

MAGUS

Magus
Level

Caster
Level

ARCANE POOL

ARCANE POOL
CAPACITY

Magus
Level

Misc

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

(round down, min 1)

WEAPON ENHANCEMENT

MAX WEAPON
ENHANCEMENT

Magus
Level

$$\boxed{+} = \frac{\text{Magus Level}}{4} \quad (\text{Round up})$$

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"/> Vorpals |

SPELLS

| Spell Save DC | Spells per day | = | Base Spells | + Bonus Spells |
|---------------|----------------|---|-------------|--|
| 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"/> |

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE
THRESHOLD

MAGUS ARCANA

ARCANA
KNOWN

Magus
Level

Arcane
Pool Cost

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

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

WEAPON

| Enhancement | Attack Bonus | Damage | Critical |
|---------------------------------|--------------|--------|----------|
| - 2 Spell Combat Attack Penalty | + | d | x |

DEFENSIVE CASTING

| Defensive Casting Attack Penalty | Concentration | Defensive Casting Bonus | Level 8 Bonus |
|----------------------------------|---------------|-------------------------|---------------|
| - | INT | + | 2 |

Level 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

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 |
|------------------|-------------------------|---|

PREPARED SPELLS

| | |
|---|--|
| 0 | |
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |

SPELL RECALL / KNOWLEDGE POOL

| | | | |
|----------|--|--------------------|--|
| Level 4 | Spell Recall Reprepare any spell already cast today | Arcane Pool Cost = | Spell Level + Metamagic Adjustment |
| Level 7 | Knowledge Pool Prepare any Magus spell as if known | Arcane Pool Cost = | 1 pt |
| Level 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) |