MAGUS

Magus Level

Caster Level

ARCANE POOL

ARCANE POOL CAPACITY

[ ] pts = (___ ÷ 2) + INT + ___ Misc

Magus Level

(round down, min 1)

[_____] pts

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

+ [ ] = ___ ÷ 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
	0			___	INT / INT-4 / INT-8 / INT-12
	1			___	☐ ☐ ☐ ☐
	2			___	☐ ☐ ☐ ☐
	3			___	☐ ☐ ☐ ☐
	4			___	☐ ☐ ☐ ☐
	5			___	
	6			___	☐ ☐ ☐

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

[ ] %

MAGUS ARCANA

ARCANA KNOWN

[ ] = ___ ÷ 3

Magus Level

Arcane Pool Cost

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

WEAPON

		Enhancement	Aanvalsbonus	Damage	Critical
− 2	Spell Combat Attack Penalty	+		d	×

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

0
_____

1
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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 ÷ 2) + Metamagic Adjustment

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