

ARCANIST

Zauber-
stufe

ZAUBER

Spells Prepared	RW gegen Zauber	Zauber pro Tag	= Grund- zauber +	Bonuszauber
		0		IN - 4 IN - 8 IN - 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"/>
		6		<input type="checkbox"/> <input type="checkbox"/>
		7		<input type="checkbox"/> <input type="checkbox"/>
		8		<input type="checkbox"/> <input type="checkbox"/>
		9		<input type="checkbox"/> <input type="checkbox"/>

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

Konzentration = IN + Zauber-
stufe

ARKANE ZAUBERPATZER THRESHOLD

%

EXPLOITS

Stufe 1

Stufe 3

Stufe 5

Stufe 7

Stufe 9

Stufe 11

GREATER EXPLOITS

Stufe 13

Stufe 15

Stufe 17

Stufe 19

VORBEREITETE ZAUBER

0

1

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ARCANE RESERVOIR

MAX POINTS

Pkt. = 3 + Arcanist Level + Sonst.

POINTS PER DAY

Pkt. = 3 + (Arcanist Level ÷ 2)

Arcane
Reservoir ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Arcane reservoir starts
fresh each day.

Spend one arcane reservoir point when casting a spell to add 1 to either the caster level or the saving throw DC.

CONSUME SPELLS

As a move action, convert any prepared spell into a number of arcane reservoir points equal to the spell level.

Stufe **MAGICAL SUPREMACY**

20 Cast a prepared spell by spending points equal to the spell level + 1.
Treat the caster level and saving throw DC as 2 higher.