

INITIATIVE

INITIATIVE BONUS Feats Training Misc

+6 = **+6** + + +

SPEED

SPEED Speed with Armour Temp Speed

30 ft **6** sq **30** ft **6** sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq *good maneuver.* **60** ft **12** sq ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK

+3 **+3/+9** **+9**

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - +

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

+3 = STR + **+3** - +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

20 = 10 + STR + **+6** + + **+1** + **+3** - +

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

14 = 10 + STR / / + **+1** + **+3** - +

Temp CMB Temp CMD Conditional Modifiers

+ CMB **+ CMD**

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

50 hp hp hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

22 = 10 + **16** + + **1** + **5** + + +

FLAT-FOOTED ARMOUR CLASS

16 = 10 / / + **1** + **5** + + +

TOUCH ARMOUR CLASS

17 = 10 + **DEX** + + **1** / / / +

Temp AC Spell Resistance Conditional Modifiers

+ AC **16** SR vs. Fire/Electricity effects only

Damage Reduction /

Notes

ATTACKS

Longbow

Range Type Attack Bonus Damage Critical
100 ft 20 sq P **+9** **1d 8** **x3**
Ammo Arrows 40 Special Ammo #

Black Blade (see Magus Page)

Range Type Attack Bonus Damage Critical
-- ft sq S **+12** **1d 6+7** **18x2**

Scimitar

Range Type Attack Bonus Damage Critical
-- ft sq S **+10** **1d 6+6** **18x2**

Dagger

Range Type Attack Bonus Damage Critical
10 ft 2 sq P/S **+9** **1d 4+6** **19x2**

Range Type Attack Bonus Damage Critical
ft sq d x

Ammo # Special Ammo #

Ammo # Special Ammo #

Ammo # Special Ammo #

Ammo # Special Ammo #

Magus Level	5
Caster Level	5

$$\boxed{4} \text{ pts} = \left(\underline{5} \div \underline{3} \right) + \underline{3} + \underline{\hspace{1cm}}$$

(round down, min 1)

$$\boxed{+1} = 4 \div 4 \quad (\text{Round up})$$

Magus Level	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
		ENHANCEMENT
5	+1	☐ Flaming ☐ Frost ☐ Keen ☐ Shock
	+2	☐ Flaming burst ☐ Icy burst ☐ Shocking burst
9	+3	☐ Speed
13	+4	☐ Dancing
17	+5	☐ Vorpal

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells		
13	0	4		4		INT	INT -4	
14	1	5		4		X	☐	☐
15	2	3		2		X	☐	☐
	3					X	☐	☐
	4						☐	☐
	5						☐	☐
	6						☐	☐

0% **ARCANE SPELL FAILURE THRESHOLD**

$$1 = 5 \div 3 \quad \text{Arcane Pool Cost}$$

6	pts
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	Attack Bonus	Damage	Critical
- 2 Spell Combat Attack Penalty	+12	1d 6	18 x 2

$$\text{Defensive Casting Attack Penalty} = \text{Concentration} + 8 = 13 + 5 + \text{Defensive Casting Bonus} + 2$$

20 When casting a spell and attempting a melee attack against the same target, choose one of:

+ 2	Attack Bonus	+ 2	Spell Save DC Bonus	+ 2	to overcome target's spell resistance
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□ □ □

Level	Prepare any spell as a swift action	Pool Cost	Level	Adjustment
11	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost	= Spell Level	(cannot use metamagic)

INTELLIGENT ITEM

EGO

6

ITEM'S TOTAL
EGO SCORE

Intelligent items with an ego 20 or more always consider themselves superior to any character.

In the event of a personality conflict, the wielder must make a will save against the item's ego, or the item becomes dominant.

ABILITIES

	Ability Score	Bonus	Ability Modifier	Temp Bonus
INT	12		+1	
WIS	8		+2	
CHA	8		+2	
Ability Modifier = (Total Ability Score - 10) ÷ 2				+ EGO

SENSES

- ☐ **EMPATHY**
Item can communicate emotional intent.
- ☐ **SPEECH**
Item can talk in languages it knows.
- ☒ **TELEPATHY**
Item can communicate with its wielder, regardless of language. +1

SENSES ☐ 30ft ☐ 60ft ☐ 120ft

- ☐ Darkvision
- ☐ Blindsense +1

- ☐ **READ LANGUAGES**
Item can read any language. +1

- ☐ **READ MAGIC**
Item can decipher magical writing. +1

LANGUAGES

Common

C# (Mecha)

INTELLIGENT ITEM

Name

Serenity

Base magic item

Scimitar

Item value

gp + EGO

POWERS AND PURPOSE

ALERTNESS

ARCANE POOL: 2

+ EGO

BLADE STRIKE: Free action:

Spend 1 pt from arcane pool:

+1 bonus on dmg rolls + EGO

UNBREAKABLE: Arcane pool > 0

Immune to broken condition

+ EGO

ELEMENTAL ATTUNEMENT

1 pt: fire/electrical/cold dmg

2 pts: force/sound dmg + EGO

+ EGO

+ EGO

+ EGO

+ EGO

Total ego bonus from item powers, dedicated powers, special purpose etc. + EGO

SPELLBOOK

of Spells

HD 1 2 3 4 5

1st 6 2 2 * *

2nd - - - 2 2

3rd

4th

5th

6th

FIRST LEVEL

Shocking Grasp

Frostbite

True Strike

Obscuring Mist

Deivon's Parry

Magic Missile

Secluded Grimoire

SECOND LEVEL

Bladed Dash

Mirror Image

Frigid Touch

Glitterdust

INVENTORY

Light Load	Carried Items	2 lb
33 lb	Weapons, Ammo	lb
Medium Load	Armour, Shield	10 lb
66 lb	Worn Items	lb
Heavy Load	Scrolls, Potions, Wands, Components	lb
100 lb	Total Weight	lb

MONEY

WANDS

WANDS

50 CHARGES #

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	52
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ARMOUR

Properties

SHIELD

Properties

SCROLLS

EQUIPMENT

Properties

Properties

Properties

Properties

Cloak of Resistance

Chest

Belt of Incredible Dexterity +2

Properties

POTIONS

	#				
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CHARACTER BACKGROUND

Name

Aviyna

Origin

Awoken in the Scav Sea, Aviyna finds herself hunted by a stranger mistaking her for her previous self. Having hidden in Rizmya for years, she now returns to her birthplace.

PORTRAIT

Race

Android



Age

17

Height

4'10"

Weight

135 lbs

Eyes

Green

Hair

Brown

Defining Features

Metallic sheen, greenish circuitry everywhere (not the face)

Preferred Clothing

Hot weather hooded cloaks

PERSONALITY

Motivations

Self-preservation, survival

Fears

What her previous self may have done, thus digging into history

Likes

Anything arcane and magical

Dislikes

Quirks

ORIGINS

Parents

☐ FRIEND

☒ RIVAL

=

CHA

+

Background

Bonus

Gifts

Insults

Events



Country

/ Region

/ Town

☐ FRIEND

☒ RIVAL

=

CHA

+

Background

Bonus

Gifts

Insults

Events



AFFILIATIONS

Religion

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

Employer

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

Current Country

/ Region

/ Town

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

Affiliation

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

Affiliation

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

FRIENDS AND FOES

Tana

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

Koda

☐ FRIENDLY

☐ ☐ ☐ ☐ ☐

☒ HOSTILE

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