

Caster Level	
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Spells Prepared	Spell Save DC	Spells per day	= Basis Spreuken	Bonusspreuken
		0		INT - 4 INT - 8 INT - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <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"/>
		7		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		8		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		9		<input type="checkbox"/> <input type="checkbox"/>

Concentration = INT + Caster Level

_____ %

Level 1

Level 3

Level 5

Level 7

Level 9

Level **11** GREATER EXPLOITS

Level 13

Level 15

Level 17Level 19

	1	
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	□ □ □	

	2	
	□□□	
	□□□	
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_____ 3 _____

	4	

5

6



7

	8	
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9

MAX POINTS	Arcanist Level	Misc
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$$\boxed{} \text{ pts} = 3 + + $$

Arcane Reservoir

POINTS PER DAY

$$\boxed{} \text{ pts} = 3 + \left(\frac{\text{Arcanist Level}}{2} \right)$$

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.