

Corvo Kenwall

"What was, is gone. What will be, is mine to decide."

Corvo is a man who has no identity, just a name. Who he was, was erased from the analogues of history many years ago, and what remains is a man who lives in the dark, working to preserve a greater tomorrow. He works alone, gathering intelligence on those who have become corrupt and who threaten the lives of the defenseless—and with his power, he extinguishes the lives of those deemed unworthy in his eyes.

Of course that is just what the public knows of the man who now calls himself Corvo. The truth is far simpler, far darker: Corvo was a simple man with a small family in the city, and a cover job as a mere sewer worker. He worked hard using his arcane talents to eradicate the many varied denizens that threatened to flood out of the city's sewers and bring chaos to the citizens who lived above. Corvo also used the sewers as a means of traveling throughout the city undetected, allowing him to better get to his marks—for Corvo was also an assassin who worked for the highest bidder. He didn't much mind that the money helping to pay for his family's comfortable lifestyle was stained with blood.



It was after one hard day of work in the dank sewers that Corvo was heading back to the surface when he came across a small group of armed men. Their armor and weapons already covered in the slick of crimson red. They said nothing. They merely advanced with dark menace in their eyes and blades in their hands. Outnumbered and outmatched, Corvo survived the brutal attack thanks only to his keen knowledge of the sewers he had long worked in. Escaping his tormentors, he dived into the city's refuse, was carried by the foul current, and came out into the local river. He was bruised, bleeding, and covered in filth. He swam to shore and, as carefully as he could, made his way back home. Once there he found that the front yard and homey exterior looked as it always had, as if nothing had changed, but the interior was another story: destroyed beyond anything Corvo could have ever imagined. It was not the destruction of his home that held Corvo in place with in cold, paralyzing grip however—it was the large amounts of blood that covered the walls, ceiling and floor—far too much for anyone to have survived its loss. He followed the trail of chaos to his wife and daughter, and all he could do was cry.

Corvo does not know who was behind the murder of his family, but will never forget the faces that tried to take his life deep in the sewers that day. He attempted to hunt them down, but found it to be much harder than he anticipated. As time passed he found that he could not locate any of them, and he soon decided to try a different tact. Suspecting that it could have been any of the people that hired him, or perhaps revenge from an associate of a former target, he waited, biding his time. One by one he infiltrated the companies he worked for and struck out against in his heyday. To aid in this endeavor, he chartered a friend to craft him a magical mask that would hide his identity as he did his work. With it, he changed his identity, creating an entirely different persona, so that those who struck out against him in the sewers, and those in league with them, would not come to know him again until it was too late.

Corvo Kenwall

Human magus 10

CN Medium humanoid

Init +6; **Senses** *death watch*; Perception +15

Languages Common, Giant, Sylvan, Undercommon

DEFENSE

AC 25, touch 15, flat-footed 13 (+8 armor, +2 deflection, +2 Dex, +1 Dodge, +2 natural armor)

hp 85 plus *false life* (10 HD)

Fort +11, **Ref** +7, **Will** +10

OFFENSE

Speed 40 ft. (8 squares)

Melee +1 *spell storing* longsword +13/+8 (1d8+4/19-20) or
+1 *spell storing* longsword +11/+6 (1d8+8/19-20) with one-handed
Power Attack, or

+1 *spell storing* longsword +11/+6 (1d8+10/19-20) with two-handed Power Attack, or

+1 *spell storing* longsword +11/+6 (1d8+4/19-20) with Spell Combat, or

+1 *spell storing* longsword +9/+4 (1d8+8/19-20) with Spell Combat and Power Attack

Ranged heavy crossbow +9 (1d10 /19-20)

Special Attacks arcane pool (9/day, +3 bonus), bane (10/per day), improved spell combat, spellstrike

Magus Spells Prepared (CL 10th, Concentration +14, +16 with spell combat)

4th (2/day) – *dimension door*, *greater invisibility*

3rd (4/day) – *fly*, *haste*, *keen edge*, *vampiric touch*

2nd (5/day) – *false life*, *frigid touch*^{UM}, intensified *shocking grasp*, *mirror image*, *summon swarm*

1st (6/day) – *color spray*, *grease*, *shield*, *shocking grasp* (2), *true strike*

0 (at-will) – *arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *open/close*

STATISTICS

Abilities Str 18 (+4), Dex 14 (+2), Con 14 (+2), Int 18 (+4), Wis 13 (+1), Cha 8 (-1)

Base Atk +7; **CMB** +11; **CMD** 26

Feats Additional Traits, Dodge, Fast Learner^B, Improved Initiative, Intensify Spell, Power Attack, Weapon Focus (longsword)^B

Skills Acrobatics +8 (+17 when jumping), Climb +13, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (local) +14, Perception +15, Spellcraft +17, Stealth +12; **Armor Check Penalty** –4

SQ fighter training, knowledge pool, magus arcana (accurate strike, arcane accuracy, spell blending: *false life* and *summon swarm*), medium armor, spell recall, traits (eyes and ears of the city, silent hunter)

Combat Gear *arcane spell scrolls* (*frigid touch*, *mirror image*, *obscuring mist*, *ray of enfeeblement*), crossbow bolts (20), drow poison (2), *potions of cure light wounds* (2); **Other Gear** +1 *spell storing* longsword (typically contains *vampiric touch*), +2 *steel lamellar*, *amulet of natural armor* +2, *assassin's mask* (as *deathwatch eyes*, *hat of disguise*, and *mask of stony demeanor*), *bane baldric*, *boots of striding and springing*, *cloak of resistance* +2, *headband of vast intellect* +2 (knowledge: local), heavy crossbow, *lesser metamagic rod of silent spell*, *pearls of power* (1st 2), scroll case

Spell Book 4th-level – *dimension door*, *greater invisibility*; 3rd-level – *fly*, *haste*, *keen edge*, *ray of exhaustion*, *stinking cloud*, *vampiric touch*; 2nd-level – *alter self*, *false life*, *frigid touch*^{UM}, *mirror image*, *summon swarm*, *web*; 1st-level – *chill touch*, *color spray*, *enlarge person*, *grease*, *obscuring mist*, *ray of enfeeblement*, *shield*, *shocking grasp*, *true strike*; 0-level – all

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 64 lb. 8oz. (excluding tender)

SPECIAL ABILITIES

Accurate Strike (Ex) You can expend 2 points from your arcane pool as a swift action to resolve all of your melee weapon attacks until the end of your turn as melee touch attacks.



Arcane Pool (Su) You have a reservoir of mystical arcane energy that you can draw upon to fuel your powers and enhance your weapon. This arcane pool has a number of points equal to $\frac{1}{2}$ your magus level (minimum 1) + your Intelligence modifier. The pool refreshes once each day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +5 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. 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 cost. 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 you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

Fighter Training (Ex) You count $\frac{1}{2}$ your total magus level as your fighter level for the purposes of qualifying for feats. If you have levels in fighter, these levels stack.

Improved Spell Combat (Ex) You can cast spells and wield your 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, you 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, you can make all of your attacks with your 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 you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add that amount +2 as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.

Knowledge Pool (Su) When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If you do not cast spells prepared in this way before the next time you prepares spells, you loses those spells. You can also cast spells added in this way using you pool spell ability, but only until you prepare spells again.

Medium Armor (Ex) You can cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Spell Blending (Ex) You treat one or more wizard spells (shown above) as magus spells.

Spell Recall (Su) With a swift action you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast

Spellstrike (Su) Whenever you cast a spell with a range of “touch” from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with your weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.