

Jamaver Bloodblade

Female human magus 7

N Medium humanoid

Init +2; **Senses** Perception +0

Languages Common, Goblin, Orc

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 65 plus *false life* (7 HD)

Fort +8, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 *adamantine gladius* +9 (1d6+3/19-20) or

+1 *adamantine gladius* +13 (1d6+3/19-20) with Arcane
Accuracy, or

+3 *adamantine gladius* +11 (1d6+5/19-20) with Arcane Pool, or

+3 *adamantine gladius* +15 (1d6+5/19-20) with Arcane Pool and
Arcane Accuracy, or

Ranged mithral chakram +8 (1d8+2)

Special Attacks arcane accuracy +4, arcane pool (7 points, +2 bonus),
performance combat +11, pool strike (3d6), spell combat,
spellstrike

Magus Spells Prepared (CL 7th; Concentration +11)

3rd (2/day) – *haste*, *heroism*^B

2nd (4/day) – *acid arrow*, *brow gasher*^{UC}, *bull's strength*, *mirror image*

1st (5/day) – *frostbite*^{UM}, *magic missile*, *shocking grasp*, *true strike*, *vanish*

0 (at will) – *dancing lights*, *detect magic*, *ghost sound*, *light*, *prestidigitation*

STATISTICS

Abilities Str 14 (+2), Dex 14 (+2), Con 14 (+2), Int 18 (+4), Wis 10 (+0), Cha 12 (+4)

Base Atk +5; **CMB** +7; **CMD** 19

Feats Dazzling Display, Dramatic Display^B, Extra Arcana^B (2), Performing Combatant, Weapon Focus (short sword)

Skills Acrobatics +8, Intimidate +14, Knowledge (arcana) +15, Perform (dance) +14, Profession (gladiator) +13, Spellcraft +15, Use Magic Device +14

SQ knowledge pool (4 max), magus arcana (enduring blade, spell blending: *heroism*), medium armor, spell recall

Combat Gear *wand of cure light wounds* (12 charges); **Other Gear** +1 *adamantine gladius*, +1 *glamered mithral armored coat*, +1 *mithral buckler*, *circlet of persuasion*, mithral chakram (5), *cloak of resistance* +1, spellbooks (2) (72 pages), spell component pouch, tender (100sp)

Spellbook all magus spells of 2nd-level and lower from the Pathfinder Reference Document, plus *burst of speed*^{UC}, *haste*, and *heroism*^B

Encumbrance light 173 lb., medium 346 lb., heavy 520 lb.; **Weight Carried** 26 lb. (excluding tender)



SPECIAL ABILITIES

Arcane Accuracy (Su) You can expend 1 point from your arcane pool as a swift action to grant yourself an insight bonus equal to your Intelligence bonus on all attack rolls until the end of your turn.

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 +2 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.

Enduring Blade (Su) Whenever you enchant your weapon using your arcane pool, you may spend 1 additional point from your arcane pool to increase the duration to 1 minute per magus level.

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 light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, when using a shield or wearing heavy armor you incur a chance of arcane spell failure if the spell in question has a somatic component.

Pool Strike (Su) You can expend 1 point from your arcane pool as a standard action to charge your free hand with energy. You can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire, chosen when you spend the arcane pool point to activate this ability). You can use this ability with the spellstrike class feature. If you miss with this attack, you can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

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

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.