	18	18	18	18

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

*Meetima Salka		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	2W-P-(OH)	To Hit	Dam	
1H-P	+6	1d10+3		+2	1d10+3	
1H-O	+6	1d10+2	2W-P-(OL)	+4	1d10+3	
2H	+6	1d10+4	2W-OH	+2	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				
+5	1d1+2				
Special Properties: Damage or effect per spell.					

Oil (1 Pint Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d6	1d6	1d6	1d6	1d6	
Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite						

\*: 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 coif					

VP Vitality	23	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				WP Wound Points	13	DAMAGE REDUCTION				SPEED																	
														Walk 30 ft.																	
AC armor class	18	15	13	=	10	+	5	+	0	+	3	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0
	TOTAL	FLAT	TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC		
INITIATIVE modifier	+3	=	+3	+	+0			20	-1	0																					
	TOTAL	DEX MODIFIER	MISC MODIFIER		MISS CHANCE		Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST																		

Encumbrance  
Light

TOTAL SKILLPOINTS: 20			SKILLS		MAX RANKS: 4/4		
SKILL NAME			KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	5	=	3	+ 3	-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	1	=	0	+ 1	
✓	Intimidate	CHA	5	=	0	+ 2	+ 3
	Knowledge (Arcana)	INT	7	=	3	+ 1	+ 3
	Knowledge (Dungeoneering)	INT	7	=	3	+ 1	+ 3
	Knowledge (History)	INT	10	=	3	+ 4	+ 3
	Knowledge (Local)	INT	4	=	3	+ 1	
	Knowledge (Nobility)	INT	7	=	3	+ 4	
	Knowledge (Planes)	INT	7	=	3	+ 1	+ 3
	Linguistics(Sylvan)	INT	4	=	3	+ 1	
✓	Perception	WIS	5	=	0	+ 1	+ 4
✓	Perform (Untrained)	CHA	0	=	0		
✓	Ride	DEX	7	=	3	+ 2	+ 2
✓	Sense Motive	WIS	0	=	0		
	Spellcraft	INT	9	=	3	+ 3	+ 3
	Spellcraft (Identify magic item)	INT	11	=	3	+ 3	+ 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.

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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 +0 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]	

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	PS	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam			
1H-P	+5	1d4+2	2W-P-(OH)		+1			1d4+2
1H-O	+5	1d4+1	2W-P-(OL)		+3			1d4+2
2H	+5	1d4+2	2W-OH		+3			1d4+1
10 ft.		20 ft.	30 ft.		40 ft.	50 ft.		
TH	+6	+4	+2		+0			-2
Dam	1d4+2	1d4+2	1d4+2		1d4+2			1d4+2

Tanglefoot Bag				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped		M	none/x0	5 ft.
10 ft.		20 ft.	30 ft.		40 ft.	50 ft.		
TH	+6	+4	+2		+0			-2
Dam								

Special Properties: Ranged Touch attack entangles up to large creatures DC15 reflex, An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move

Thunderstone				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	So	M	none/x0	5 ft.
Range: 20 ft.		To Hit: +6	Damage:					
30 ft.		40 ft.	60 ft.		80 ft.	100 ft.		
TH	+4	+4	+2		+0			-2
Dam								

Special Properties: Ranged attack on target square (AC5), 10ft radius effect, DC15 fortitude save or be deafened, Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.

Handaxe				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	20/x3	5 ft.
To Hit		Dam	To Hit		Dam			
1H-P	+5	1d6+2	2W-P-(OH)		+1			1d6+2
1H-O	+5	1d6+1	2W-P-(OL)		+3			1d6+2
2H	+5	1d6+2	2W-OH		+3			1d6+1

Composite Longbow STR (+2)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +6	Damage: 1d8+2					
110 ft.		220 ft.	330 ft.		440 ft.	550 ft.		
TH	+6	+4	+2		+0			-2
Dam	1d8+2	1d8+2	1d8+2		1d8+2			1d8+2
660 ft.		770 ft.	880 ft.		990 ft.	1100 ft.		
TH	-4	-6	-8		-10			-12
Dam	1d8+2	1d8+2	1d8+2		1d8+2			1d8+2

Special Properties: Strength bonus to damage

Crossbow, Light				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +6	Damage: 1d8					
80 ft.		160 ft.	240 ft.		320 ft.	400 ft.		
TH	+6	+4	+2		+0			-2
Dam	1d8	1d8	1d8		1d8			1d8
480 ft.		560 ft.	640 ft.		720 ft.	800 ft.		
TH	-4	-6	-8		-10			-12
Dam	1d8	1d8	1d8		1d8			1d8

Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +6	Damage: 1d8					
100 ft.		200 ft.	300 ft.		400 ft.	500 ft.		
TH	+6	+4	+2		+0			-2
Dam	1d8	1d8	1d8		1d8			1d8
600 ft.		700 ft.	800 ft.		900 ft.	1000 ft.		
TH	-4	-6	-8		-10			-12
Dam	1d8	1d8	1d8		1d8			1d8

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Heavyload Periapt	Equipped	1	0.2 / 1,000	
Meetima Salka	Equipped	1	6 / 0	
Sword, Bastard (Cold Iron), Black Blade, 30 hp/inch, hardness 10				
Touch Attack (Spell)	Equipped	1	0 / 0	
Damage or effect per spell.				
Outfit (Explorer's)	Equipped	1	8 / 0	
Chain Shirt +1	Equipped	1	25 / 1,250	
Bedroll	Backpack, Common	1	5 / 0.1	
Scroll (Stand the Heat/Wizard/1st/Arcane/Minor)	Scroll Case	1	0 / 25	
Chalk (1 Piece)	Backpack, Common	1	0 / 0	
Fishhook	Backpack, Common	5	0 (0) / 0.1 (0.5)	
TOTAL WEIGHT CARRIED/VALUE		92.51 lbs.	4,121.2gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Magus Spellbook	Backpack, Common	1	3 / 15	
Mirror (Small/Steel)	Backpack, Common	1	0.5 / 10	
Oil (1 Pint Flask)	Backpack, Common	1	1 / 0.1	
Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Sealing Wax	Backpack, Common	1	1 / 1	
Sewing Needle	Backpack, Common	1	0 / 0.5	
Waterskin	Backpack, Common	1	0 / 1	
Spellbook of Inquisitor Boreus	Backpack, Common	1	3 / 190	
See Handout				
Bandolier	Equipped	1	0 / 0.5	
Contains small loops or pouches for holding eight objects the size of a flask or small dagger. You can use the "retrieve a stored item" action to take an item from a bandolier.1 lbs., 1 Dagger, 1 Potion of Cure Light Wounds				
Dagger	Bandolier	1	1 / 2	
Dagger	Wrist Sheath	1	1 / 2	
Potion of Cure Light Wounds	Bandolier	1	0 / 50	
Cures 1d8+1 points of damage				
Spell Component Pouch	Equipped	1	2 / 5	
Flint and Steel	Belt Pouch	1	0 / 1	
Tanglefoot Bag	Belt Pouch	2	4 (8) / 50 (100)	
Ranged Touch attack entangles up to large creatures DC15 reflex, An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move				
Thunderstone	Belt Pouch	2	1 (2) / 30 (60)	
Ranged attack on target square (AC5), 10ft radius effect, DC15 fortitude save or be deafened, Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.				
Whetstone	Belt Pouch	1	1 / 0	
Wrist Sheath	Equipped	1	1 / 1	
1 lbs., 1 Dagger				
Climber's Kit	Equipped	2	5 (10) / 80 (160)	
Handaxe	Carried	1	3 / 6	
Arrows (20)	Carried	1	3 / 1	
Arrow +1 (Alchemical Silver)	Carried	5	0.1 (0.8) / 48 (240.2)	
10 hp/inch, hardness 8				
Composite Longbow STR (+2)	Carried	1	3 / 300	
Strength bonus to damage				
Horse (Light/Combat Trained)		1	1,200 / 110	
172 lbs., 1 Bit and Bridle, 1 Saddle (Military), 1 Saddlebags, 1 Crossbow, Light, 3 Bolts, Crossbow (10), 1 Longbow				
Bit and Bridle	Horse (Light/Combat Trained)	1	1 / 2	
Saddle (Military)	Horse (Light/Combat Trained)	1	30 / 20	
+2 circumstance bonus on Ride checks related to staying in the saddle				
Saddlebags	Horse (Light/Combat Trained)	1	8 / 4	
123 lbs., 9 Feed (Per Day), 5 Rations (Trail/Per Day), 1 Uniform (Soldier's), 1 Studded Leather, 1 Spellbook of Larion				
Feed (Per Day)	Saddlebags	9	10 (90) / 0.1 (0.5)	
Rations (Trail/Per Day)	Saddlebags	5	1 (5) / 0.5 (2.5)	
Uniform (Soldier's)	Saddlebags	1	5 / 1	
Gate Pass				
Studded Leather	Saddlebags	1	20 / 25	
Spellbook of Larion	Saddlebags	1	3 / 140	
Crossbow, Light	Horse (Light/Combat Trained)	1	4 / 35	
Bolts, Crossbow (10)	Horse (Light/Combat Trained)	3	1 (3) / 1 (3)	
Longbow	Horse (Light/Combat Trained)	1	3 / 75	
Masterwork Chain Shirt		1	25 / 250	
Yellow and black laquered bee pattern with coif				
Backpack, Common	Equipped	1	2 / 2	
TOTAL WEIGHT CARRIED/VALUE		92.51 lbs.	4,121.2gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
15.01 lbs., 1 Bedroll, 1 Scroll Case, 1 Chalk (1 Piece), 5 Fishhook, 1 Magus Spellbook, 1 Mirror (Small/Steel), 1 Oil (1 Pint Flask), 1 Sealing Wax, 1 Sewing Needle, 1 Soap (per lb.), 1 Waterskin, 1 Spellbook of Inquisitor Boreus			
Scroll Case	Backpack, Common	1	0.5 / 1
0.01 lbs., 1 Scroll (Magic Weapon), 1 Scroll (Stand the Heat/Wizard/1st/Arcane/Minor)			
Belt Pouch		1	0.5 / 1
2.54 lbs., 9 Coin (Copper Piece), 105 Coin (Gold Piece), 13 Coin (Silver Piece)			
Belt Pouch	Equipped	1	0.5 / 1
11 lbs., 1 Flint and Steel, 2 Tanglefoot Bag, 2 Thunderstone, 1 Whetstone, 1 Whistle, Signal			
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, Sylvan	
Other Companions	

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 +0 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]
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]
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]
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]
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]
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]
Elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
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.	
Spell Recall (Su)	[Paizo Inc. - Ultimate Magic, p.12]
You can use your arcane pool to recall spells he has already cast. With a swift action, you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are proficient with longbows (including composite longbows), longwords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	
+1 Bonus Feat	[Paizo Inc. - Core Rulebook]
GM awarded PC with +1 feat.	
Blade Bound Alertness	[Blue Book]
Black Blade grants Alertness when held.	
Blade Bound Spellcombat	[Blue Book]
Black Blade spellcombat.	

Feats	
Alertness	[Paizo Inc. - Core Rulebook, p.117]
You often notice things that others might miss.	
You get 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 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.	
<b>Exotic Weapon Proficiency (Sword (Bastard))</b>	<b>[Paizo Inc. - Core Rulebook, p.123]</b>
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.	
<b>Two-Weapon Fighting (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
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, Shortsword, 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	2	—	—	—	—
Concentration	+7						

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

Name	School	Time	Duration	Range	Source
□□□□ <b>Acid Splash</b>	<b>Conjuration, EarthSchool (Creation) [Acid]</b>	1 standard action	Instantaneous	Close (35 ft.)	CR:p.239
[V, S] <b>TARGET:</b> One missile of acid; <b>EFFECT:</b> You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
□□□□ <b>Arcane Mark</b>	<b>Universal</b>	1 standard action	Permanent	Touch	CR:p.244
[V, S] <b>TARGET:</b> One personal rune or mark, all of which must fit within 1 sq. ft.; <b>EFFECT:</b> This spell allows you to inscribe your personal rune or mark. [SR:No]					
□□□□ <b>Dancing Lights</b>	<b>Evocation [Light]</b>	1 standard action	1 minute [D]	Medium (140 ft.)	CR:p.263
[V, S] <b>TARGET:</b> Up to four lights, all within a 10-ft.-radius area; <b>EFFECT:</b> You create up to four lights that resemble lanterns or torches. [SR:No]					
□□□□ <b>Daze</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	1 round	Close (35 ft.)	CR:p.264
[V, S, M] <b>TARGET:</b> One humanoid creature of 4 HD or less; <b>EFFECT:</b> 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]					
□□□□ <b>Detect Magic</b>	<b>Divination</b>	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR:p.267
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. [SR:No]					
□□□□ <b>Disrupt Undead</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Close (35 ft.)	CR:p.273
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
□□□□ <b>Flare</b>	<b>Evocation [Light]</b>	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
[V] <b>TARGET:</b> Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. [SR:Yes; DC:13, Fortitude negates]					
□□□□ <b>Ghost Sound</b>	<b>Illusion (Figment)</b>	1 standard action	4 rounds [D]	Close (35 ft.)	CR:p.289
[V, S, M] <b>TARGET:</b> Illusory sounds; <b>EFFECT:</b> 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]					
□□□□ <b>Light</b>	<b>Evocation [Light, WoodSchool]</b>	1 standard action	40 minutes	Touch	CR:p.304
[V, M/DF] <b>TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch. [SR:No]					
□□□□ <b>Mage Hand</b>	<b>Transmutation</b>	1 standard action	Concentration	Close (35 ft.)	CR:p.306
[V, S] <b>TARGET:</b> One nonmagical, unattended object weighing up to 5 lbs.; <b>EFFECT:</b> You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
□□□□ <b>Open/Close</b>	<b>Transmutation</b>	1 standard action	Instantaneous	Close (35 ft.)	CR:p.317
[V, S, F] <b>TARGET:</b> Object weighing up to 30 lbs. or portal that can be opened or closed; <b>EFFECT:</b> 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)]					
□□□□ <b>Prestidigitation</b>	<b>Universal</b>	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] <b>TARGET:</b> See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:13, See text]					
□□□□ <b>Ray of Frost</b>	<b>Evocation, WaterSchool [Cold]</b>	1 standard action	Instantaneous	Close (35 ft.)	CR:p.330
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
□□□□ <b>Read Magic</b>	<b>Divination</b>	1 standard action	40 minutes	Personal	CR:p.330
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
□□□□ <b>Spark</b>	<b>Evocation, FireSchool [Fire]</b>	1 standard action	Instantaneous	Close (35 ft.)	APG:p.246
[V or S] <b>TARGET:</b> one Fine object; <b>EFFECT:</b> Ignites flammable objects. [SR:Yes (object); DC:13, Fortitude negates (object)]					

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

Name	School	Time	Duration	Range	Source
□□□□ <b>Blade Lash</b>	<b>Transmutation</b>	1 standard action	instantaneous	Touch	ACG:p.175
[V, S] <b>TARGET:</b> your melee weapon; <b>EFFECT:</b> Use your weapon like a whip to trip an opponent. [SR:no]					
□□□□ <b>Blend</b>	<b>Illusion (Glamer)</b>	1 standard action	40 minutes	Personal	ARG:p.29
[S] <b>TARGET:</b> You; <b>EFFECT:</b> 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]					
□□□□ <b>Chill Touch</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] <b>TARGET:</b> Up to 4 creatures touched; <b>EFFECT:</b> 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]					
□□□□ <b>Color Spray</b>	<b>Illusion (Pattern) [Mind-Affecting]</b>	1 standard action	Instantaneous; see text	15 ft.	CR:p.256
[V, S, M] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> 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]					
□□□□ <b>Enlarge Person</b>	<b>Transmutation</b>	1 round	4 minutes [D]	Close (35 ft.)	CR:p.277
[V, S, M] <b>TARGET:</b> One humanoid creature; <b>EFFECT:</b> This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:14, Fortitude negates]					
□□□□ <b>Grease</b>	<b>Conjuration, EarthSchool (Creation)</b>	1 standard action	4 minutes [D]	Close (35 ft.)	CR:p.291
[V, S, M] <b>TARGET:</b> One object or 10-ft. square; <b>EFFECT:</b> A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:14, See text]					
□□□□ <b>Magic Missile</b>	<b>Evocation [Force]</b>	1 standard action	Instantaneous	Medium (140 ft.)	CR:p.309
[V, S] <b>TARGET:</b> Up to five creatures, no two of which can be more than 15 ft. apart; <b>EFFECT:</b> 2 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□ <b>Ray of Enfeeblement</b>	<b>Necromancy</b>	1 standard action	4 rounds	Close (35 ft.)	CR:p.329
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+2. [SR:Yes; DC:14, Fortitude half]					
□□□□ <b>Reduce Person</b>	<b>Transmutation</b>	1 round	4 minutes [D]	Close (35 ft.)	CR:p.330
[V, S, M] <b>TARGET:</b> One humanoid creature; <b>EFFECT:</b> 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]					
□□□□ <b>Shield</b>	<b>Abjuration [Force]</b>	1 standard action	4 minutes [D]	Personal	CR:p.342
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Shield creates an invisible shield of force that hovers in front of you.					
□□□□ <b>Warding Weapon</b>	<b>Abjuration</b>	1 standard action	4 rounds	Personal	UC:p.248
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.					

## LEVEL 2 / Per Day:2 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ <b>Pyrotechnics</b>	<b>Transmutation, FireSchool</b>	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creaLong	560 ft.)	CR:p.328
[V, S, M] <b>TARGET:</b> One fire source, up to a 20-ft. cube; <b>EFFECT:</b> Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. [SR:Yes or No; see text; DC:15, Will negates or Fortitude negates; see text; Spell]					
□□□□ <b>Reloading Hands</b>	<b>Conjuration (Creation)</b>	1 standard action	4 rounds [D]	Touch	UC:p.242
[V, S] <b>TARGET:</b> projectile weapon touched; <b>EFFECT:</b> Loads a single shot into your weapon every round. [SR:Yes (object, harmless); DC:15, Will negates (object, harmless)]					

\* =Domain/Speciality Spell

## Prepared Spell List: Prepared Spells

### Magus

Level 0	Level 1	Level 2
□Acid Splash	□Color Spray (DC:14)	□Pyrotechnics (DC:15)
□Dancing Lights	□Enlarge Person (DC:14)	□Reloading Hands (DC:15)
□Daze (DC:13)	□□Shield	

☐ Detect Magic

## Spell Book: Magus Spellbook

Magus

### Level 0

- ☐ Acid Splash
- ☐ Arcane Mark
- ☐ Dancing Lights
- ☐ Daze (DC:13)
- ☐ Detect Magic
- ☐ Disrupt Undead
- ☐ Flare (DC:13)
- ☐ Ghost Sound (DC:13)
- ☐ Light
- ☐ Mage Hand
- ☐ Open/Close (DC:13)
- ☐ Prestidigitation (DC:13)
- ☐ Ray of Frost
- ☐ Read Magic
- ☐ Spark (DC:13)

### Level 1

- ☐ Blade Lash
- ☐ Blend
- ☐ Chill Touch (DC:14)
- ☐ Color Spray (DC:14)
- ☐ Enlarge Person (DC:14)
- ☐ Grease (DC:14)
- ☐ Magic Missile
- ☐ Magic Weapon (DC:14)
- ☐ Ray of Enfeeblement (DC:14)
- ☐ Reduce Person (DC:14)
- ☐ Shield
- ☐ Warding Weapon

### Level 2

- ☐ Pyrotechnics (DC:15)
- ☐ Reloading Hands (DC:15)

## Spell Book: Spellbook of Inquisitor Boreus

Magus

### Level 1

- ☐ Chill Touch (DC:14)
- ☐ Enlarge Person (DC:14)
- ☐ Ray of Enfeeblement (DC:14)
- ☐ Shield

## Spell Book: Spellbook of Larion

Magus

### Level 1

- ☐ Feather Fall (DC:14)
- ☐ Unseen Servant



# 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.