

Caster
Level

Spells Prepared	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				INT - 4 INT - 8 INT - 12
		1				□ INT - 4 □ INT - 8 □ INT - 12
		2				□ INT - 4 □ INT - 8 □ INT - 12
		3				□ INT - 4 □ INT - 8 □ INT - 12
		4				□ INT - 4 □ INT - 8 □ INT - 12
		5				□ INT - 4 □ INT - 8 □ INT - 12
		6				□ INT - 4 □ INT - 8 □ INT - 12
		7				□ INT - 4 □ INT - 8 □ INT - 12
		8				□ INT - 4 □ INT - 8 □ INT - 12
		9				□ INT - 4 □ INT - 8 □ INT - 12

Concentration = INT + Caster Level

_____ %

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	
	5	
	6	
	7	
	8	
	9	

**MAX
POINTS**

$$\boxed{} \text{ pts} = 3 + + $$

Arcane Reservoir

POINTS
PER DAY

$$\boxed{} \text{ pts} = 3 + (\div 2)$$

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.

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.