

MAGUS

Magus Level
Уровень Заклинателя

ARCANE POOL

ARCANE POOL CAPACITY

Magus Level

Прочее

$$\text{pts} = \left(\frac{\text{Magus Level}}{2} \right) + \text{INT} + \text{Прочее}$$

(round down, min 1)

pts

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Magus Level

$$+ \text{ } = \frac{\text{Magus Level}}{4} \quad (\text{Округлять вверх})$$

Weapon enhancements are powered from your Arcane Pool

Magus Level	Enhancement Cost	ENHANCEMENT
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Keen <input type="checkbox"/> Shock
9	+2	<input type="checkbox"/> Flaming burst <input type="checkbox"/> Icy burst <input type="checkbox"/> Shocking burst
13	+3	<input type="checkbox"/> Speed
17	+4	<input type="checkbox"/> Dancing
21	+5	<input type="checkbox"/> Vorpall

Заклинания

КС спасброска	Заклинаний в день	Базовых Заклинаний	Бонусных Заклинаний
	0		INT - 4 INT - 8 INT - 12
	1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

КС Спаса от заклинания = 10 + ИНТ + Уровень закл-ия

ARCANE SPELL FAILURE THRESHOLD

%

MAGUS ARCANA

ARCANA KNOWN

Magus Level

Arcane Pool Cost

$$\text{Arcana Known} = \frac{\text{Magus Level}}{3}$$

1

pts

pts

2

pts

pts

3

pts

pts

4

pts

pts

5

pts

pts

6

pts

pts

WEAPON

-2

Spell Combat Attack Penalty

Enhancement

Бонус Атаки

Урон

Крит

d00

x

DEFENSIVE CASTING

-

Defensive Casting Attack Penalty

Уровень Заклинателя

Defensive Casting Bonus

Level 8 Бонус

INT

Maximum Penalty

Концентрация

=

INT

+

+

+

2

Уровень 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

Уровень 20 When casting a spell and attempting a melee attack against the same target, choose one of:
☐ +2 Attack Bonus
☐ +2 Spell Save DC Bonus
☐ +2 to overcome target's spell resistance

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

	0	
	1	
	2	
	3	
	4	
	5	
	6	

SPELL RECALL / KNOWLEDGE POOL

Уровень 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost =	Spell Level + Metamagic Adjustment
Уровень 7	Knowledge Pool Prepare any Magus spell as if known	Arcane Pool Cost =	1 pt
Уровень 11	Improved Spell Recall Reprepare any spell already cast today	Arcane Pool Cost =	(Spell Level ÷ 2) + Metamagic Adjustment
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost =	Spell Level (cannot use metamagic)