

MAGUS

Magus Level
Conjurador Nivel

ARCANE POOL

ARCANE POOL CAPACITY

Magus Level

Outros

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

(round down, min 1)

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Magus Level

$$+ \boxed{\text{pts}} = \boxed{\text{pts}} \div 4 \quad (\text{Arredonda para Cima})$$

Magus Level	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
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

MAGIAS

Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
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

Enhancement	Bônus de Ataque	Dano	Crítico
-2 Spell Combat Attack Penalty	+ <input type="text"/>	d <input type="text"/>	x <input type="text"/>

DEFENSIVE CASTING

Defensive Casting Attack Penalty	Concentração	Defensive Casting Bonus	Level 8 Bonus
- <input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ 2

Nível 14

Defensive Casting Bonus is double the Attack Penalty taken

Nível 20

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
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MAGIAS PREPARADAS

0	
1	
2	
3	
4	
5	
6	

SPELL RECALL / KNOWLEDGE POOL

Nível	Spell Recall	Arcane Pool Cost	Spell Level	Metamagic Adjustment
4	Reprepare any spell already cast today	=		
Nível	Knowledge Pool	Arcane Pool Cost	Spell Level	Metamagic Adjustment
7	Prepare any Magus spell as if known	=	1 pt	
Nível	Improved Spell Recall	Arcane Pool Cost	Spell Level	Metamagic Adjustment
11	Reprepare any spell already cast today	=		
	Prepare any known spell as a swift action	=		(cannot use metamagic)