

HUMAN MAGE BLADE

CHARACTER INFORMATION

Character Level: 5

Race: Human

Class: Mage Blade5

Speed: 30

Initiative: +1

Size: Medium

ABILITY SCORES

Ability	Score	Modifier
Strength	16	+3
Dexterity	13	+1
Constitution	12	+1
Intelligence	10	+1
Wisdom	8	-1
Charisma	14	+2

HIT POINTS AND ARMOR CLASS

Hit Points 33

AC 19 (20 in melee, 21 vs. swords)

Flat-Footed AC 18

Touch AC 12

SAVING THROWS

Save Modifier

Reflex +5

Fortitude +5

Will +3

WEAPONS AND DAMAGE

Weapons (+6 melee, +4 range)

Dire masterwork swordaxe +8 attack
1d8+8 damage

Javelin +4 attack
1d6+3 damage

SKILLS

Skill	Modifier
Concentration	+9
Intimidate	+10
Spellcraft	+4
Spot	+6

GEAR

Dire masterwork swordaxe

Javelin (6)

Chain shirt (-3 armor check)

Articulated long shield +1

Eyes of the eagle

Cloak of resistance +2

Silent sheath potion

Darkvision potion

Invisibility potion

50 feet of rope

Torches (9)

Backpack

FEATS AND TALENTS

Defensive Stance (+1 dodge bonus in melee)

Natural Swordsman

Bonded Item (swordaxe)

Exotic Weapon Proficiency (heavy)

SPECIAL ABILITIES

Athame key weapon

(functions as +2 weapon for mage blade only)

Shimmering shield 1/day

(+2 deflection bonus to AC for 5 rounds)

SPELL SLOTS PER DAY

Level	Slots
0	4
1	3
2	2

SPELLS READIED

0-Level: *bash, canny effort, detect magic, ghost sound, hygiene*

1st-Level: *mind stab, precise vision, safe fall, lesser transfer wounds*

2nd-Level: *lesser beastskin, see invisibility*

ROLEPLAYING NOTES

You are prepared for any situation. You can cast spells, although you don't fully understand everything there is to know about magic. You can be a bit brash at times, but you always feel up to any challenge.

