Black Blade

Weapon Name | **Weapon Type**

Alignment | **Languages**

Ability Name	Ability Score	Ability Modifier
INT		
WIS		
CHA		
EGO		

Knowledge (Arcana) _____ (Total Bonus) = _____ (Ability Mod.) _____ (Ranks) _____ (Misc. Mod.)

Enhancement Bonus

Hardness

Hit Points

Damage

Arcane Pool _____ (Per Day (1+INT)) _____ (Used)

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.

Alertness

While a magus is wielding his black blade, he gains the Alertness feat.

Black Blade Strike

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

Telepathy

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

As long as it has at least 1 point in its arcane pool, a black blade is immune to the broken condition. If broken, the black blade is unconscious and powerless until repaired. If 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

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

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

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

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

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.

Attack Routines

	Attack Bonus			Damage	Critical

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	Attack Bonus			Damage	Critical

	Attack Bonus			Damage	Critical

	Attack Bonus			Damage	Critical

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