

MAGUS

Magus Level
Conjurador Nivel

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)

WEAPON ENHANCEMENT

MAX WEAPON
ENHANCEMENT

Magus
Level

$$\boxed{+} = \frac{\text{Magus Level}}{4} \quad (\text{Round up})$$

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

$$\boxed{\text{Arcana Known}} = \frac{\text{Magus Level}}{3}$$

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

WEAPON

Enhancement	Attack Bonus	Damage	Critical
-2 Spell Combat Attack Penalty	<input type="text"/>	d	x

DEFENSIVE CASTING

Defensive Casting Attack Penalty	Maximum Penalty	Concentration	Defensive Casting Bonus	Level 8 Bonus
-	INT	<input type="text"/>	<input type="text"/>	2

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
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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)