

# ARCANIST

Caster  
Level

## SPELLS

Spells Prepared	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"/>
		6			<input type="checkbox"/> <input type="checkbox"/>
		7			<input type="checkbox"/> <input type="checkbox"/>
		8			<input type="checkbox"/> <input type="checkbox"/>
		9			<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

Concentration  = INT + Caster Level

### ARCANE SPELL FAILURE THRESHOLD

%

## EXPLOITS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

### GREATER EXPLOITS

Level 13

Level 15

Level 17

Level 19

## PREPARED SPELLS

0

1

☐ ☐ ☐  
☐ ☐ ☐

2

☐ ☐ ☐  
☐ ☐ ☐

3

☐ ☐ ☐  
☐ ☐ ☐

4

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☐ ☐ ☐

5

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☐ ☐ ☐

6

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7

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8

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9

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☐ ☐ ☐

## ARCANE RESERVOIR

MAX  
POINTS

Arcanist  
Level

Misc

pts = 3 +  +

Arcane  
Reservoir ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

POINTS  
PER DAY

Arcanist  
Level

pts = 3 + (  ÷ 2 )

Arcane reservoir starts  
fresh each day.

Spend one arcane reservoir point when casting a spell to add 1 to either the caster level or the saving throw DC.

### CONSUME SPELLS

As a move action, convert any prepared spell into a number of arcane reservoir points equal to the spell level.

Level **MAGICAL SUPREMACY**

**20** Cast a prepared spell by spending points equal to the spell level + 1.  
Treat the caster level and saving throw DC as 2 higher.