

# ARCANIST

Caster  
Level

## SPELLS

Spells Prepared	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				
		1				INT - 4
		2				INT - 4
		3				INT - 4
		4				INT - 4
		5				INT - 4
		6				INT - 4
		7				INT - 4
		8				INT - 4
		9				INT - 4

Spell Save DC = 10 + INT + Spell Level

Concentration  = INT + Caster Level

## ARCANE SPELL FAILURE THRESHOLD

%

## EXPLOITS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

## GREATER EXPLOITS

Level 13

Level 15

Level 17

Level 19

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## ARCANE RESERVOIR

MAX  
POINTS

Arcanist  
Level

Misc

pts = 3 +  +

POINTS  
PER DAY

Arcanist  
Level

pts = 3 + (  ÷ 2 )

Arcane  
Reservoir

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.

Level **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.