

MAGUS

Magus Level
Zauberstufe

ARCANE POOL

ARCANE POOL CAPACITY

Magus Level

Sonstiges

$$\text{Pkt} = \left(\frac{\text{Magus Level}}{2} \right) + \text{IN} + \text{Sonstiges}$$

(abrunden, min 1)

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Magus Level

$$+ \text{Enhancement Cost} = \frac{\text{Magus Level}}{4} \text{ (aufrunden)}$$

Magus Level	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Geschärft <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

ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grundzauber + Bonuszauber
0		IN - 4 IN - 8 IN - 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"/>

$$\text{RW gegen Zauber (SG)} = 10 + \text{IN} + \text{Zaubergrad}$$

ARCANE SPELL FAILURE
WAHRSCHEINLICHKEIT

MAGUS ARCANA

ARCANA KNOWN

Magus Level

Arcane Pool Cost

1		Pkt
2		Pkt
3		Pkt
4		Pkt
5		Pkt
6		Pkt

WAFFE

- 2	Spell Combat Attack Penalty	Enhancement +	Angriffsbonus	Schaden W	Kritisch x
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DEFENSIVE CASTING

-	Defensive Casting Attack Penalty	Defensive Casting Bonus	Zauberstufe	Level 8 Bonus
IN	Maximum Penalty	Konzentration	= IN +	+ 2

Stufe 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	Angriff Bonus	+ 2	Bonus auf RW gegen Zauber	+ 2	to overcome target's spell resistance
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VORBEREITETE ZAUBER

0		
1		
2		
3		
4		
5		
6		

SPELL RECALL / KNOWLEDGE POOL

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