

# ARCANIST

Caster  
Level

## SPELLS

| Spells<br>Prepared | Spell<br>Save DC | Spells<br>per day | = | Base<br>Spells | + | Bonus Spells |
|--------------------|------------------|-------------------|---|----------------|---|--------------|
|                    |                  | 0                 |   |                |   |              |
|                    |                  | 1                 |   |                |   | INT - 4      |
|                    |                  | 2                 |   |                |   | INT - 4      |
|                    |                  | 3                 |   |                |   | INT - 4      |
|                    |                  | 4                 |   |                |   | INT - 4      |
|                    |                  | 5                 |   |                |   | INT - 4      |
|                    |                  | 6                 |   |                |   | INT - 4      |
|                    |                  | 7                 |   |                |   | INT - 4      |
|                    |                  | 8                 |   |                |   | INT - 4      |
|                    |                  | 9                 |   |                |   | INT - 4      |

Spell Save DC = 10 + INT + Spell Level

Concentration  = INT + Caster Level

## FALHA ARCANA THRESHOLD

%

## EXPLOITS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

## GREATER EXPLOITS

Level 13

Level 15

Level 17

Level 19

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## ARCANE RESERVOIR

MAX  
POINTS

Arcanist  
Level

Misc

pts = 3 +  +

Arcane  
Reservoir

POINTS  
PER DAY

Arcanist  
Level

pts = 3 + (  ÷ 2 )

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.

Level **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.