

Jackal Maulsons

“The rule of law is only as strong as the people who uphold it.”

A Mwangi orphan who was adopted by a former noble family of Galt, Jackal was raised to despise the chaos that had robbed his adoptive parents of their proper name and station, forcing them to hide as middle-class apothecaries. Yet for Jackal himself, apprenticed to an artificer and never having personally known the aristocratic comforts his parents mourned, this was no true inconvenience. What frustrated him about his nation was not that power resided with the people, but rather that it was wielded in such a capricious fashion. His fellow citizens’ constant false accusations and refusal to abide by court rulings—not to mention the Gray Gardeners’ tendency to pronounce sentences completely outside the system—drove young Jackal to distraction.



When Jackal was twenty, having recently lost both parents in a violent robbery, his simmering rage finally came to a head. After the ruling faction sentenced the wrong man to death for his parents’ murders with flagrant disregard for due process, Jackal overstepped by investigating the matter himself, turning up irrefutable proof of the man’s innocence. When his attempts to reopen the case were stymied, he returned the night before the scheduled execution and set the man free—only to run straight into a Gray Gardener patrol. The prisoner escaped in the ensuing fracas, and even as Jackal ran, he heard the Gardeners shouting his name.

Jackal fled for the border with a new name and identity, knowing that there was now a price on his head. Unable to return home to avenge his family by finding and bringing their real killer to justice, Jackal instead chose to begin a new chapter in his life. Roaming the nations of the Inner Sea, he quickly learned how to protect himself with sword and spell, and even used his experience as an alchemist and artificer to start a living as a lawful arms dealer, eventually settling down in beautiful Magnimar, the City of Monuments. He spends his free time by looking out for allegations of unjust accusations or abuses of power, or for clearly unrepentant criminals that were freed by a flawed system. When he finds such a case, he investigates it himself, using long years of association with both lawful and unlawful organizations to help him ferret out truth and justice. If the legal proceedings seem fair, he often shows up unexpectedly at the court, presenting sworn evidence and acting as defending counsel for the accused (if innocent) or as an advisor to the prosecution (if guilty). If he finds a court judge to be corrupt, he takes a more direct hand in protecting the innocent or stopping the guilty. While he respects the law, he also knows that people are imperfect, and that breaking local laws is sometimes necessary in order to uphold more universal ones. Of course, his meddling is rarely popular with the opposition, and so Jackal generally hides his activities, quickly moving along as soon as he’s seen justice done and taken steps to ensure that victims won’t suffer further abuses. Always having had a plan, he has so far managed to avoid undue scrutiny of his illicit vigilante activities, though he knows it’s only a matter of time before his luck runs out.

Due to the many injustices he’s seen in his life, Jackal has long since grown rough and unforgiving, though he remains able to fit easily into both high and low society when needed, thanks in no small part to his worldly nature. His well-honed analytical mind is capable of astounding feats of logic and deduction, and he’s fond of sharpening it still further with his many alchemical and magical creations. While a formidable adversary in combat, he nevertheless believes that the best weapon is the one your foe never sees coming, and therefore prefers ambushes and subterfuge to direct confrontation. He’s loyal to his friends, and sometimes seems to have a connection in every town, yet he is also wary of associating too long or too openly with his allies, knowing that his fight for justice has made him unpopular with various powerful factions.

VITAL STATISTICS

Birthdate/Age Lamashan 7, 4680 AR (27 years old)
Ethnicity/Race Mwangi human

Height 6 ft.
Weight 190 lb.

Eye Color Brown
Hair Color Black (bald)

Jackal Maulsons

Male Mwangi human magus 7

LN Medium humanoid

Init +4; **Senses** *death watch*; Perception +12

Languages Aklo, Aquan, Auran, Common, Ignan, Polyglot, Sylvan, Terran

DEFENSE

AC 25, touch 16, flat-footed 21 (+8 armor, +1 deflection, +4 Dex, +1 insight, +1 natural)

hp 72 (7 HD)

Fort +11, **Ref** +8, **Will** +8

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 *adamantine keen spell storing scimitar* +10 (1d6+5/15-20) or
+3 *adamantine keen spell storing scimitar* +12 (1d6+7/15-20)
with Arcane Pool, or

alien knife +10 (1d4+5/15-20) or

alien knife +12 (1d4+7/15-20) with Arcane Pool

Ranged +1 *whipwood composite longbow* +10 (1d8+5 plus leprosy/×3 plus poison) or
+3 *whipwood composite longbow* +12 (1d8+7 plus leprosy/×3 plus poison) with Arcane Pool

Special Attacks arcane pool (10/day, +2 bonus), spell combat, spellstrike

Magus Spells Prepared (CL 7th, Concentration +15)

3rd (2/day) – *haste*, *heroism*

2nd (5/day) – *acid arrow*, *bladed dash*^{ISM}, *invisibility*, *mirror image*, *scorching ray*

1st (6/day) – *blade lash*^{ACG}, intensified *shocking grasp* (2), *long arm*^{ACG}, *magic missile*, *shield*

0 (at will) – *arcane mark*, *detect magic*, *open/close*, *prestidigitation*, *ray of frost*

STATISTICS

Abilities Str 18 (+4), Dex 18 (+4), Con 18 (+4), Int 23 (+6), Wis 12 (+1), Cha 8 (–1)

Base Atk +5; **CMB** +9; **CMD** 25 (27 to sunder bow); **Hero Points** 3

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Extra Arcana, Focused Overseer^B, Focused Worker (magic +, labor –), Intensify Spell^B

Skills Climb +14, Craft (alchemy) +16, Fly +14, Knowledge (arcana) +16, Perception +12, Ride +14, Spellcraft +16, Stealth +20 (+21 in hilly or rocky areas), Swim +14

SQ knowledge pool, magus arcana (arcane accuracy, spell blending [*heroism*], spell-scars), medium armor, spell recall, traits (eyes and ears of the city, highlander, magical lineage [*shocking grasp*], meticulous)

Combat Gear *bandages of rapid recovery*, durable viridium arrows (20, magically strengthened), *spell-scars* (fly, gaseous form, haste, heroism, major image, water breathing); **Other Gear** +1 *keen spell storing adamantite scimitar* (typically contains intensified *shocking grasp*), +1 *whipwood composite longbow* (+4 strength bonus), +2 *shadow mithral agile breastplate*, *alien knife* (scavenged from Numeria, functionally a glowing +1 *keen living steel kukri*), *amulet of natural armor* +1, *belt of physical perfection* +4, *blessed book* (contains harmful surge preparation ritual, see below; rarely carried), *bookplate of recall* (on *blessed book*), *deathwatch eyes* (in the form of an eye patch), *dusty rose prism ioun stone* (in the form of a glass eye), *handy haversack*, *headband of vast intelligence* +4 (fly, ride), *jingasa of the fortunate soldier* (in the form of a “lucky” earring), *lambent crystal* (crystal orb with heightened [4th] *continual flame* cast upon it), *lead-lined quiver*, *pearls of power* (1st 6, 2nd 3), spell component pouches (3; 2 concealed, DC 26 to find), *tender* (6gp, 6sp, 7cp), *traveler’s any-tools* (2), *tunic of careful casting*;

Downtime Assets capital (magic 1)

Spellbook all magus spells of 3rd-level and lower

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 55 lb.



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 +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.

Eyes and Ears of the City You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Harmful Surge (Su) Once per day, after having prepared spells, you may maximize a spell, but doing so damages you. Spend this boon effect as a free action when you cast a wizard evocation spell. When you do, you can treat that spell as if it were cast with the Maximize Spell metamagic feat, but you take 1d4 points of damage \times the level of the spell that you are maximizing. The damage you take cannot be reduced in any way.

Highlander You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

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.

Magical Lineage When you apply metamagic feats to the *shocking grasp* spell that add at least 1 level to the spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

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.

Meticulous You plan and prepare everything in detail, and aren't good at improvising when things don't go as planned. You take a -2 penalty on skill checks for skills with which you're untrained.

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

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 the same amount 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.

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.

Spell-Scars (Ex) You can use special scar-based tattoos called spell-scars on your skin to cast or prepare spells, much like scrolls. You can cast a spell from a spell-scar exactly like casting from a scroll; the ink and scars vanish when the spell is cast. You can also prepare spells from your spell-scars without expending them, similar to a wizard using the Spell Mastery feat. You do not need to be able to see your spell-scar to use it. You have room on your skin for 18 total spell levels of spell-scars, which you can create using the rules for scribing scrolls (although they do not require the Scribe Scroll feat).

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.