# MAGUS

Magus Level ☐

Zauber-stufe ☐

## ARCANE POOL

**ARCANE POOL CAPACITY**

☐ Pkt = ( _____ ÷ 2 ) + **IN** + _____

Magus Level | Sonstiges

(abrunden, min 1)

_____ Pkt.

## WEAPON ENHANCEMENT

**MAX WEAPON ENHANCEMENT**

+ ☐ = _____ ÷ 4   **(aufrunden)**

Magus Level

Weapon enhancements are powered from your Arcane Pool

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

## ZAUBER

| RW gegen Zauber | | Zauber pro Tag | = Grund-zauber | + Bonuszauber | | | |
|---|---|---|---|---|---|---|---|
| | 0 | | _____ | IN - 4 | IN - 8 | IN - 12 | |
| | 1 | | _____ | ☐ | ☐ | ☐ | ☐ |
| | 2 | | _____ | ☐ | ☐ | ☐ | ☐ |
| | 3 | | _____ | ☐ | ☐ | ☐ | ☐ |
| | 4 | | _____ | ☐ | ☐ | ☐ | ☐ |
| | 5 | | _____ | | | | |
| | 6 | | _____ | ☐ | ☐ | ☐ | |

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

☐ % **ARCANE SPELL FAILURE WAHRSCHEINLICHKEIT**

## MAGUS ARCANA

**ARCANA KNOWN**

☐ = _____ ÷ 3

Magus Level

| | Arcane Pool Cost |
|---|---|
| 1 | Pkt. |
| 2 | Pkt. |
| 3 | Pkt. |
| 4 | Pkt. |
| 5 | Pkt. |
| 6 | Pkt. |

## WAFFE

| | | Enhancement | Angriffsbonus | Schaden | Kritisch |
|---|---|---|---|---|---|
| – 2 | Spell Combat Attack Penalty | + ☐ | _____ | W | × |

## DEFENSIVE CASTING

| – ☐ | Defensive Casting Attack Penalty | | | | | | |
|---|---|---|---|---|---|---|---|
| IN | Maximum Penalty | Konzentration ☐ = IN + _____ + ☐ + 2 | Zauber-stufe | Defensive Casting Bonus | Level 8 Bonus | | |

**Stufe 14** Defensive Casting Bonus is double the Attack Penalty taken

**Stufe 20** 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

## VORBEREITETE ZAUBER

_____ **0** _____

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**6**
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## 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)