

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.

