MAGUS

Magus Level

Caster Level

ARCANE POOL

ARCANE POOL CAPACITY

[ ] pts $= ($ ___ $\div 2) +$ **INT** $+$ ___ Misc

Magus Level

(round down, min 1)

[ ] pts

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

$+$ [ ] $=$ ___ $\div 4$ **(Naar boven afgerond)**

Magus Level

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	$=$	Basis Spreuken	$+$	Bonusspreuken			
						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

[ ] $=$ ___ $\div 3$

Magus Level

Arcane Pool Cost

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

WEAPON

- 2	Spell Combat Attack Penalty	Enhancement $+$ [ ]	Aanvalsbonus [ ]	Damage d	Critical ×

DEFENSIVE CASTING

[ ] - Defensive Casting Attack Penalty

INT Maximum Penalty

Concentration [ ] $=$ **INT** $+$ ___ $+$ [ ] $+$ 2

Caster Level — Defensive Casting Bonus — 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

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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 $\div 2) +$ Metamagic Adjustment

Improved Spell Recall — Prepare any known spell as a swift action — **Arcane Pool Cost** $=$ Spell Level — (cannot use metamagic)