

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)

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Poziomy
Maga

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

(Zaokrąglane w górę)

Poziomy Maga	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
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
21	+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

1		ptk
2		ptk
3		ptk
4		ptk
5		ptk
6		ptk

WEAPON

- 2	Spell Combat Attack Penalty	Enhancement +	Premia do ataku	Obrażenia d	Krytyk x
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DEFENSIVE CASTING

-	Defensive Casting Attack Penalty	Poziom Czarującego	Defensive Casting Bonus	Poziom 8 Premia
INT	Maximum Penalty	Koncentracja	= INT +	+ 2

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 Czaru	+ 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 Czaru ÷ 2) +	Dostosowanie z Metamagii
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost	= Poziom Czaru	(cannot use metamagic)