

# MAGUS

Magus Level   
Zauberstufe

## ARCANE POOL

### ARCANE POOL CAPACITY

Magus Level

Sonstiges

$$\boxed{\text{pts}} = \left( \boxed{\text{pts}} \div 2 \right) + \text{IN} + \boxed{\text{pts}}$$

(round down, min 1)

## WEAPON ENHANCEMENT

### MAX WEAPON ENHANCEMENT

Magus Level

$$+ \boxed{\text{pts}} = \boxed{\text{pts}} \div 4 \quad (\text{aufrunden})$$

Magus Level	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
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"/> Vorpall

## ZAUBER

Zauber Rettungs SG	Zauber pro Tag	= Grundzauber	+ Bonuszauber
0			IN - 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"/>

Spell Save DC = 10 + INT + Spell Level

### ARCANE SPELL FAILURE THRESHOLD

%

## MAGUS ARCANA

### ARCANA KNOWN

Magus Level

Arcane Pool Cost

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

## WEAPON

Enhancement	ANGRIFFSBONUS	Schaden	Kritisch
-2 Spell Combat Attack Penalty	+ <input type="text"/>	d <input type="text"/>	x <input type="text"/>

## DEFENSIVE CASTING

Defensive Casting Attack Penalty	Defensive Casting Bonus	Level 8 Bonus
- <input type="text"/>	IN <input type="text"/>	2

Stufe 14 Defensive Casting Bonus is double the Attack Penalty taken

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
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## VORBEREITETE ZAUBER

0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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"/>

## SPELL RECALL / KNOWLEDGE POOL

Stufe 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = Spell Level + Metamagic Adjustment
Stufe 7	Knowledge Pool Prepare any Magus spell as if known	Arcane Pool Cost = 1 pt
Stufe 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)