

MAGUS

Magus
Level

Уровень
Заклинателя

ARCANE POOL

ARCANE POOL
CAPACITY

Magus
Level

Прочее

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

(round down, min 1)

WEAPON ENHANCEMENT

MAX WEAPON
ENHANCEMENT

Magus
Level

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

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

Заклинания

КС спасброска	Заклинаний в день	Базовые заклинаний	Бонусных заклинаний
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"/>

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

-2	Spell Combat Attack Penalty	Enhancement	Бонус Атаки	Урон	Крит
		+		d	x

DEFENSIVE CASTING

-	Defensive Casting Attack Penalty	Уровень Заклинателя	Defensive Casting Bonus	Level 8 Bonus
INT	Maximum Penalty	Концентрация	= INT +	+

Уровень 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

Уровень 20 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

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

0	
1	
2	
3	
4	
5	
6	

SPELL RECALL / KNOWLEDGE POOL

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