

MAGUS

Magus Level

Caster Level

ARCANE POOL

ARCANE POOL CAPACITY

Magus Level

Misc

$$\boxed{\text{pts}} = \left(\frac{\text{Magus Level}}{2} \right) + \text{INT} + \text{Misc}$$

(round down, min 1)

pts

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Magus Level

$$\boxed{+} = \frac{\text{Magus Level}}{4}$$

(Round up)

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 |

SPELLS

| Spell Save DC | Spells per day | Base Spells | Bonus Spells |
|---------------|----------------|-------------|--|
| 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

$$\boxed{\text{pts}} = \frac{\text{Magus Level}}{3}$$

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

WEAPON

-2 Spell Combat Attack Penalty

Enhancement

Attack Bonus

Damage

Critical

DEFENSIVE CASTING

- Defensive Casting Attack Penalty

INT Maximum Penalty

Concentration

Defensive Casting Bonus

Level 8 Bonus

Level 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

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

PREPARED SPELLS

| | | |
|---|--|--|
| 0 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 2 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 3 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 4 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 5 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 6 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

SPELL RECALL / KNOWLEDGE POOL

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