

Fox (Mage Blade)

NAME	
MB13	78000
CLASS	EXPERIENCE
13	91000
Character Level	NEXT LEVEL

Nick Fuller

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
17	Male
AGE	GENDER

DEITY	
5' 10"	170 lbs.
HEIGHT	WEIGHT
EYES	HAIR

Neutral Good
ALIGNMENT
Low-light
VISION
-1
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	20	+5	20	+5
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	13	+1	13	+1	13	+1

<b>VP</b> Vitality	114					<b>WP</b> Wound Points	12			Walk 30 ft.																	
<b>AC</b> armor class	23	:	20	:	15	=	10	+	5	+	0	+	3	+	0	+	3	+	2				15	-2	0		
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST

INITIATIVE modifier	+9	+3	+6
TOTAL			
DEX MODIFIER			
MISC MODIFIER			
BASE ATTACK bonus	+9/+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+6	+1	+1	+0	+0		
REFLEX (dexterity)	+10	+6	+3	+1	+0	+0		
WILL (wisdom)	+7	+6	+0	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+14/+9	+9/+4	+5	+0	+0	+0	
RANGED attack bonus	+12/+7	+9/+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+14/+9	+9/+4	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+5	20/x2

*Fox's Short Staff +4	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	BS/BS	M	19-20/x2/2
TOTAL ATTACK BONUS	DAMAGE			
+17/+12;+17	2d8+11/+8			
Special Properties				

*Fox's Short Staff +4 (Head 1 only)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	BS	M	19-20/x2
To Hit	Dam		To Hit	Dam
1H-P	N/A	2d8+11	2W-P-(OH)	N/A
1H-O	N/A	2d8+8	2W-P-(OL)	+17/+12
2H	+19/+14	2d8+13	2W-OH	+17
Special Properties				

*Fox's Short Staff +4 (Head 2 only)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	BS	M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+19/+14	2d8+13			
Special Properties				

\*: 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
*Mage Chain	Light	+5	+4	-2	15
*Amulet of Natural Armor +3		+3		+0	0
*Ring of Protection +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
Appraise	INT	3	= 3	+	+
Balance	DEX	3	= 3	+	+
Bluff	CHA	1	= 1	+	+
Climb	STR	3	= 5	+	-2
Concentration	CON	5	= 1	+	4.0
Craft (Untrained)	INT	3	= 3	+	+
Diplomacy	CHA	5	= 1	+	2.0
Disguise	CHA	1	= 1	+	+
Escape Artist	DEX	2	= 3	+	-2
Forgery	INT	3	= 3	+	+
Gather Information	CHA	3	= 1	+	2
Handle Animal	CHA	2	= 1	+	1.0
Heal	WIS	0	= 0	+	+
Intimidate	CHA	1	= 1	+	+
Jump	STR	5	= 5	+	+
Knowledge (Arcana)	INT	6	= 3	+	3.0
Knowledge (Dungeoneering)	INT	10	= 3	+	5.0
Listen	WIS	4	= 0	+	3.0
Psychic-Enhance Ability	WIS	5	= 0	+	5.0
Psychic-Enhance Senses	WIS	1	= 0	+	1.0
Psychic-Mental Contact	CHA	6	= 1	+	5.0
Psychic-Psychic Healing	WIS	1	= 0	+	1.0
Psychic-Psychic Sense	WIS	0	= 0	+	+
Ride	DEX	6	= 3	+	3.0
Search	INT	5	= 3	+	1.0
Sense Motive	WIS	2	= 0	+	2.0
Sneak	DEX	10	= 3	+	7.0
Sneak (Hide)	DEX	8	= 3	+	-2
Spellcraft	INT	10	= 3	+	7.0
Spot	WIS	7	= 0	+	6.0
Survival	WIS	5	= 0	+	5.0
Survival (Underground)	WIS	7	= 0	+	5.0
Swim	STR	2	= 5	+	-4
Tumble	DEX	7	= 3	+	-2
Use Rope	DEX	5	= 3	+	2.0
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Shortbow (Composite/Masterwork/+3)				CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	P	M	20/x3
	30 ft.	70 ft.	140 ft.	210 ft.	280 ft.		
To Hit	+9/+4	+9/+4	+7/+2	+5/+0	+3/-2		
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3		
Special Properties	STR bonus to damage						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Ring Skill Bonus (Competance) (Knowledge (Dungeoneering) +2)	Equipped	1	0.0	400.0	
Competance bonus to selected skill of Knowledge (Dungeoneering))+2					
Amulet of Natural Armor +3	Equipped	1	0.0	18000.0	
Backpack	Equipped	1	2.0	2.0	
6 lbs., 1 Blanket (Winter), 1 Spellbook (Wizard's/Blank)					
Blanket (Winter)	Backpack	1	3.0	0.5	
Bracers of Ogre Power	Equipped	1	4.0	4000.0	
(Gauntlets of Ogre Power)					
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Fox's Short Staff +4	Equipped	1	2.0	67100.0	
Mage Chain	Equipped	1	40.0	300.0	
Noble's Outfit	Equipped	1	10.0	75.0	
Ring of Protection +2	Equipped	1	0.0	8000.0	
Shortbow (Composite/Masterwork/+3)	Carried	1	2.0	600.0	
0 lbs. STR bonus to damage					
Spell Component Pouch	Carried	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Backpack	1	3.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			59 lbs.	99497.5 gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MAGIC
Fox's Battle Short Staff+4   2d8+4 </magic><magic>-Pyschic Weapon: Add 3d8 to weapon damage   Duration: 1 round per level   Costs: 3 strain</magic><magic>Shimmering Shield +6 Deflection AC Bonus for 10 rounds</magic><magic>

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Athame
Athame Defense
Elven Blood
Familiarity with Magic
Immunity to sleep spells and similar magical effects.
Shimmering Shield
Slice through Wardings
Sprightly Step
Summon Athame (Standard Action)

FEATS	
Born to the Blade	Gain a +2 bonus on initiative and +1 bonus on save DCs.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Quarterstaff)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization* (Quarterstaff)	+2 bonus to damage rolls with one weapon
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Improved Toughness	Gain hp equal to your current HD

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES
Truename

# Mage Blade Spells

LEVEL	0	1	2	3	4	5	6	7	8
KNOWN	6	6	5	4	3	0	0	0	0
PER DAY	4	5	4	4	3	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bash	15		Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
Effect: Caster gets a +2 competence bonus to next melee attack roll.					Target: You			Caster Level: 13	
□□□□ Canny Effort	15		Standard action	Until discharged 0 [D]	Personal			Transmutation	AE: Arcana Evolved
Effect: Caster gains +2 competence bonus on next skill check.					Target: You			Caster Level: 13	
□□□□ Contact	15	Will negates	Standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Sends mental message to creature touched.					Target: One creature			Caster Level: 13	
□□□□ Detect Disease	15	None	Standard action	Instantaneous	Close (55 ft.)		No	Divination	AE: Arcana Evolved
Effect: Detects and identifies a disease.					Target: One creature, one object, or a 5-foot cube			Caster Level: 13	
□□□□ Enchanting Flavor	15	None	1 full round	Instantaneous	Touch		No	Transmutation [Faen, Mind-Affecting]	AE: Arcana Evolved
Effect: Gives food better flavor and caster +2 bonus to Charisma checks against diners.					Target: One meal			Caster Level: 13	
□□□□ Glowglobe (Lesser)	15	None	Standard action	10 minutes/level [D]	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
Effect: Creates nonmoving magical globe of light.					Target: Glowing sphere			Caster Level: 13	
□□□□ Hygiene	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
Effect: Cleans one creature and gives +1 circumstance bonus to saves against disease.					Target: One creature			Caster Level: 13	
□□□□ Minor Illusion	15	Will negates (disbelief)	Standard action	1 round/level [D]	0 feet		No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of nonmoving object in caster's hand.					Target: An image up to 6 inches on allsides			Caster Level: 13	
□□□□ Repair (Lesser)	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet		Yes (harmless,object)	Transmutation	AE: Arcana Evolved
Effect: Repairs one small broken object and repairs 1d10 points of damage to damaged object.					Target: One object of up to 1 lb.			Caster Level: 13	
□□□□ Saving Grace	15		Standard action	One round/level [D]	Personal			Abjuration	AE: Arcana Evolved
Effect: Provides +1 luck bonus to one type of saving throw.					Target: You			Caster Level: 13	
□□□□ Scent Bane	15	Will negates(harmless)	Standard action	One minute/level [D]	Touch		Yes (harmless)	Abjuration [Litorian, Sibeccai]	AE: Arcana Evolved
Effect: Negates scent ability.					Target: One creature or object			Caster Level: 13	
□□□□ Seeker	15		Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
Effect: Caster gets a +2 competence bonus to next ranged attack roll.					Target: You			Caster Level: 13	
□□□□ Sense Thoughts	15	Will negates	Standard action	Concentration 0	Close (55 ft.)		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Reveals the location and emotional state of any target the caster cast contact upon in the last 24 hours.					Target: One creature			Caster Level: 13	
□□□□ Touch of Weakness	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
Effect: Touch attack temporarily damages Strength by 1 point.					Target: One creature			Caster Level: 13	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acrobatics	16		Standard action	10 minutes/level	Personal			Transmutation [Faen]	AE: Arcana Evolved
Effect: Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.					Target: You			Caster Level: 13	
□□□□ Animate Weapon	16	None	Standard action	Concentration 0	Close (55 ft.)		No	Transmutation	AE: Arcana Evolved
Effect: Allows weapon to attack on its own with caster's base attack bonus.					Target: A weapon you are proficient with			Caster Level: 13	
□□□□ Charm	16	Will negates	Standard action	10 minutes/level	Touch		Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
Effect: Caster gains +10 bonus to Charisma checks in relation to target.					Target: One creature of the same type as the caster			Caster Level: 13	
□□□□ Compelling Command	16	Will negates	Standard action	Instantaneous	Close (55 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
Effect: Target must obey one of three simple commands.					Target: One living creature			Caster Level: 13	
□□□□ Compelling Question (Lesser)	16	Will negates	Standard action	Instantaneous	Close (55 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
Effect: Target must answer a question with a single-word answer.					Target: One creature			Caster Level: 13	
□□□□ Conjure Weapon (Lesser)	16	None	Standard action	1 round/level [D]	0		No	Conjuration [See Text]	AE: Arcana Evolved
Effect: Creates a masterwork weapon.					Target: One weapon [see text]			Caster Level: 13	
□□□□ Glamour	16	Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal		No	Illusion [Faen]	AE: Arcana Evolved
Effect: Illusion makes caster look attractive.					Target: You			Caster Level: 13	
□□□□ Illusory Object (Lesser)	16	Will disbelief (if interacted with)	Standard action	Concentration	Long (920 ft.)		No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of a static object.					Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]			Caster Level: 13	
□□□□ Mind Stab	16	None	Standard action	Instantaneous	Medium (230 ft.)		Yes	Evocation [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.					Target: One living creature			Caster Level: 13	
□□□□ Mudball	16	None	Standard action	Instantaneous	Close (55 ft.)		No	Evocation [Earth, Water]	AE: Arcana Evolved
Effect: Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.					Target: One living creature			Caster Level: 13	
□□□□ Precise Vision	16		Standard action	10 minutes/level	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster gains +5 competence bonus to Spot and Search checks.					Target: You			Caster Level: 13	
□□□□ Predict Weather	16		One minute	Instantaneous	Personal			Divination [Litorian]	AE: Arcana Evolved
Effect: Provides details of the following day's weather.					Target: You			Caster Level: 13	
□□□□ Safe Fall	16	Will negates (object)	See text	Until landing	Close (55 ft.)		Yes (object)	Transmutation	AE: Arcana Evolved
Effect: Creatures and objects in 10-foot radius fall without taking damage.					Target: Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level			Caster Level: 13	
□□□□ Scent Tracker	16		Standard action	10 minutes/level [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
Effect: Grants scent ability to caster.					Target: You			Caster Level: 13	
□□□□ Tears of Pain	16	Will negates	Standard action	One day/level	Close (55 ft.)		Yes	Evocation [Curse]	AE: Arcana Evolved
Effect: Target suffers -1 penalty to saves.					Target: One living creature			Caster Level: 13	
□□□□ Touch of Fear	16	Will negates	Standard action	1 round/level	Touch		Yes	Enchantment [Fear]	AE: Arcana Evolved
Effect: Subject of touch attack is shaken.					Target: One creature touched			Caster Level: 13	
□□□□ Transfer Wounds (Lesser)	16	Will half (harmless)	1 full round	Instantaneous	Touch		Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
Effect: Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.					Target: Creature touched			Caster Level: 13	
□□□□ Veil of Darkness	16	None	One	10 minutes/level [D]	0 feet		No	Evocation	AE: Arcana Evolved

\* =Domain/Specialty Spell

# Mage Blade Spells

Effect: Creates immobile area of magic darkness.					action			Target: 10-foot-radius spread			[Darkness] Caster Level: 13	
LEVEL 2												
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source			
Ability Boost (Lesser)	17	None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibecai]	AE: Arcana Evolved			
Effect: Target gets +2 enhancement bonus to highest ability score.					Target: One creature			Caster Level: 13				
Aid Plants	17	None	10 minutes	Four months	Long (920 ft.)		No	Transmutation [Plant]	AE: Arcana Evolved			
Effect: Plants are protected from disease.					Target: 400 feet + 40 feet/level-radius globe, centered on you			Caster Level: 13				
Battle Healing (Lesser)	17	Will half(harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [Positive Energy]	AE: Arcana Evolved			
Effect: Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].					Target: Creature touched			Caster Level: 13				
Beastskin (Lesser)	17	None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved			
Effect: Target gains +2 [or greater] natural armor bonus to AC.					Target: Living creature touched			Caster Level: 13				
Blinding Light	17	Fortitude negates	Standard action	1 round/level	Medium (230 ft.)		Yes	Evocation [Light]	AE: Arcana Evolved			
Effect: Target is blinded for 1 round/level.					Target: One creature			Caster Level: 13				
Cloak of Darkness	17		Standard action	10 minutes/level [D]	Personal			Evocation [Darkness]	AE: Arcana Evolved			
Effect: Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.					Target: You			Caster Level: 13				
Control Temperature	17	Fortitude negates	Standard action	One hour/level [D]	0 feet		Yes	Transmutation [Air, Cold, Fire]	AE: Arcana Evolved			
Effect: Raises or lowers temperature by 10 degrees/caster level.					Target: 50-foot radius centered on you			Caster Level: 13				
Destructive Grip	17	None	Standard action	1 round/level [D]	Touch		No	Evocation [Acid]	AE: Arcana Evolved			
Effect: Acid touch deals 1d6 points of damage.					Target: Creature or object touched			Caster Level: 13				
Glowglobe (Greater)	17	None	Standard action	Permanent	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved			
Effect: Creates permanent nonmoving globe of light.					Target: Glowing sphere			Caster Level: 13				
Gusting Wind	17	Fortitude negates	Standard action	1 full round	Medium (230 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved			
Effect: Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.					Target: Gust of wind [10 feet wide, 10 feet high] emanating out from you to the extreme of the range			Caster Level: 13				
Icebolt	17	None	Standard action	Instantaneous	Medium (230 ft.)		Yes	Evocation [Cold]	AE: Arcana Evolved			
Effect: Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.					Target: One creature			Caster Level: 13				
Muddy Ground	17	None	Standard action	1 round/level	Medium (230 ft.)		No	Transmutation [Earth, Water]	AE: Arcana Evolved			
Effect: Changes earth to mud, reducing movement through area by half and requiring balance checks.					Target: One 10-foot square/level			Caster Level: 13				
Protective Charm	17	Will negates	Standard action	1 round/level	Close (55 ft.)		Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved			
Effect: One creature/level will not attack caster.					Target: Up to one creature/level [of your general type], no two of which may bemoire than 30 feet apart			Caster Level: 13				
Sealed Door (Lesser)	17	None	Standard action	Permanent [D]	Close (55 ft.)		No	Abjuration [Dragon]	AE: Arcana Evolved			
Effect: Makes door very difficult to open.					Target: One door, no larger than 10 feet by 10 feet by 2 feet			Caster Level: 13				
Spell's Edge (Lesser)	17	Fortitude negates(harmless)	Standard action	One minute/level or until used	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved			
Effect: Athame has storied within it a touch attack spell, which it inflicts with one strike.					Target: Your athame			Caster Level: 13				
Startling Touch	17	Will negates	Standard action	Instantaneous	Touch		Yes	Enchantment [Mind-Affecting, Psionic]	AE: Arcana Evolved			
Effect: Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.					Target: One creature			Caster Level: 13				
Subtle Steps	17		Standard action	One hour/level	Personal			Transmutation [Litorian]	AE: Arcana Evolved			
Effect: Caster gains +5 competence bonus to Sneak checks.					Target: You			Caster Level: 13				
Wicked Barb	17	None	Standard action	Instantaneous	Medium (230 ft.)		Yes	Conjuration [Plant]	AE: Arcana Evolved			
Effect: Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.					Target: One creature			Caster Level: 13				
LEVEL 3												
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source			
Compelling Question(Greater)	18	Will negates	Standard action	Instantaneous	Close (55 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved			
Effect: Target must answer a question.					Target: One creature			Caster Level: 13				
Conjure Repast	18	None	10 minutes	Instantaneous	Close (55 ft.)		No	Conjuration	AE: Arcana Evolved			
Effect: Creates food and water for three humans/level for one day.					Target: Food and water to sustain three humans or one horse/level for one day			Caster Level: 13				
Creation (Lesser)	18	None	One minute	One hour/level	0 feet		No	Conjuration [Giant]	AE: Arcana Evolved			
Effect: Creates nonmagical object of vegetable matter.					Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level			Caster Level: 13				
Earth's Clutches	18	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Conjuration [Earth]	AE: Arcana Evolved			
Effect: Stone hands reach up and grasp at touched foe.					Target: One creature			Caster Level: 13				
Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved			
Effect: Witch gains additional use[s] or increased level for witchery power.					Target: One creature with witchery powers			Caster Level: 13				
Hand of Battle	18	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Force]	AE: Arcana Evolved			
Effect: Touch attack inflicts 1d6 points of force damage/caster level.					Target: One creature or object			Caster Level: 13				
Illusory Object (Greater)	18	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Long (920 ft.)		No	Illusion	AE: Arcana Evolved			
Effect: Creates illusion of an object with sound, smell, texture, and temperature.					Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]			Caster Level: 13				
Protection From Elements	18	None	Standard action	10 minutes/level or until discharged	Touch		Yes	Abjuration [See Text]	AE: Arcana Evolved			
Effect: Protects target against 12 points/level of specified elemental type.					Target: Creature touched			Caster Level: 13				
Repair (Greater)	18	Will negates (harmless, object)	Standard action	Instantaneous	10 feet		Yes (harmless, object)	Transmutation	AE: Arcana Evolved			
Effect: Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.					Target: One object			Caster Level: 13				
Spirit of Prowess	18		Standard action	10 minutes/level or when used	Personal			Transmutation [Sibecai]	AE: Arcana Evolved			
Effect: Caster gains +4 competence bonus on one attack + one attack/5 levels.					Target: You			Caster Level: 13				
Summon Minor Elemental(Lesser)	18	None	1 full round	1 round/level [D]	Close (55 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved			
Effect: Small elemental appears and attacks caster's foes.					Target: One summoned creature			Caster Level: 13				
Weary Touch	18	Fortitude partial	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved			
Effect: Touch attack makes target exhausted.					Target: One creature			Caster Level: 13				
Whisper of Madness	18	Will negates	Standard action	Instantaneous	Close (55 ft.)		Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved			
Effect: Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.					Target: One creature			Caster Level: 13				
* =Domain/Speciality Spell												

## Mage Blade Spells LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Animate the Dead (Lesser)	19	None	One minute	Instantaneous [self-sustaining magic]	Touch		No	Necromancy	AE: Arcana Evolved
<i>Effect:</i> Creates one undead creature.					<i>Target:</i> The corpse of one creature with fewer Hit Dice than you				
■■■■■Blooded Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch		Yes (object, harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> An athame becomes a wounding weapon.					<i>Target:</i> Your athame				
■■■■■Conjure Weapon (Greater)	19	None	Standard action	One minute/level [D]	0		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Creates +1 or better weapon.					<i>Target:</i> One weapon [see text]				
■■■■■Curse of Vengeance	19	Will negates	1 full round	Permanent	Medium (230 ft.)		Yes	Evocation [Curse, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -2 morale penalty on attacks, saves, and checks and a random -10 penalty once/day.					<i>Target:</i> One creature				
■■■■■Dancing Rune	19	Fortitude negates(harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch-trigger rune animates and attacks.					<i>Target:</i> One password-protected rune				
■■■■■Gaze of Terror	19	Will negates	Standard action	1 round/two levels [D]	Close (55 ft.)		Yes	Enchantment [Fear]	AE: Arcana Evolved
<i>Effect:</i> Gaze attack panics targets, making them flee.					<i>Target:</i> A globe with a radius of 25 feet + 5 feet/two levels				
■■■■■Living Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame becomes a dancing weapon.					<i>Target:</i> Your athame				
■■■■■Stamina to Defense	19	None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.					<i>Target:</i> One armor or shield				
■■■■■Strength to Strike	19	None	Standard action	1 round/level	Touch		No	Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.					<i>Target:</i> One weapon				
■■■■■Telepathy	19	Will negates (harmless)	Standard action	1 round/level	One mile/level		Yes (harmless)	Divination [Language-Dependent, Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Caster and creature communicate mentally.					<i>Target:</i> You and one familiar creature				
■■■■■Touch of the Tempest	19	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.					<i>Target:</i> One creature				
■■■■■Transfer Wounds (Greater)	19	Will half (harmless)	1 full round	Instantaneous	Touch		Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Battle Healing (Greater)	20	Will half (harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Target is healed of 1d6 points of damage/caster level [maximum 15d6].					<i>Target:</i> Creature touched				
■■■■■Creation (Greater)	20	None	One minute	Instantaneous	0 feet		No	Conjuration [Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmagical object of any material.					<i>Target:</i> Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level				
■■■■■Dominate (Lesser)	20	Will negates	Standard action	One hour/level	Medium (230 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Caster controls actions of any Medium [or smaller] humanoid.					<i>Target:</i> One humanoid of Medium or smaller size				
■■■■■Enfeebled Mind	20	Will negates (see text)	Standard action	Permanent	Medium (230 ft.)		Yes	Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target's Intelligence drops to 1.					<i>Target:</i> One creature				
■■■■■Ghost Weapon	20	None	Standard action	1 round/level	Touch		Yes (harmless)	Transmutation [Force]	AE: Arcana Evolved
<i>Effect:</i> Weapon ignores armor and natural armor.					<i>Target:</i> One melee weapon				
■■■■■Open Door	20	None	Standard action	Instantaneous	Touch		No	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Opens one door, no matter how sealed, barred, or locked.					<i>Target:</i> One door or similar closure				
■■■■■Revivification	20	None (see text)	Standard action	One minute/level [D]	Touch		Yes (harmless)	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Restores temporary life to a dead creature.					<i>Target:</i> One dead creature				
■■■■■Summon Minor Elemental(Greater)	20	None	1 full round	1 round/level [D]	Close (55 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Medium elemental appears and attacks caster's foes.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 feet apart				
■■■■■Touch of Dire Doom	20	Fortitude partial	Standard action	Instantaneous	Touch		Yes	Evocation	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d3 points of ability score damage to all scores.					<i>Target:</i> One creature touched				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Ability Boost (Greater)	21	None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Target gets +8 enhancement bonus to highest ability score.					<i>Target:</i> One creature				
■■■■■Beastskin (Greater)	21	None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
<i>Effect:</i> Target gains +6 [or greater] natural armor bonus to AC.					<i>Target:</i> Living creature touched				
■■■■■Call Guardian (Lesser)	21	None (see text)	One minute	Instantaneous	Close (55 ft.)		No (see text)	Conjuration	AE: Arcana Evolved
<i>Effect:</i> Calls monster to serve caster.					<i>Target:</i> One creature				
■■■■■Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (55 ft.)		Yes	Enchantment [Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target is comatose for one hour/caster level.					<i>Target:</i> One living creature				
■■■■■Cursed Locale	21	None	One minute	Permanent	Long (920 ft.)		No	Evocation [Curse]	AE: Arcana Evolved
<i>Effect:</i> All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.					<i>Target:</i> Ten 10-foot cubes/level				
■■■■■Learn Truename	21	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination	AE: Arcana Evolved
<i>Effect:</i> Caster learns one creature's truename.					<i>Target:</i> One creature				
■■■■■Protect Soul	21		One hour	One day/level	Personal			Abjuration	AE: Arcana Evolved
<i>Effect:</i> Protects caster from soul-affecting spells and truename effects.					<i>Target:</i> You				
■■■■■Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (230 ft.)		No	Evocation [Sonic]	AE: Arcana Evolved
<i>Effect:</i> Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.					<i>Target:</i> Sonic wall whose area is up to one 5-foot square/level [S]				

\* =Domain/Specialty Spell



## Mage Blade Spells LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Curse of the Chaotic Mind	22	Will negates	Standard action	Permanent	Medium (230 ft.)		Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved
<i>Effect:</i> Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
☐☐☐☐☐ Finger of Destruction	22	Fortitude partial	Standard action	Instantaneous	Close (55 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
<i>Effect:</i> Target suffers 5 points of damage/caster level.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
☐☐☐☐☐ Gaze of the Basilisk	22	Fortitude negates	Standard action	1 round/two levels [D]	Close (55 ft.)		Yes	Transmutation [Earth]	AE: Arcana Evolved
<i>Effect:</i> Gaze attack turns victims to stone.					<i>Target:</i> A globe with a radius of 25 feet + 5 feet/two levels			<i>Caster Level:</i> 13	
☐☐☐☐☐ Immunity (Lesser)	22		Standard action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved
<i>Effect:</i> Target is immune to one dangerous type of spell, element, energy, or other threat.					<i>Target:</i> You			<i>Caster Level:</i> 13	
☐☐☐☐☐ Mental Protection	22	None	Standard action	One hour/level	Touch		Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Caster makes caster power check to negate mental attacks on target.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
☐☐☐☐☐ Rock's Hand	22	None	Standard action	1 round/level [D]	Medium (230 ft.)		No	Evocation [Earth, Giant]	AE: Arcana Evolved
<i>Effect:</i> Hand of stone rises from the ground and grapples foe.					<i>Target:</i> 10-foot-wide hand			<i>Caster Level:</i> 13	
☐☐☐☐☐ Song of Paralysis	22	Fortitude negates	One action	1 round/level	Medium (230 ft.)		Yes	Necromancy [Sonic]	AE: Arcana Evolved
<i>Effect:</i> One creature/level is paralyzed.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 13	
☐☐☐☐☐ Spell's Edge (Greater)	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame has touch-attack spell stored within it, inflicting the spell with each strike.					<i>Target:</i> Your athame			<i>Caster Level:</i> 13	
☐☐☐☐☐ Spirit of War	22		Two minutes	24 hours	Personal			Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells.					<i>Target:</i> You			<i>Caster Level:</i> 13	
☐☐☐☐☐ Stabilize Soul	22	Will negates (harmless)	One minute	Instantaneous	Touch		Yes (harmless)	Transmutation [Truename]	AE: Arcana Evolved
<i>Effect:</i> Revivified creature remains alive.					<i>Target:</i> One creature or one corpse			<i>Caster Level:</i> 13	
☐☐☐☐☐ Summon Major Elemental(Lesser)	22	None	1 full round	1 round/level [D]	Close (55 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Huge elemental appears and attacks caster's foes.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 13	
☐☐☐☐☐ Transfer Wounds (Total)	22	Will half (harmless)	1 full round	Instantaneous	Touch		Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals all damage; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Curse of Languishing Death	23	Fortitude partial	Standard action	Permanent	Medium (230 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename]	AE: Arcana Evolved
<i>Effect:</i> Victim suffers 1d6 points of Constitution damage/day.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
☐☐☐☐☐ Dominate (Greater)	23	Will negates	Standard action	One day/level	Medium (230 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Caster controls actions of one creature.					<i>Target:</i> One living creature with fewer Hit Dice than you			<i>Caster Level:</i> 13	
☐☐☐☐☐ Primal Release	23	Will negates	Standard action	10 minutes/level	Close (55 ft.)		Yes	Transmutation [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells.					<i>Target:</i> One living creature [not you]			<i>Caster Level:</i> 13	
☐☐☐☐☐ Roar of Courage	23		1 full round	10 minutes/level	Close (55 ft.)			Conjuration [Giant, AE: Arcana Evolved Litorian]	
<i>Effect:</i> Grants allies fear immunity and morale bonus.					<i>Target:</i> All allies within range			<i>Caster Level:</i> 13	
☐☐☐☐☐ Unstoppable Strikes	23		Standard action	1 round/level	Personal			Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster makes sneak attacks with every strike, inflicting +3d6 damage [or more].					<i>Target:</i> You			<i>Caster Level:</i> 13	
☐☐☐☐☐ Wave of Death	23	Fortitude negates	Standard action	Instantaneous	Close (55 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
<i>Effect:</i> Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.					<i>Target:</i> Cone			<i>Caster Level:</i> 13	
☐☐☐☐☐ Wave of Life	23	Fortitude negates	Standard action	Instantaneous	Close (55 ft.)		Yes	Evocation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.					<i>Target:</i> Cone			<i>Caster Level:</i> 13	

\* =Domain/Speciality Spell

Fox (Mage Blade)



Half-Elf
RACE
17
AGE
Male
GENDER
Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
170 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

**Description:**  
@12th Level Spell POINTS: \_\_\_\_\_  
@11th Level Spell Points: 50

**Biography:**

## Notes:

Character Sheet Notes: