

# ARCANIST

Zauber-  
stufe

## ZAUBER

| Spells<br>Prepared | Zauber<br>Rettungs SG | Zauber<br>pro Tag | = Grund-<br>zauber + Bonuszauber |
|--------------------|-----------------------|-------------------|----------------------------------|
|                    |                       | 0                 |                                  |
|                    |                       | 1                 |                                  |
|                    |                       | 2                 |                                  |
|                    |                       | 3                 |                                  |
|                    |                       | 4                 |                                  |
|                    |                       | 5                 |                                  |
|                    |                       | 6                 |                                  |
|                    |                       | 7                 |                                  |
|                    |                       | 8                 |                                  |
|                    |                       | 9                 |                                  |

Spell Save DC = 10 + INT + Spell Level

Konzentration  = **IN** +  Zauber-  
stufe

### ARKANE ZAUBERPATZER THRESHOLD

%

## EXPLOITS

Stufe **1**

Stufe **3**

Stufe **5**

Stufe **7**

Stufe **9**

Stufe **11**

### GREATER EXPLOITS

Stufe **13**

Stufe **15**

Stufe **17**

Stufe **19**

## VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9

## ARCANE RESERVOIR

MAX  
POINTS

Arcanist  
Level

Sonstiges

pts = 3 +  +

Arcane  
Reservoir

POINTS  
PER DAY

Arcanist  
Level

pts = 3 + (  ÷ 2 )

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.

### CONSUME SPELLS

As a move action, convert any prepared spell into a number of arcane reservoir points equal to the spell level.

Stufe **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.