

MAGUS

Magus Level
Niveau de Lanceur de Sort

ARCANE POOL

ARCANE POOL CAPACITY

Magus Level

Divers

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

(round down, min 1)

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Magus Level

$$+ \boxed{\text{pts}} = \boxed{\text{pts}} \div 4 \quad (\text{arrondi au supérieur})$$

Weapon enhancements are powered from your Arcane Pool

Magus Level	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"/> Vorpall

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts supplémentaires
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"/>

DD de jet de sauvegarde d'un sort = 10 + INT + niveau de sort

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

-2	Spell Combat Attack Penalty	Enhancement	Bonus d'attaque	Dommage	Critique
		+		d	x

DEFENSIVE CASTING

-	Defensive Casting Attack Penalty	Defensive Casting Bonus	Level 8 Bonus
INT	Maximum Penalty	Concentration	

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	Attaque Bonus	+2	Spell Save DC Bonus	+2	to overcome target's spell resistance
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SORTS PREPARES

0	
1	
2	
3	
4	
5	
6	

SPELL RECALL / KNOWLEDGE POOL

Niveau 4	Spell Recall	Arcane Pool Cost	=	Sort Niveau	+	Metamagic Adjustment
	Reprepare any spell already cast today					
Niveau 7	Knowledge Pool	Arcane Pool Cost	=	1 pt		
	Prepare any Magus spell as if known					
Niveau 11	Improved Spell Recall	Arcane Pool Cost	=	(Sort Niveau ÷ 2) +	Metamagic Adjustment	
	Reprepare any spell already cast today					
	Improved Spell Recall	Arcane Pool Cost	=	Sort Niveau	(cannot use metamagic)	
	Prepare any known spell as a swift action					