

# MAGUS

Poziomy  
Maga

Poziom  
Czarującego

## ARCANE POOL

ARCANE POOL  
CAPACITY

Poziomy  
Maga

Inne

$$\boxed{\text{ptk}} = \left( \boxed{\text{ptk}} \div 2 \right) + \text{INT} + \boxed{\text{ptk}}$$

(zaokrąglane w dół, min 1)

## WZMOCNIENIE BRONI

MAX WEAPON  
WZMOCNIENIE

Poziomy  
Maga

$$+ \boxed{\text{ptk}} = \boxed{\text{ptk}} \div 4$$

(Zaokrąglane w górę)

Poziomy  
Maga

Koszt  
Wzmocnienia

Weapon enhancements are powered from your Arcane Pool

## ENHANCEMENT

5	+1	<input type="checkbox"/> Flaming	<input type="checkbox"/> Zimno	<input type="checkbox"/> Ostrość	<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"/> Vorpai			

## CZARY

ST Rzutu Obronnego	Czary na dzień	=	Czary Bazowe	+ Premiowe Czary
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"/>

ST Rzutu Obronnego = 10 + INT + Poziom Czar

ARCANE SPELL FAILURE  
THRESHOLD

## ARKANY MAGUSA

ARCANA  
KNOWN

Poziomy  
Maga

Arcane  
Pool Cost

$$\boxed{\text{ptk}} = \boxed{\text{ptk}} \div 3$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

$$\boxed{\text{ptk}} = \boxed{\text{ptk}}$$

## BRON

- 2

Spell Combat  
Attack Penalty

Wzmocnienie

Premia do ataku

Obrażenia

Krytyk

+

d

x

## DEFENSIVE CASTING

-

Defensive Casting  
Attack Penalty

INT

Maximum  
Penalty

Koncentracja

=

INT

+

+

Defensive  
Casting  
Bonus

Poziom  
Czarującego

Poziom 8  
Premia

2

Poziom  
14

Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively

Poziom  
20

When casting a spell and attempting a melee attack against the same target, choose one of:

+ 2

Premia  
do Ataku

+ 2

Spell Save  
DC Bonus

+ 2

to overcome target's  
spell resistance

## PRZYGOTOWANE CZARY

0

1

2

3

4

5

6

## SPELL RECALL / KNOWLEDGE POOL

Poziom  
4

Spell Recall  
Reprepare any spell already cast today

Arcane  
Pool Cost

=

Poziom  
Czaru

+

Dostosowanie  
z Metamagii

Poziom  
7

Pula Wiedzy  
Prepare any Magus spell as if known

Arcane  
Pool Cost

=

1 pt

Poziom  
11

Improved Spell Recall  
Reprepare any spell already cast today

Arcane  
Pool Cost

=

( Poziom  
Czaru  $\div 2$  ) + Dostosowanie  
z Metamagii

Improved Spell Recall  
Prepare any known spell as a swift action

Arcane  
Pool Cost

=

Poziom  
Czaru (nie może używać metamagii)