

SELTYIEL

MAGUS **3**

ANCESTRY	HUMAN (AIUVARIN)	BACKGROUND	PRISONER
SPEED	25 FEET	PERCEPTION	+5 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, DIABOLIC, DRACONIC	CLASS DC	18

STRENGTH	DEXTERITY	CONSTITUTION
STR +3	DEX +2	CON +1
INTELLIGENCE	WISDOM	CHARISMA
INT +1	WIS +0	CHA +2

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST
	38	20	21
	FORTITUDE +7	REFLEX +8	WILL +8

Haughty Obstinace Seltiyiel has a benefit on saves against some mental effects.

STRIKES

MELEE ♦ +1 scimitar +9 [+4/-1] (forceful, sweep), 1d6+3 slashing

* When you are in your Arcane Cascade Stance, your Strikes deal additional force damage.

SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +6 ●	ATHLETICS (STR) +10 ●●
CRAFTING (INT) +1	DECEPTION (CHA) +7 ●	DIPLOMACY (CHA) +2
INTIMIDATION (CHA) +7 ●	UNDERWORLD LORE (INT) +6 ●	LORE (OTHER; INT) +1
MEDICINE (WIS) +0	NATURE (WIS) +0	OCCULTISM (INT) +1
PERFORMANCE (CHA) +2	RELIGION (WIS) +0	SOCIETY (INT) +1
STEALTH (DEX) +7 ●	SURVIVAL (WIS) +0	THIEVERY (DEX) +2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Haughty Obstinacy, low-light vision

CLASS FEATS Spell Parry

GENERAL FEATS Toughness

SKILL FEATS Experienced Smuggler, Titan Wrestler

CLASS ABILITIES Arcane Cascade, conflux spells, hybrid study (laughing shadow)*, magus spellcasting, Spellstrike

* Abilities with an asterisk have already been calculated into Seltiyiel's statistics and do not appear elsewhere.

EQUIPMENT

BULK	4, 3 L; Maximum 8 Bulk
WORN	backpack, hide armor, +1 scimitar
STOWED	bedroll, chalk (10 pieces), flint and steel, <i>lesser healing potion</i> , rope (50 ft), rations (2 weeks), <i>scroll of thunder echo</i> , soap, spellbook, torches (5), waterskin
WEALTH	11 gp, 5 sp

SPELLS

SPELL ATTACK	+6	SPELL DC	16
CANTRIPS (AT WILL)	<i>detect magic, electric arc, gouging claw, shield, tangle vine</i>		
1ST RANK	☐ <i>sure strike</i> , ☐ <i>thunderstrike</i>		
2ND LEVEL	☐ <i>acid grip</i>		
FOCUS SPELLS	☐ <i>dimensional assault</i>		



WHAT IS A MAGUS?

Combining the physicality and technique of a warrior with the ability to cast arcane magic, you seek to perfect the art of fusing spell and strike.

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EQUIPMENT

The following rules apply to Seltiel's equipment.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Forceful (trait) This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each later attack gains a circumstance bonus to damage equal to double the number of damage dice.

□ **Healing Potion, Lesser** (consumable, healing, magical, vitality) **Activate** ◆ (manipulate); **Effect** Upon drinking this potion, you regain 2d8+5 Hit Points

□ **Scroll of Thunder Echo** When holding this scroll, you can cast *thunder echo*. After you cast the spell, the scroll is destroyed.

Thunder Echo ◆◆ (concentrate, electricity, manipulate) **Area** 120-foot emanation; **Duration** 10 minutes; **Effect** With a clap of your hands, you emit a loud but harmless burst of electricity, interpreting the discharged electrostatic sparks to navigate the area and help reveal secrets. Hidden chambers, objects, and creatures within the area of the effect become easier to find as they spark with static electricity, and you gain +2 status bonus to Perception checks to locate them for the duration. The area of effect is unimpeded by walls and solid objects.

Sweep (trait) This weapon makes wide swinging attacks. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

FEATS AND ABILITIES

Seltiel's feats and abilities are described below.

Arcane Cascade ◆ (concentrate, stance) You cycle arcane power through your body and weapon using specialized forms, breathing, or footwork. While you're in the stance, you gain a +5-foot status bonus to your speeds, gain resistance 1 to damage from spells, and your melee Strikes gain the arcane trait (making them magical) and deal 1 extra force damage. If you Strike an off-guard creature while you're in the stance and have a free hand, the Strike's extra damage from Arcane Cascade is increased to 3. You must have your other hand completely free; the extra damage doesn't apply if you have a free-hand weapon or other item in that hand.

If you Cast a Spell and then enter Arcane Cascade on the same turn, you can change the damage from the stance to any one damage type that spell could deal instead of force.

Experienced Smuggler You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you've concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

Haughty Obstinacy Your powerful ego makes it harder for others to

order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Magus Spellcasting You can cast arcane spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

Spellstrike ◆◆ **Frequency** until recharged; **Effect** You channel a spell into a punch or sword thrust to deliver a combined attack. You cast a spell that takes 1 or 2 actions to cast and requires either a spell attack roll or a saving throw. You imbue its effects into an attack instead of executing the spell normally. Make a melee Strike with a weapon or unarmed attack. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed the Spellstrike. The infusion of spell energy grants your Strike the arcane trait, making it magical. If the spell required a spell attack roll, use your Strike's results to determine the effects of both the Strike and the spell. If the spell required a save, the target of the Strike rolls its saving throw normally regardless of your attack roll's result unless your Strike was a critical failure, in which case your spell is disrupted. Combine the Strike and spell's damage for the purpose of resistances and weaknesses.

After you use Spellstrike, you can't do so again until you recharge your Spellstrike as a single action, which has the concentrate trait. You also recharge your Spellstrike when you cast a conflux spell that takes at least 1 action to cast.

One Target: The spell targets only the target of your Strike, even if it normally allows more targets or has an area.

Spell Parry ◆ **Requirements** You have one or more hands free; **Effect** You infuse magical power into your body or armaments to parry both physical and magical assaults. You raise your guard, gaining a +1 circumstance bonus to AC and to saving throws against spells that target you until the start of your next turn, as long as you continue to meet the requirements.

Titan Wrestler You can attempt to Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you.

Toughness Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level (already incorporated into Seltiel's stats). You reduce the DC of recovery checks by 1.

SPELLS

Seltiel can cast the following spells. He can cast each of his 1st-rank and 2nd-rank spells once per day and he can cast his cantrips at will. In addition to the spells he has memorized (see front page), Seltiel's spellbook also contains the following spells. **Cantrips:** *caustic blast*, *frostbite*, *void warp*; **1st** *echoing weapon* (*Impossible Magic* 134), *grim tendrils*, *horizon thunder sphere* (*Impossible Magic* 144), *runic weapon*; **2nd** *blazing bolt*

CANTRIPS

Detect Magic ◆◆ (cantrip, concentration, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has

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a lower rank than the rank of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

Electric Arc ♦♦ (cantrip, concentrate, electricity, manipulate) **Range** 30 feet; **Targets** 1 or 2 creatures; **Defense** basic Reflex; **Effect** An arc of lightning leaps from one target to another. Each target takes 2d4 electricity damage with a basic Reflex save.

Gouging Claw ♦♦ (attack, cantrip, concentrate, manipulate, morph) **Range** touch; **Targets** 1 creature; **Defense** AC; **Effect** You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of 2d6 slashing damage or 2d6 piercing damage, plus 2 persistent bleed damage. On a critical success, you deal double damage and double bleed damage.

Ignition ♦♦ (attack, cantrip, concentrate, fire, manipulate) **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You snap your fingers and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 2d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Critical Success The target takes double damage and 1d4 persistent fire damage.

Success The target takes full damage.

Shield ♦ (cantrip, concentrate, force) **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as using the Raise a Shield action (*Player Core* 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction (page 262) with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Shield Block ⤵ **Trigger** You would be damaged by a physical attack while your shield is conjured. **Effect** You interpose your magical shield between you and the attack, reducing the damage by 5. You take any remaining damage.

1ST

☐ **Sure Strike** ♦ (concentrate, fortune) **Duration** until the end of your next turn; **Effect** The next time you make an attack roll before the end of your turn, roll it twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden. You are then temporarily immune to sure strike for 10 minutes.

☐ **Thunderstrike** ♦♦ (concentrate, electricity, manipulate, sonic) **Range** 120 feet; **Targets** 1 creature; **Defense** basic Reflex; **Effect** You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a -1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

2ND

☐ **Acid Grip** ♦♦ (acid, concentrate, manipulate) **Range** 120 feet;

Targets 1 creature; **Defense** Reflex; **Effect** An ephemeral, taloned hand grips the target, burning it with magical acid. The target takes 2d8 acid damage plus 1d6 persistent acid damage depending on its Reflex save. A creature taking persistent damage from this spell takes a -10-foot status penalty to its Speeds.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage, and the claw moves it up to 5 feet in a direction of your choice.

Failure The creature takes full damage and persistent damage, and the claw moves it up to 10 feet in a direction of your choice.

Critical Failure The creature takes double damage and full persistent damage, and the claw moves it up to 20 feet in a direction of your choice.

FOCUS SPELLS

Seltyiel can cast a conflux spell. Conflux spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to both study your spellbook and perform a physical regimen.

Dimensional Assault ♦ (concentrate, focus, magus, teleportation) **Range** half your speed (10 feet); **Effect** You tumble through a small rift in space itself, making a short dimensional hop to better position yourself for a devastating surprise attack. Teleport to any space in range you can see that's within reach of an enemy, and then make a melee Strike against that enemy. If you attempt to bring another creature with you when you teleport—even if you're carrying it in an extradimensional container—the spell is disrupted.