MAGUS

Magus Level

Zauber-stufe

ARCANE POOL

ARCANE POOL CAPACITY

$$\boxed{} \text{Pkt} = \left(\frac{\text{Magus Level}}{} \div 2 \right) + \text{IN} + \text{Sonstiges}$$

(abrunden, min 1)

Pkt.

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

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

(aufrunden)

Weapon enhancements are powered from your Arcane Pool

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

ZAUBER

RW gegen Zauber		Zauber pro Tag	=	Grund-zauber	+ Bonuszauber
	0				IN-4 IN-8 IN-12
	1				☐☐☐☐
	2				☐☐☐☐
	3				☐☐☐☐
	4				☐☐☐☐
	5				☐☐☐
	6				☐☐☐

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

☐ % **ARCANE SPELL FAILURE WAHRSCHEINLICHKEIT**

MAGUS ARCANA

ARCANA KNOWN

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

Arcane Pool Cost

1	Pkt.
2	Pkt.
3	Pkt.
4	Pkt.
5	Pkt.
6	Pkt.

WAFFE

| - 2 | Spell Combat Attack Penalty | Enhancement + | Angriffsbonus | Schaden d | Kritisch × |

DEFENSIVE CASTING

- Defensive Casting Attack Penalty

IN Maximum Penalty

$$\text{Konzentration} \boxed{} = \text{IN} + \underset{\text{Zauber-stufe}}{} + \underset{\substack{\text{Defensive Casting Bonus}}}{\boxed{}} + 2$$

Level 8 Bonus

Stufe 14 Defensive Casting Bonus is double the Attack Penalty taken

Stufe 20 Automatic success on casting defensively
When casting a spell and attempting a melee attack against the same target, choose one of:

| + 2 Angriff Bonus | + 2 Bonus auf RW gegen Zauber | + 2 to overcome target's spell resistance |

VORBEREITETE ZAUBER

0

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SPELL RECALL / KNOWLEDGE POOL

Stufe 4 | **Spell Recall** Reprepare any spell already cast today | **Arcane Pool Cost** = Zauber Level + Metamagic Adjustment

Stufe 7 | **Knowledge Pool** Prepare any Magus spell as if known | **Arcane Pool Cost** = 1 pt

Stufe 11 | **Improved Spell Recall** Reprepare any spell already cast today | **Arcane Pool Cost** = $\left(\frac{\text{Zauber Level}}{} \div 2 \right)$ + Metamagic Adjustment

| **Improved Spell Recall** Prepare any known spell as a swift action | **Arcane Pool Cost** = Zauber Level (cannot use metamagic)