MAGUS

Magus Level ☐

Caster Level ☐

ARCANE POOL

ARCANE POOL CAPACITY

☐ pts = (Magus Level _____ ÷ 2) + **INT** + _____ Misc

(round down, min 1)

_____ pts

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

+ ☐ = Magus Level _____ ÷ 4 (Round up)

Weapon enhancements are powered from your Arcane Pool

Magus Level	Enhancement Cost	ENHANCEMENT
5	+1	☐ Flaming ☐ Frost ☐ Keen ☐ Shock
	+2	☐ Flaming burst ☐ Icy burst ☐ Shocking burst
9	+3	☐ Speed
13	+4	☐ Dancing
17	+5	☐ Vorpal

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
				INT / INT-4 / INT-8 / INT-12
	0		_____	
	1		_____	☐ ☐ ☐ ☐
	2		_____	☐ ☐ ☐ ☐
	3		_____	☐ ☐ ☐ ☐
	4		_____	☐ ☐ ☐ ☐
	5		_____	☐ ☐ ☐
	6		_____	☐ ☐ ☐

Spell Save DC = 10 + INT + Spell Level

_____ % **ARCANE SPELL FAILURE THRESHOLD**

MAGUS ARCANA

ARCANA KNOWN

☐ = Magus Level _____ ÷ 3

Arcane Pool Cost

1	_____ pts
2	_____ pts
3	_____ pts
4	_____ pts
5	_____ pts
6	_____ pts

WEAPON

		Enhancement	Attack Bonus	Damage	Critical
– 2	Spell Combat Attack Penalty	+		d	×

DEFENSIVE CASTING

☐ – | Defensive Casting Attack Penalty

INT | Maximum Penalty

Concentration _____ = **INT** + _____ Caster Level + _____ Defensive Casting Bonus + 2 Level 8 Bonus

Level 14 — Defensive Casting Bonus is double the Attack Penalty taken

Level 20 — 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** ☐☐☐
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☐☐☐ ☐☐☐

☐☐☐ ☐☐☐
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☐☐☐ **2** ☐☐☐
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☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ **3** ☐☐☐
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☐☐☐ ☐☐☐

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ **4** ☐☐☐
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☐☐☐ ☐☐☐

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ **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)