# MAGUS

Magus Level

Zauber-stufe

## ARCANE POOL

**ARCANE POOL CAPACITY**

$$\boxed{\phantom{xx}}\text{ pts} = \left(\quad \div\, 2\,\right) + \text{IN} + \underline{\qquad}$$

Magus Level · Sonst. Mod.

(round down, min 1)

_____ pts

## WEAPON ENHANCEMENT

**MAX WEAPON ENHANCEMENT**

$$\boxed{+\phantom{xx}} = \underline{\quad} \div 4$$

Magus Level · **(aufrunden)**

Weapon enhancements are powered from your Arcane Pool

| Magus Level | Enhancement Cost | ENHANCEMENT |
|---|---|---|
| 5 | +1 | ☐ Flaming  ☐ Frost  ☐ Geschär☐ Shock |
| | +2 | ☐ Flaming burst  ☐ Icy burst  ☐ Shocking burst |
| 9 | +3 | ☐ Speed |
| 13 | +4 | ☐ Dancing |
| 17 | +5 | ☐ Vorpal |

## ZAUBER

| RW gegen Zauber | | Zauber pro Tag | = | Grund-zauber | + | Bonuszauber |
|---|---|---|---|---|---|---|
| | 0 | | | | | IN -4 / IN -8 / IN -12 |
| | 1 | | | | | ☐ ☐ ☐ |
| | 2 | | | | | ☐ ☐ ☐ |
| | 3 | | | | | ☐ ☐ ☐ |
| | 4 | | | | | ☐ ☐ ☐ |
| | 5 | | | | | ☐ ☐ |
| | 6 | | | | | ☐ ☐ |

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

$$\boxed{\phantom{xx}}\ \%$$ **ARCANE SPELL FAILURE THRESHOLD**

## MAGUS ARCANA

**ARCANA KNOWN**

$$\boxed{\phantom{xx}} = \underline{\quad} \div 3$$

Magus Level · Arcane Pool Cost

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

## WAFFE

| | | Enhancement | ANGRIFFSBONUS | Schaden | Kritisch |
|---|---|---|---|---|---|
| **- 2** | Spell Combat Attack Penalty | **+** | | d | × |

## DEFENSIVE CASTING

| **-** | Defensive Casting Attack Penalty |
| **IN** | Maximum Penalty |

Zauber-stufe · Defensive Casting Bonus · Level 8 Bonus

$$\text{Konzentration}\ \boxed{\quad} = \text{IN} + \underline{\quad} + \boxed{\quad} + 2$$

**Stufe 14** — Defensive Casting Bonus is double the Attack Penalty taken

**Stufe 20** — Automatic success on casting defensively
When casting a spell and attempting a melee attack against the same target, choose one of:

| **+ 2** Angriff Bonus | **+ 2** Bonus auf RW gegen Zauber | **+ 2** to overcome target's spell resistance |

## VORBEREITETE ZAUBER

**0**
_____
_____
_____

**1**
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**5**
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**6**
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☐☐☐   ☐☐☐
☐☐☐

## SPELL RECALL / KNOWLEDGE POOL

**Stufe 4** — **Spell Recall**
Reprepare any spell already cast today
$$\text{Arcane Pool Cost} = \text{Zauber Level} + \text{Metamagic Adjustment}$$

**Stufe 7** — **Knowledge Pool**
Prepare any Magus spell as if known
$$\text{Arcane Pool Cost} = 1\ \text{pt}$$

**Stufe 11** — **Improved Spell Recall**
Reprepare any spell already cast today
$$\text{Arcane Pool Cost} = \left(\text{Zauber Level} \div 2\right) + \text{Metamagic Adjustment}$$

**Improved Spell Recall**
Prepare any known spell as a swift action
$$\text{Arcane Pool Cost} = \text{Zauber Level} \quad \text{(cannot use metamagic)}$$