

BAB Low

HP per Lv 6(d8)

Weapon Proficiency 4 groups ( +1 group on multiclass )

Armor Proficiency Light

Saving Throw Proficiency Fort, Will

Initial Equipment Spellbook

Bonus Language Draconic

Level	Class Ability
1st	Arcane Pool , &#160;Spell Combat
2nd	Arcane Accuracy
3rd	<u>Magus Arcana</u>
4th	Spell Recall
5th	Bonus Feat , arcane pool(+2 enhancement , +1 property)
6th	<u>Magus Arcana</u>
7th	Medium Armor , arcane pool(+1 property)
8th	Improved Spell Combat
9th	<u>Magus Arcana</u> , arcane pool(+3 enhancement , +2 property)
10th	Spellstrike
11th	Bonus Feat , &#160;Improved Spell Recall , arcane pool(+2 property)
12th	<u>Magus Arcana</u>
13th	Heavy Armor , arcane pool(+4 enhancement , +3 property)
14th	Greater Spell Combat
15th	<u>Magus Arcana</u> , arcane pool(+3 property)
16th	Counterstrike
17th	Bonus Feat , arcane pool(+5 enhancement , +4 property)
18th	<u>Magus Arcana</u>
19th	Greater Spell Access , arcane pool(+4 property)
20th	True <u>Magus</u>

Spells A magus casts arcane spells. Her casting type is Prepared 6th casting, and her casting ability is Intelligence.

A magus prepare spells from his spell book. Spellbook には、magus が唱えられる Core に載っている呪文が書き込まれている。Lv が上がって新しいLvの呪文が唱えられるようになると、magus は日々の勉強から、Spellbook に新しいLv の呪文を書き込む。

After long rest, a magus must spend 1 hour studying his spellbook to regain her daily allotment of spells and prepare spells. Spellbook が無い場合、magus は呪文を準備し直すことができないが、spell slot は回復するため、前日に準備した呪文を使うことができる。

Arcane Pool (Su) At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a magus can expend 1 point from his arcane pool as part of drawing a weapon granting +1 enhancement bonus on it for 2 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level.

5Lv 以降、武器に Enhancement Bonus を与える代わりに、Special Property を付与することができます。5Lv で、+1 相当の Special Ability を一つ覚えることができ、それを付与できます。以降、2Lv 毎に Special Ability を覚えることができ、どの + 相当まで覚えられるかはテーブルにある通りです。

この能力は Enhance Armaments のルールに従う。

A magus can enhance as many weapon as he like. But each weapon cost 1 arcane pool. 二刀流の Feat があれば、両方を抜きながら強化することもできる。

Spell Combat (Ex) At 1st level, a magus learns to cast spells and wield his weapons at the same time. Standard ないしは Full-round Action で 1 回以上の武器攻撃を行う際に、最初の攻撃の直前ないしは直後に Free Action で Casting Time が Standard 以下の magus 呪文を一つ唱えることができます。呪文の Touch Attack、Caster Level Check が必要には、Attack Roll のダイスを使います(ダイスロールが 20 なら、武器も呪文も両方クリティカルします)。Spellcombat するとき、1 ラウンドの間、全ての Attack Roll/Caster Level Check に -2 ペナルティを受け、Spell の DC も -2 されます。この時の呪文は Ranged Attack を含め AoO を誘発しないため、Cast Defensive は必要ありません(地面を叩くとか言わない限り)。

The magus can activate a wand or staff in place of casting a spell when using spell combat if he has holding it.

Spell Combat を行う場合、Attack Roll の前に使う呪文を含めて宣言する必要がある。ただし、一つの行動を見て、行動をキャンセルしてもよい(呪文の後攻撃をやめたり、攻撃の後呪文をやめたりしてよい)

Arcane Accuracy As a free action, Magus can sacrifice a spell slot and gain class level bonus on attack rolls equals to the spell level sacrificed. This effect lasts for 1 round. You can not use Spell combat and

Arcane Accuracy on the same turn.

Magus Arcana As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

**Close Range (Ex)** The magus can deliver ray spells that feature a ranged touch attack as melee touch spells. He can use a ranged touch attack spell that targets more than one creature (such as scorching ray), but he makes only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

**Critical Strike (Su)** Whenever the magus scores a critical hit with a melee weapon, he may spend 1 point from his arcane pool and cast a spell with a range of touch as a swift action, then make a touch attack with that spell against the target of the critical hit as a free action. The magus must be at least 12th level before selecting this arcana.

**Dispelling Strike (Su)** The magus can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted 3rd dispel magic using the magus's level as the caster level. Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. 2point 追加で使う毎に、Dispel Magic の Spell Level が +1 される。最大で Magus として唱えられる最大呪文 Lv まで。The magus must be at least 9th level before selecting this arcana.

**Empowered Magic (Su)** The magus can cast magus spell as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell. The magus must spend 1 plus level of the spell point from arcane pool to activate this. The magus must be at least 6th level before selecting this magus arcana.

**Familiar (Ex)** The magus gains a familiar, using his magus level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature.

**Hasted Assault (Su)** The magus can expend 1 point from his arcane pool as a swift action to move more quickly. This functions as haste, but only targets the magus and lasts for a number of rounds equal to the magus's Intelligence bonus. The magus must be at least 9th level before selecting this magus arcana.

**Maximized Magic (Su)** The magus can cast magus spell as if it were modified by the Maximize Spell feat. This does not increase the casting time or the level of the spell. The magus must spend 2 plus level of the spell point from arcane pool to activate this. The magus must be at least 12th level before selecting this magus arcana.

**Pool Strike (Sp)** The magus can expend 1 point from his arcane pool as a standard action to charge his free

hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 1d6 points of energy damage per magus level (acid, cold, electricity, or fire, chosen when he spends the arcane pool point to activate this ability). He can use this ability with the spell combat class feature as if pool strike is spell. If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates.

**Quickened Magic (Su)** The magus can cast magus spell as if it were modified by the Quicken Spell feat. This does not increase the level of the spell. The magus must spend 3 plus level of the spell point from arcane pool to activate this. The magus must be at least 15th level before selecting this magus arcana.

**Reflection (Su)** The magus can sacrifice 1 or more points from his arcane pool as a reaction to reflect a spell back at its caster. This functions as spell turning, but only if the targeted spell is of a level equal to or lower than the number of points expended. The magus must be at least 15th level before selecting this magus arcana.

**Silent Magic (Su)** The magus can cast magus spell as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell. The magus must spend level of the spell point from arcane pool to activate this.

**Spell Blending (Ex)** When a magus selects this arcana, he must select one spell from the wizard spell list that is of a magus spell level he can cast. He adds this spell to his spellbook and list of magus spells known as a magus spell of its wizard spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level magus spell he can cast. A magus can select this magus arcana more than once.

**Spell Shield (Su)** The magus can expend a point from his arcane pool as a reaction to grant himself a shield bonus to AC equal to his Intelligence bonus until the end of his next turn.

**Spell Recall (Su)** At 4th level, the magus learns to use his arcane pool to recall spells he has already cast. With a swift action he can recall any single magus spell slot by expending a number of points from his arcane pool equal to the spell slot's level (minimum 1).

**Bonus Feats** At 5th level, and every six levels thereafter, a magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

**Medium Armor (Ex)** At 7th level, a magus gains proficiency with medium armor. If he has Medium Armor proficiency feat(not granted by multiclass proficiency), he can replace it with combat feat.

**Improved Spell Combat (Ex)** At 8th level, the magus's ability to cast spells and make melee attacks improves. When using the spell combat ability, the magus takes only -1 penalties.

**Spellstrike (Su)** 10Lv から、Magus は自分の武器一つに呪文を事前に込めておくことができます。これは、Spell Storing の魔法武器プロパティと同様に働きますが、SpellLevel の制限はありません。

このようにして呪文を込めている場合、その分の Spell Slot は Long Rest 後も回復しません。

**Improved Spell Recall (Su)** At 11th level, the magus's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell slot's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the magus can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1).

**Heavy Armor (Ex)** At 13th level, a magus gains proficiency with heavy armor. If he has Heavy Armor proficiency feat(not granted by multiclass proficiency), he can replace it with combat feat.

**Greater Spell Combat (Ex)** At 14th level, the magus gains the ability to seamlessly cast spells and make melee attacks. He takes no penalty on spell combat.

**Counterstrike (Ex)** At 16th level, whenever an enemy within reach of the magus casts a spell(even if the enemy casts defensively), that enemy provokes an attack of opportunity from the magus after the spell is complete. This attack of opportunity cannot disrupt the spell.

**Greater Spell Access (Su)** At 19th level, the magus gains access to an expanded spell list. He learns and places 12 spells from the wizard's spell list into his spellbook as magus spells of their wizard level. He gains two of each of the following wizard spells not on the magus spell list: 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

**True Magus (Su)** At 20th level, the magus becomes a master of spells and combat. Whenever the magus uses spell combat, all attack deals additional 1d6 point of force damage per spell level and the DC to resist the spell cast by +2.

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## Bladebound

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.

## Black Blades

A black blade is a particular form of intelligent weapon gained by a magus with the bladebound archetype. There are several ways a magus might gain this weapon. Sometimes it just appears among the magus ' s possessions, and its origin is a mystery. Other times the magus finds a black blade during an adventure or event of some kind. Sometimes a black blade is passed down generation to generation in an ongoing search for a magus who can unlock its true potential. A black blade is always a one-handed slashing weapon, a rapier, or a sword cane. The magus chooses the blade ' s type upon gaining the blade, and once chosen, it can ' t be changed. As a bladebound magus increases in level, his black blade gains power. A black blade is independently conscious but features some personality traits reflecting its wielder. A black blade always

has the same alignment as its wielder and even changes its alignment if its wielder does. The blade typically works toward its wielder 's goals, but not always without argument or backlash. Each black blade has a mission, and while sometimes two or more black blades will work in concert, each mission is singular in purpose (the black blade 's mission is usually up to the GM and the needs of the campaign or the adventure, or a GM can roll randomly for the weapon 's purpose using the Intelligent Item Purpose table. Some black blades are very open about their missions, but most are secretive. Certain sages have speculated that an invisible hand or arcane purpose moves these weapons.

<u>Magus</u> Class Level	Enhancement Bonus	Int	Wis/Cha	Ego	Special
3rd&#8211;4th	+1	11	7	5	black blade strike , telepathy , unbreakable
5th&#8211;6th	+2	12	8	8	Energy attunement
7th&#8211;8th	+2	13	9	10	&#8212;
9th&#8211;10th	+3	14	10	12	Teleport blade
11th&#8211;12 th	+3	15	11	14	&#8212;
13th&#8211;14 th	+4	16	12	16	Transfer arcana
15th&#8211;16 th	+4	17	13	18	&#8212;
17th&#8211;18 th	+5	18	14	22	Spell defense
19th&#8211;20 th	+5	19	15	24	Life drinker

**Black Blade (Ex):** At 3rd level, the bladebound magus ' 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.

Instead of the normal arcane pool amount, the bladebound magus 's arcane pool has a number of points equal to 1/3 his level (minimum 1) plus his Intelligence bonus. This ability changes the Arcane Pool class feature and replaces the magus arcana gained at 3rd level.

**Black Blade Basics:** A black blade is bonded to a particular magus, much like a familiar, but in more of a partnership than a master-servant relationship.

**Intelligence:** This is the intelligence score of the black blade. It starts at 10 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on).

**Wisdom and Charisma:** As the bladebound magus increases in level, so do the Wisdom and Charisma of the black blade. These abilities start at 6 and increase by 1 for every two levels of magus.

**Ego:** A black blade starts with an ego of 5, and that ego increases as the blade becomes more powerful. In cases where a wielder and the black blade come into conflict, like any intelligent item, a black blade can attempt to exert its dominance using the items against characters rules. Due to its flexible and powerful nature, a black blade has a nonstandard ego progression.

**Languages and Skills:** A black blade starts with Common as a language. As the black blade increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM 's choice, and gains 1 rank in Knowledge (arcana). Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Knowledge (arcana).

**Senses:** A black blade is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its magus, even if the magus is not currently wielding the black blade.

**Black Blade Arcane Pool:** A black blade has an arcane pool with a number of points equal to 1 + its Intelligence bonus.

**Black Blade Ability Descriptions:** A black blade has special abilities (or imparts abilities to its wielder) depending on the wielder ' s magus level. The abilities are cumulative. A black blade normally refuses to use any of its abilities when wielded by anyone other than its magus, and acts as a masterwork weapon of its type.

**Black Blade Strike (Sp):** As a free action, the magus can spend a point from the black blade ' s arcane pool to grant the black blade a +1 magical bonus on damage rolls for 1 minute. For every four levels beyond 1 st, this ability gives the black blade another +1 on damage rolls.

**Telepathy (Su):** While a magus is wielding or carrying his black blade, he can communicate telepathically with the blade in a language that the magus and the black blade share.

**Unbreakable (Ex):** As long as it has at least 1 point in its arcane pool, a broken black blade's hp is restored to full while short rest. While black blade has 0 hp, is is unconscious and powerless. If it is reduced to 0 hp while it has no arcane pool remaining, it is destroyed. The black blade can be reforged 1 week later through a special ritual that costs 200 gp per magus level. The ritual takes 24 hours to complete.

**Energy Attunement (Su):** At 5th level, as a free action, a magus can spend a point of his black blade ' s arcane pool to have it deal one of the following types of damage instead of weapon damage: cold, electricity, or fire. He can spend 2 points from the black blade ' s arcane pool to deal sonic or force damage instead of weapon damage. This effect lasts until the start of the magus ' s next turn.

**Teleport Blade (Sp):** As a standard action, a magus of 9th level or higher can expend an arcane point from his or his black blade ' s arcane pool, and can call his black blade from as far as 1 mile away, causing it to

instantaneously teleport to his hand.

Transfer Arcana (Su): At 13th level, once per day, a magus can attempt to siphon points from his black blade 's arcane pool into his own arcane pool. Doing so takes a full-round action and the magus must succeed at a Will saving throw with a DC equal to the black blade 's ego. If the magus succeeds, he regains 1 point to his arcane pool for every 2 points he saps from his black blade. If he fails the saving throw, the magus becomes fatigued (but can try again). If he is fatigued, he becomes exhausted instead. He cannot use this ability if he is exhausted.

Spell Defense (Sp): A magus of 17th level or higher can expend an arcane point from his weapon 's arcane pool as a free action; he then gains SR equal to his black blade 's ego until the start of his next turn.

Life Drinker (Su): At 19th level, each time the magus kills a living creature with the black blade, he can pick one of the following effects: the black blade restores 2 points to its arcane pool; the black blade restores 1 point to its arcane pool and the magus restores 1 point to his arcane pool; the magus gains a number of temporary hit points equal to the black blade 's ego (these temporary hit points last until spent or 1 minute, whichever is shorter). The creature killed must have a number of Hit Dice equal to half the magus 's character level for this to occur.