MAGUS

Magus Level ☐

Zauber-stufe ☐

ARCANE POOL

ARCANE POOL CAPACITY

☐ Pkt. $= ($ ___ $\div 2) +$ **IN** $+$ ___ Sonst.

Magus Level

(abrunden, min 1)

___ Pkt.

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

$+$ ___ $=$ ___ $\div 4$

Magus Level

(aufrunden)

Weapon enhancements are powered from your Arcane Pool

Magus Level	Enhancement Cost	ENHANCEMENT
5	+1	☐ Flaming ☐ Frost ☐ Geschär☐ Shock
	+2	☐ Flaming burst ☐ Icy burst ☐ Shocking burst
9	+3	☐ Speed
13	+4	☐ Dancing
17	+5	☐ Vorpal

ZAUBER

RW gegen Zauber		Zauber pro Tag	=	Grund-zauber	+	Bonuszauber
	0			___		IN - 4 / IN - 8 / IN - 12
	1			___		☐ ☐ ☐ ☐
	2			___		☐ ☐ ☐ ☐
	3			___		☐ ☐ ☐ ☐
	4			___		☐ ☐ ☐ ☐
	5			___		☐ ☐ ☐
	6			___		☐ ☐ ☐

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

___ % **ARCANE SPELL FAILURE WAHRSCHEINLICHKEIT**

MAGUS ARCANA

ARCANA KNOWN

___ $=$ ___ $\div 3$

Magus Level

Arcane Pool Cost

1		___ Pkt.
2		___ Pkt.
3		___ Pkt.
4		___ Pkt.
5		___ Pkt.
6		___ Pkt.

WAFFE

- 2 Spell Combat Attack Penalty

Enhancement **+** ___

Angriffsbonus ___

Schaden d___

Kritischer Treffer ×___

DEFENSIVE CASTING

- ___ Defensive Casting Attack Penalty

IN ___ Maximum Penalty

Konzentration ___ $=$ **IN** $+$ ___ $+$ ___ $+$ **2**

Zauber-stufe | Defensive Casting Bonus | Level **8** Bonus

Stufe 14 Defensive Casting Bonus is double the Attack Penalty taken

Stufe 20 Automatic success on casting defensively
When casting a spell and attempting a melee attack against the same target, choose one of:

+ 2 Angriff Bonus

+ 2 Bonus auf RW gegen Zauber

+ 2 to overcome target's spell resistance

VORBEREITETE ZAUBER

0
___
___
___

1
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☐☐☐ ☐☐☐

SPELL RECALL / KNOWLEDGE POOL

Stufe 4 **Spell Recall** Reprepare any spell already cast today — Arcane Pool Cost $=$ Zauber Level $+$ Metamagic Adjustment

Stufe 7 **Knowledge Pool** Prepare any Magus spell as if known — Arcane Pool Cost $=$ **1** pt

Stufe 11 **Improved Spell Recall** Reprepare any spell already cast today — Arcane Pool Cost $= ($ Zauber Level $\div 2) +$ Metamagic Adjustment

Improved Spell Recall Prepare any known spell as a swift action — Arcane Pool Cost $=$ Zauber Level (cannot use metamagic)