

MAGUS

Poziomy
Maga

Poziom
Czarującego

ARCANE POOL

ARCANE POOL
CAPACITY

Poziomy
Maga

Inne

$$\boxed{\text{ptk}} = \left(\boxed{\text{ptk}} \div 2 \right) + \text{INT} + \boxed{\text{ptk}}$$

(zaokrąglane w dół, min 1)

WZMOCNIENIE BRONI

MAX WEAPON
WZMOCNIENIE

Poziomy
Maga

$$+ \boxed{\text{ptk}} = \boxed{\text{ptk}} \div 4$$

(Zaokrąglane w górę)

Weapon enhancements are powered from your Arcane Pool

ENHANCEMENT

Poziomy Maga	Koszt Wzmocnienia	
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Zimno <input type="checkbox"/> Ostrość <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"/> Vorpai

CZARY

ST Rzut Obronnego	Czary Dziennie	= Czary Bazowe	+ Czary Premiowe
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"/>

ST Rz. Obr. = 10 + INT + Poziom Czarzu

ARCANE SPELL FAILURE
THRESHOLD

ARKANY MAGUSA

ARCANA
KNOWN

Poziomy
Maga

Arcane
Pool Cost

$$\boxed{\text{ptk}} = \boxed{\text{ptk}} \div 3$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

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BRON

$$- 2 \text{ Spell Combat Attack Penalty} + \boxed{\text{ptk}} \text{ Wzmocnienie} \boxed{\text{ptk}} \text{ Premia do ataku} \boxed{\text{ptk}} \text{ Obrażenia} \boxed{\text{ptk}} \text{ Krytyk}$$

DEFENSIVE CASTING

$$- \boxed{\text{ptk}} \text{ Defensive Casting Attack Penalty} \boxed{\text{ptk}} \text{ Maximum Penalty} \text{ Koncentracja } \boxed{\text{ptk}} = \text{INT} + \boxed{\text{ptk}} + \boxed{\text{ptk}} + 2$$

Poziom 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

Poziom 20 When casting a spell and attempting a melee attack against the same target, choose one of:

+ 2

Premia
do Ataku

+ 2

Spell Save
DC Bonus

+ 2

to overcome target's
spell resistance

PRZYGOTOWANE CZARY

0	
1	
2	
3	
4	
5	
6	

SPELL RECALL / KNOWLEDGE POOL

Poziom 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = Poziom Czarzu + Dostosowanie z Metamagii
Poziom 7	Pula Wiedzy Prepare any Magus spell as if known	Arcane Pool Cost = 1 pt
Poziom 11	Improved Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = (Poziom Czarzu ÷ 2) + Dostosowanie z Metamagii
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost = Poziom Czarzu (nie może używać metamagii)