MAGUS

Magus Level

Уровень Заклинателя

ARCANE POOL

ARCANE POOL CAPACITY

[ ] pts = (Magus Level ÷ 2) + INT + Прочее

(round down, min 1)

[ ] pts

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

+ [ ] = Magus Level ÷ 4 **(Округлять вверх)**

Weapon enhancements are powered from your Arcane Pool

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

Заклинания

| КС спасброска | | Заклинаний в день | = | Базовых заклинаний | + | Бонусных заклятий |
						INT	INT - 4	INT - 8	INT - 12
[ ]	0	[ ]		___					
[ ]	1	[ ]		___		☐	☐	☐	☐
[ ]	2	[ ]		___		☐	☐	☐	☐
[ ]	3	[ ]		___		☐	☐	☐	☐
[ ]	4	[ ]		___		☐	☐	☐	☐
[ ]	5	[ ]		___		☐	☐		
[ ]	6	[ ]		___		☐	☐		

Spell Save DC = 10 + INT + Spell Level

[ ] % **ARCANE SPELL FAILURE THRESHOLD**

MAGUS ARCANA

ARCANA KNOWN

[ ] = Magus Level ÷ 3

Arcane Pool Cost

1	[ ] pts
2	[ ] pts
3	[ ] pts
4	[ ] pts
5	[ ] pts
6	[ ] pts

WEAPON

Enhancement Бонус Атаки Урон Крит

- 2 Spell Combat Attack Penalty

+ [ ] [ ] d ×

DEFENSIVE CASTING

- [ ] Defensive Casting Attack Penalty

INT Maximum Penalty

Уровень Заклинателя Defensive Casting Bonus Level 8 Bonus

Концентрация [ ] = INT + [ ] + [ ] + 2

Уровень 14 Defensive Casting Bonus is double the Attack Penalty taken

Уровень 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

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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SPELL RECALL / KNOWLEDGE POOL

Уровень 4 **Spell Recall** — Reprepare any spell already cast today

Arcane Pool Cost = Spell Level + Metamagic Adjustment

Уровень 7 **Knowledge Pool** — Prepare any Magus spell as if known

Arcane Pool Cost = 1 pt

Уровень 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)