

MAGUS

Poziomy
Maga

Poziom
Czarującego

ARCANE POOL

ARCANE POOL
CAPACITY

Poziomy
Maga

Inne

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

(zaokrąglane w dół, min 1)

WZMOCNIENIE BRONI

MAX WEAPON
WZMOCNIENIE

Poziomy
Maga

$$+ \boxed{\text{ptk}} = \boxed{\text{ptk}} \div 4$$

(Zaokrąglane w górę)

Poziomy
Maga

Koszt
Wzmocnienia

Weapon enhancements are powered from your Arcane Pool

ENHANCEMENT

5	+1	<input type="checkbox"/> Flaming	<input type="checkbox"/> Zimno	<input type="checkbox"/> Ostrość	<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			
	+5	<input type="checkbox"/> Vorpai			

CZARY

ST Rzutu Obronnego	Czary na dzień	=	Czary Bazowe	+ Premiowe Czary
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"/>

ST Rzutu Obronnego = 10 + INT + Poziom Czar

ARCANE SPELL FAILURE
THRESHOLD

MAGUS ARCANA

ARCANA
KNOWN

Poziomy
Maga

Arcane
Pool Cost

$$\boxed{\text{ptk}} = \boxed{\text{ptk}} \div 3$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

WEAPON

- 2

Spell Combat
Attack Penalty

Wzmocnienie

Premia do ataku

Obrażenia

Krytyk

+

d

x

DEFENSIVE CASTING

-

Defensive Casting
Attack Penalty

INT

Maximum
Penalty

Koncentracja

=

INT

+

+

+

2

Defensive
Casting
Bonus

Poziom 8
Premia

Poziom
14

Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

Poziom
20

When casting a spell and attempting a melee attack against the same target, choose one of:

+ 2

Premia
do Ataku

+ 2

Spell Save
DC Bonus

+ 2

to overcome target's
spell resistance

PRZYGOTOWANE CZARY

0

1

2

3

4

5

6

SPELL RECALL / KNOWLEDGE POOL

Poziom
4

Spell Recall
Reprepare any spell already cast today

Arcane
Pool Cost

=

Poziom Czar + Dostosowanie z Metamagii

Poziom
7

Knowledge Pool
Prepare any Magus spell as if known

Arcane
Pool Cost

=

1 pt

Poziom
11

Improved Spell Recall
Reprepare any spell already cast today

Arcane
Pool Cost

=

(Poziom Czar ÷ 2) + Dostosowanie z Metamagii

Improved Spell Recall
Prepare any known spell as a swift action

Arcane
Pool Cost

=

Poziom Czar (nie może używać metamagii)