

Blade Magus Invented by TruMobius

“The way is between the edge of a blade and the thread of the weave.”

- Kanian, 1st Hand of the Weave

Stories tell of those who harnessed the powers of both weave and weapon and combined them into an art. There have been attempts to duplicate the abilities of what a Blade Magus could do but these efforts fall short of the powers that are granted to the Magi through their training. Recent efforts however by Bards and other seekers of lost lore have uncovered many ancient tomes that explore the abilities and Society of the Blade Magus. Those lost tomes and their resurgent resurrection have caused many schools of Blade Magi to pop up throughout the realms.

The original Magi learned mostly from experimentation but would serve time in a “school” for more mundane pursuits. It should be noted though that the name Blade Magus is only applicable to those followers who use a blade such as a long sword, any other weapon may be used and the name changes like wise. So a Blade Magus that uses a Quarterstaff instead would be considered a Staff Magus or a Bo Magus. Many races and classes from various backgrounds have become Blade Magi except however Monks. Perhaps its differing standards or ancient quarrels or perhaps it is the fact that becoming either a Monk or a Blade Magus is so stressful of an activity that neither leaves room for the other within a character's mind. Whatever the reason the same holds true today, as it did yesterday Monks cannot become Blade Magi.

Hit Die: d6

Table: The Blade Magus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Level
1 st	+0	+2	+0	+2	Channel Spell, Signature Weapon	+1 level of existing class
2 nd	+1	+3	+0	+3	Weave Rage	-
3 rd	+2	+3	+1	+3	Weave Defence	-
4 th	+3	+4	+1	+4	Weapon Deflection	+1 level of existing class
5 th	+3	+4	+1	+4		-
6 th	+4	+5	+2	+5	Weapon Speciality	-
7 th	+5	+5	+2	+5		+1 level of existing class
8 th	+6	+6	+2	+6		-
9 th	+6	+6	+3	+6		-
10 th	+7	+7	+3	+7		+1 level of existing class

Requirements

To qualify to become a Blade Magus a character must fulfill the following criteria.

Base Attack Bonus: +5

Feats: Weapon Proficiency and Weapon Focus in the chosen weapon.

Skills: Knowledge (any) +10 ranks

Spells: 4th Level innate Spell Casting ability

Special: no Monk levels

Special: During the training of the Blade Magus (levels 1 – 10) they must use only one weapon; their named weapon. Not only that they are prohibited from carrying other weapons equipped (does not include in their backpack or other storage device) while the named weapon is within a days travel from the Blade Magus. If the weapon is out of the possession of the Blade Magus for at least 2 days they lose all abilities and cannot progress in Blade Magus until the weapon is reacquired (this applies to 10th level Magi as well).

Code: The blade Magus must adhere to all tenets of the Code or lose all Magi abilities for a week.

Class Skills

The Blade Magus's class skills (and the key ability for each skill): Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any) (Int), Scry (Int), Search (Int), Spellcraft (Int)

Skill points at each level: 4+ Int Modifier

Class Features

All of the following are class features of the Blade Magus class.

Weapon and Armour Proficiency: Blade Magi gain no additional weapon, shield or armour proficiencies.

Spells Known/Per Day: The Blade Magus's training requires intense physical combat training but the Magus must also keep their spell casting ability in shape. So at the first level and every 3 levels of Blade Magus afterwards the character gains new spells per day and new spells known as though they just gained a new level in a previous spell casting class they belonged to before becoming a Blade Magus. They however does not gain any other benefits a character of that class would have gained (improved chance of controlling rebuking undead, metamagic or item creation feats, hit points beyond those they receives from the prestige class, and so on), except for an increased effective level of spell casting. If a character had more than one spell casting class before becoming a Blade Magus, they must decide which class they adds the new level for purposes of determining spells known and spells per day.

Signature Weapon (Sp): To a Blade Magus few things are more important than the Code but among those things are their weapon.

The weapon becomes an integral part of the way the Magus casts spells and offers a number of bonuses from the magic flowing through it. Initially to Bond the weapon to the Magus must undertake a special arcane ritual taking a number of hours based on the level of the Magus. After first level this ritual costs the Magus experience, and they must undertake the ritual before they gain another level.

The weapon gains an effective bonus, which allows the magus to hit creatures they would not ordinarily be able to effect. The weapon does not have the bonus, and for every +1 gained in this way any magic in the weapon drains away at the same rate.

Without the weapon the Magus loses their class abilities so they look after their weapon.

Through the bond with the weapon the Magus has the same link to their weapon as if it were a familiar. They know where it is and have a strong enough link with it to teleport to it.

If the weapon is destroyed the Magus is effected as if their familiar had died.

Replacing a lost or destroyed weapon costs xp and gp as if they were bonding to the weapon one level above and the ritual takes the same length of time.

By 10th Level the Signature Weapon becomes so charged with arcane magic that it becomes immune to all physical or magical effects to break or destroy it, while the Magus is still alive. In addition at this point the weapon seems to shine from within, it never needs cleaning and remains in perfect condition, for example bladed weapons remain sharp.

Should it ever be stolen the Magus will hunt for the weapon and destroy the possessor because they can not replace this weapon.

Table Signature Weapon

Magus Level	Effective Bonus	Ritual Length/hrs	XP Cost	Ritual Cost/GP
1	0	10	0	250
2-3	Silver	20	1,000	500
4-5	+1	30	2,000	750
6-7	+2	40	3,000	1,500
8	+3	50	4,000	3,000
9	+4	60	5,000	6,000
10	+5	70	6,000	12,000

Weapon Specialization: The Magus can now choose to spend a Feat on specializing in their Signature Weapon.

Weapon Channeling (Su): Upon achieving first level the Blade Magus gains the supernatural ability to unleash a torrent of magic through their bond with their named weapon as long as they is using only the named weapon and holding it. Only spells with target(s) may be channeled. Channeled spells gain the advantage of increased effect by increasing the effect by a channel die (+1 die 1st Level, +2 die at 5th level and +3 die at 10th Level).

Only certain spells may be channeled in this manner, the spells that can be channeled are those which have a target. In addition the Magus can only channel a spell of a level equal to their Class Level (1st Level Spell at Magus level 1, 2nd Level at Magus Level 2 etc)

To release the spell, the Magus must succeed a touch attack (no armour, shield or natural armour bonus to AC), in which case the target is affected only by the spell, or make a normal melee attack, in which case the victim suffers the effects of the spell as well as damage from the weapon used.

If the channeled spell is unleashed from within a victim they a normal saving throw against the spell damage but not the weapon damage. Any other effects happen as they would otherwise, and the Magus can damage themselves if they use an area effect spell.

Channeling the spell is still a standard action (unless you have the Quicken Spell feat) and you must wait until the next attack action in order to make your armed attack.

Once the spell is cast the weapon holds the charge of the spell exactly as if the spell had been cast in the normal manner. The Magus cannot pass a charged weapon to another character as doing so discharges your spell. Likewise, the spell dissipates (without discharging) if the weapon is ever thrown or leaves the hand.

A Blade Magus may only channel a number of times equal to half their Class Level of Blade Magus per day rounded down.

Weave Rage (Ex): At 2nd Level the Magus can channel their magic to fuel their body. As a partial action the Magus can call on the weave to power their bodies into a state of rage.

Tales tell of Blade Magi allowing so much magic to course through their body that it drives them into a sort of rage. But where a Barbarian rages hot and burning, the Blade Magus rages cold and crackling. During this rage the power of the weave runs rampant through the Magus and tends to leap off the body much like lightning or flames.

In this state the Blade Magus receives a +2 to all saving throws, to hit and to all magic related checks (i.e. concentration, or dispelling checks). The Blade Magus becomes reckless and a beacon for harm and thus receives -2 to AC and a -3 to all other skill checks and throws for the duration of the rage. This rage ends after a number of rounds equal to the Magus's Cha bonus or until the encounter is over. Once ended the Magus is fatigued (-2 to Strength, -2 to Dexterity, cannot charge or run) and must make a fortitude save DC 20 or not be unable to cast spells until they receive minimum 8 hrs of rest.

The Magus can call on this rage once per day for every three levels attained (Once per day at 2nd, twice per day at 5th and three times per day at 8th)

Weave Defence (Sp): At 3rd Level the Blade Magus can use their Signature Weapon to provide a barrier to magic. By weaving the weapon around themselves in a spectacular display they receive a resistance to magic. Until they stop the weave the Blade Magus receives a Spell Resistance equal 5% for every three levels they possess.

This Weave Defence can be used a number of times per day that equal to their Cha modifier. The effect stops when they stop weaving their weapon around them.

Initiating the Weave is a full round attack option and requires a concentration check to maintain.

Weapon Deflection (Ex): At 4th Level the Blade Magus gains the extraordinary ability to frustrate his opponents efforts to strike them when using their signature weapon. They weave a defensive pattern about themselves using their innate mastery of their weapon to produce an impenetrable defensive shield.

Using this ability is a standard action, and once initiated the Magus gains a Deflection bonus to AC equal to his class level divided by 3 whenever wielding their chosen weapon and not wearing Medium or Heavy Armour, not using a shield, and not encumbered.

The Blade Magus does not get this bonus when caught flatfooted or denied his Dexterity bonus to AC. Deflection bonuses do not stack.

Ex Blade Magus

A character must concentrate all efforts on becoming a Blade Magus and thus cannot cross class until after their training (level 10 BM). If a Training Blade Magus gains a level in a different class they loses all abilities they gained as a Blade Magus.

Titles

During the days that the Blade Magi flourished each had a rank according to their progression in the art. During a Blade Magus's training they was expected to serve the school at which they learned when called to do so. During such time they was assigned certain duties that reflected their rank in the Art. Time passed and schools became less and less prevalent as such these titles became less burdens of duty and more titles of honour.

Ancient texts tell us that these titles where as follows

Table Blade Magus Ranks

Class	
Level	Title
1	Bonded One
2	Keeper of the Vault
3	Weave Touched
4	Protector of Magic
5	Bringer of Balance
6	Calm in the Fury
7	United of Weave and Weapon
8	Bastion of Might
9	Gatekeeper of the Weave
10	Hand of the Weave

Magus Code

- The Blade Magus must act with Honour in all things
- The Blade Magus must work toward making their surroundings better than they where.
- Keep The Secrets of the Blade Magi and preserve all forms of Magic