

# 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

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

(Round up)

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"/> 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

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