

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

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

Weapon enhancements are powered from your Arcane Pool

Niveau de Magus

Enhancement Cost	Enhancement
+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Keen <input type="checkbox"/> Shock
5	+2 <input type="checkbox"/> Flaming burst <input type="checkbox"/> Icy burst <input type="checkbox"/> Shocking burst
9	+3 <input type="checkbox"/> Speed
13	+4 <input type="checkbox"/> Dancing
17	+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

$$\boxed{\text{pts}} = \boxed{\text{pts}} \div 3 \quad \text{Coût Point d'Arcane}$$

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

WEAPON

Enhancement	Bonus d'attaque	Dégâts	Critique
-2 Spell Combat Attack Penalty	+ <input type="text"/>	d00	x

DEFENSIVE CASTING

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

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

0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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 RECALL / KNOWLEDGE POOL

Niveau	Spell Recall	Coût Point d'Arcane	Sort Niveau	Ajustement Métamagique
4	Reprepare any spell already cast today	=		
Niveau	Knowledge Pool	Coût Point d'Arcane	Sort Niveau	Ajustement Métamagique
7	Prepare any Magus spell as if known	=	1 pt	
Niveau	Improved Spell Recall	Coût Point d'Arcane	Sort Niveau	Ajustement Métamagique
11	Reprepare any spell already cast today	=		
	Prepare any known spell as a swift action	=		(cannot use metamagic)