

MAGUS

Magus
Livello
Livello
Dell'incantatore

ARCANE POOL

ARCANE POOL
CAPACITY

Magus
Livello

Altro

$$\text{punti} = \left(\frac{\text{Magus Livello}}{2} \right) + \text{INT} + \text{Altro}$$

(round down, min 1)

WEAPON ENHANCEMENT

MAX WEAPON
ENHANCEMENT

Magus
Livello

$$+ \text{Enhancement Cost} = \frac{\text{Magus Livello}}{4} \text{ (Arrotond. per eccesso)}$$

Magus Livello	Enhancement Cost	Enhancement
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Keen <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

INCANTESIMI

Incantesimi DC Tiri Salvz.	Incantesimi al giorno	Incantesimi Base	Incantesimi Bonus
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"/>

DC del TS = 10 + INT + Liv. Incantesimo

ARCANE SPELL FAILURE
THRESHOLD

MAGUS ARCANA

ARCANA
KNOWN

Magus
Livello

Arcane
Pool Cost

1		punti
2		punti
3		punti
4		punti
5		punti
6		punti

WEAPON

Enhancement	BONUS d'ATTACCO	Danno	Critico
-2 Spell Combat Attack Penalty	+	d	x

DEFENSIVE CASTING

Defensive Casting Attack Penalty	Defensive Casting Bonus	Level 8 Bonus
-	INT	2

Livello
14

Defensive Casting Bonus is double the Attack Penalty taken

Livello
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

INCANTESIMI PREPARATI

0		
1		
2		
3		
4		
5		
6		

SPELL RECALL / KNOWLEDGE POOL

Livello	Spell Recall	Arcane Pool Cost	Livello + Metamagic Adjustment
4	Reprepare any spell already cast today		
Livello	Knowledge Pool	Arcane Pool Cost	Livello + Metamagic Adjustment
7	Prepare any Magus spell as if known		1 pt
Livello	Improved Spell Recall	Arcane Pool Cost	Livello + Metamagic Adjustment
11	Reprepare any spell already cast today		
	Prepare any known spell as a swift action		(cannot use metamagic)