

MAGUS

Niveau de Magus

Niveau de Lanceur de Sort

ARCANE POOL

ARCANE POOL CAPACITY

Niveau de Magus

Divers

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

(round down, min 1)

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

Niveau de Magus

$$+ \boxed{\text{pts}} = \boxed{\text{pts}} \div 4 \quad (\text{arrondi au supérieur})$$

Niveau de Magus

Weapon enhancements are powered from your Arcane Pool

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			
	+5	<input type="checkbox"/> Vorpall			

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts supplémentaires
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"/>

DD de jet de sauvegarde d'un sort = 10 + INT + niveau de sort

ARCANE SPELL FAILURE THRESHOLD

MAGUS ARCANA

ARCANA KNOWN

Niveau de Magus

Coût Point d'Arcane

1		pts
2		pts
3		pts
4		pts
5		pts
6		pts

WEAPON

-2	Spell Combat Attack Penalty	Enhancement +	Bonus d'attaque	Dommage d	Critique x
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DEFENSIVE CASTING

-	Defensive Casting Attack Penalty	Concentration	=	INT +	Defensive Casting Bonus	+ 2	Level 8 Bonus
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Niveau 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:

Niveau 20	+2	Attaque Bonus	+2	Spell Save DC Bonus	+2	to overcome target's spell resistance
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SORTS PREPARES

0			
1			
2			
3			
4			
5			
6			

SPELL RECALL / KNOWLEDGE POOL

Niveau 4	Spell Recall	Coût Point d'Arcane =	Sort Niveau + Ajustement Métamagique
Niveau 7	Knowledge Pool	Coût Point d'Arcane =	1 pt
Niveau 11	Improved Spell Recall	Coût Point d'Arcane =	(Sort Niveau ÷ 2) + Ajustement Métamagique
	Improved Spell Recall	Coût Point d'Arcane =	Sort Niveau (cannot use metamagic)