

Lydia Wiles

Female Ru Magus (Mindblade) 1

Stats

Age	~24
Alignment	LN
Initiative	+2 (2 Dex)
Languages	Morval, ishi, Alakar, Dula, Ennor, Guild Sign Language
Senses	Perception +1, Darkvision (60), Light Blindness
Size	M
Speed	30 Land, 20 Climb
Type	Humanoid (Ru)

Attributes

STR	16	(+3)	14 Base + 2 Racial
DEX	13	(+2)	13 Base
CON	12	(+1)	14 Base - 2 Racial
INT	14	(+2)	14 Base
WIS	10	(+0)	10 Base
CHA	14	(+2)	12 Base + 2 Racial

Offense

BAB	+0	0 Magus
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Bite

Attack	+3	0 BAB + 3 Str
Damage	1d3+3	3 Str
Crit	20 x2	

Kukri

Light Melee Weapon

Attack	+4	0 BAB + 3 Str +1 Weapon
Damage	1d4+4	3 Str +1 Weapon
Damage Range	5-8	
Crit	18-20 x2	
Notes		

- At level 2 this becomes a Wakizashi (1d6 damage instead)

Scimitar

One-Handed Melee Weapon

Attack	+4	0 BAB + 3 Str +1 Weapon
Damage	1d6+4	3 Str + 1 Weapon
Damage Range	5-10	
Crit	18-20 x2	

Notes:

- At level 2 this becomes a Katana (1d8 damage instead)

Scythe

Two-Handed Melee Weapon

Attack	+4	0 BAB + 3 Str + 1 Weapon
Damage	2d4+5	3 * 1.5 Str + 1 Weapon
Damage Range	7-13	
Crit	20 x3	

Defense

HD 12 1d8 + 1 Con / Level + Toughness

AC 12 10 + X Armour + 2 Dex

Saves

Fort	+3	+2 Magus + 1 Con
Refl	+2	+0 Magus + 2 Dex
Will	+2	+2 Magus + 0 Wis

Notes

- +2 to saving throws vs. disease and mind-affecting effects;
- Resistance: 5 Cold, 5 Electricity
- Gain 50% miss chance in dim light instead of the normal 20%.
- No penalties from level-draining effects, though they will die if they gain more negative levels than they have HD; any negative levels will disappear after 24 hours, with no save needed;
- Harmed by positive energy and healed by negative energy

Skills

Magus 5 / Level (2 Base + 2 Int + 1 Favoured)

Class Skills: Climb, Craft, Fly, Intimidate, Knowledge (Arcana), Knowledge (Dungeons), Knowledge (Planes), Profession, Ride, Spellcraft, Swim, and Use Magic Device.

Skill	Total	Ranks	Class	Mod	Other
Climb	+11			+3 Str	+8 Racial
Intimidate	+6	+1	+3	+2 Cha	
Linguistics	+7	+1	+3	+2 Int	+1 Trait
Kn Arcana	+6	+1	+3	+2 Int	
Perception	+1	+1	+0	+0 Wis	
Profession	+4	+1	+3	+0 Wis	

Feats

Toughness: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die. (Level 1 Feat)

Traits

Spirit of Adventure (Social): There are qualities shared by all those who live hand to mouth, adventurers in all but name. Secrets and tricks are taught by the experienced to youngsters, knowledge is shared about employers - and in the current climate, it needs to be done with a certain measure of discretion. You gain a +1 trait bonus to Linguistics, and Linguistics is always a class skill for you. In addition, you can add Guild Sign to your list of bonus languages. Guild sign is, as the name implies, a sign language taught to those who feel most strongly connected to the Guild and see it as their main source of employment and purpose. It has numerous signs that allow Guild-members to recognize one another, wherever they go.

Magical Knack (Magic): Your caster level as a Magus gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Special Abilities

Proficiencies: A magus is proficient with all simple and martial weapons. A magus is also proficient with light armor. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spell Combat: A magus can cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty).

If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Psychic Pool (3 / Day): The Magus has a reservoir of psychic energy that she can draw upon to fuel her powers and enhance her weapon. This pool has a number of points equal to $\frac{1}{2}$ her magus level (min 1) + her Intelligence modifier. This pool refreshes once per day when she prepares her spells.

The magus can use this pool to manifest weapons, formed from psychic energy.

- 1 point: A light melee weapon
- 2 points: A one-handed melee weapon
- 3 points: A two-handed melee weapon (but not a double weapon)

This psychic weapon can last indefinitely, but it vanishes if it leaves the mindblade's hand. The mindblade can dismiss a held psychic weapon as a free action. When a psychic weapon vanishes, the mindblade regains the psychic energy used to create it. She can maintain only one weapon at a time.

This psychic weapon counts as a magic weapon of whatever type the mindblade selected, with a +1 enhancement bonus. At 3rd level and every 3 levels thereafter, the weapon's enhancement bonus increases by 1, up to maximum of +5 at 12th level.

Starting at 5th level, these bonuses can be used to add any of the following weapon properties: *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal*.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability.

At 15th and 18th levels, the weapon gains an additional +1 enhancement bonus, which the mindblade can spend only on weapon special abilities.

This ability replaces arcane pool, and counts as arcane pool for the purpose of feats, abilities, and class features.

Spellcasting

Spontaneous casting, DC against spells is $10 + \text{The Spell Level} + \text{magus INT modifier}$.

Spell slots / spells known based on bard of her magus level, using magus spell list.

0-Level (X / Day)

- Daze
- Detect Magic
- Ghost Sound
- Mage Hand

1-Level (2 / Day)

- Chill Touch

- Dancing Darkness

Racial Traits

Shadow Blending: Attacks against you in dim light have a 50% miss chance instead of the normal 20% miss chance. This does not grant total concealment, just increases the miss chance.

Shadowy Resistance: You have cold resistance 5 and electricity resistance 5

Light Blindness: Abrupt exposure to any bright light blinds you for 1 round. On subsequent rounds, you are dazzled as long as you remain in the affected area.

Undead Resistance: You have a +2 racial bonus on saving throws against disease and mind-affecting effects.

Resist Level Drain (Ex): You take no penalties from energy drain effects, though you can still be killed if you accrue more negative levels than you have Hit Dice. After 24 hours, any negative levels you have taken are removed without the need for an additional saving throw.

Negative Energy Affinity: Though a living creature, you react to positive and negative energy as if you were undead—positive energy harms you, while negative energy heals you.

Equipment

105gp

Light armour, some misc mundane items

Backstory

Going with a sort of morose and laughably dramatic washed-up Noir Detective sort of feeling. I'm imagining her as also being somewhat bored - I had the idea that since the Ru are not too often seen outside of the Necropolis, those within probably have their own sort of "police precinct". But there is still someone to keep an eye on them and sort out crimes of theirs outside of the Necropolis, and that's where Lydia comes in.

Her boss would insist she also take other cases, which she'd do, rather begrudgingly.

For Lydia's actual background, I imagine her as being something of a disgrace to the Ru, though I'm not sure how or why. She has a name she goes by that is very unlike theirs - Wiles is certainly not the chosen name of a Ru, not like Darkheart or Gloomwarden. Who her actual family was (is?) and what happened is something that I think would be really interesting to explore in play. What matters now is that she's been a "detective" for a few years, after being a Thief in her teens.

Opening

Lydia Wiles slipped between the towering building's shadows, visible in the moonlight for as short a time as possible. Her boots slapped quietly through the puddles, barely audible amidst the downpour. Questions kept rising to the surface, like the last bubbles of air from someone drowning at sea, while you wave from the shore. Was Rohain guilty? And did it matter if he was? The evidence was more than enough to suggest the uncle had committed suicide, but just like searching through your pockets and coming up with lint and a loose button, it didn't make sense.

The uncle's motive for what he'd done seemed clear - family squabble. Lydia was, not for the first time, pleased to have no family. "*No surprises, nothing to exploit, no one to let down*". Her name wasn't even connected with any of them. She began scaling a drainpipe up the side of a building, pausing to look down only once near the top. "*No one to catch me if I fall*".

Where the problem came up, was the uncle's suicide. To kill himself because he was caught? A man who had behaved as he had - who had *done things*, killed her, and mutilated her body - that was not a man to kill himself when confronted. She'd known people like him before. If anything, he would be *proud*, showing off his work like the splatters of blood were intentional on an otherwise white canvas. Asking those around him to acknowledge his genius, his cunning.

Moving across the rooftop, her eyes scanned the face of the next building, searching out the fourth window from the right. It was darkened, but that hardly mattered. She leapt across, digging her claws into the brick where she connected, and began to crawl towards the window itself.

She didn't know how, but Rohain was responsible for his uncle's death, she could *feel* it, and she didn't feel much of anything. Deep down, she knew it didn't matter. The girl was dead, the uncle was dead. There was nothing left of them, and only the living to care if

they were avenged. Events like this had a way of spiraling, each side wanting to “even things up” until so many bodies are amassed that you’re stumbling through a pile of your dead friends. What interested Lydia, then, peeking into his window, was Rohain - not why he’d done it, or even necessarily how he’d done it, but what he might do next, especially now that he’d joined the Guild.

Build Plan

Level	Class	Gains
1	Magus 1	Class: Psychic Pool, Spellcasting, Spell Combat, 2+Int Skills Feat: Toughness
2	Ninja 1	Class: Sneak attack 1d6, Weapon proficiencies, Poison use, 8+Int Skills
3	Ninja 2	Class: Ki Pool, Ninja Trick (Vanishing Trick) Feat: Dodge
4	Magus 2	Class: Spellstrike Attribute: +1 Dex
5	Magus 3	Class: Magus Arcana (Arcane Accuracy or Familiar) Feat: Power Attack
6	Magus 4	Class: Psychic Access, 2nd-level spells
7	Magus 5	Class: Bonus Feat (Weapon Focus) Feat: Extra Ki?
8	Magus 6	Class: Arcana (Ki Arcana) Attribute: +1 Int

While incredibly sub-optimal for both the Ninja and Magus, this feels like a fun and thematic mix. Going invisible, manifesting weapons from nothing, running up the side of a wall, crossing the street without looking both ways, etc.