

# 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)

pts

## WEAPON ENHANCEMENT

### MAX WEAPON ENHANCEMENT

Magus Level

$$\boxed{+} = \frac{\text{Magus Level}}{4}$$

(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"/> Vorpall   |

## SPELLS

| Spell Save DC | Spells per day | Base Spells | Bonus Spells   |
|---------------|----------------|-------------|--|
| 0             |                |             | INT - 4<br>INT - 8<br>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

-2 Spell Combat Attack Penalty

Enhancement

Attack Bonus

Damage

Critical

## DEFENSIVE CASTING

- Defensive Casting Attack Penalty

INT Maximum Penalty

Concentration

Defensive Casting Bonus

Level 8 Bonus

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 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 2 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 3 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 4 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 5 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 6 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

## SPELL RECALL / KNOWLEDGE POOL

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