

# 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

5	+1	<input type="checkbox"/> Flaming	<input type="checkbox"/> Frost	<input type="checkbox"/> Keen	<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"/> 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

Coût Point d'Arcane

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

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

## WEAPON

Enhancement	Bonus d'attaque	Dégâts	Critique
-2 Spell Combat Attack Penalty	+	W%	x

## DEFENSIVE CASTING

Defensive Casting Attack Penalty	Defensive Casting Bonus	Level 8 Bonus
-	INT	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			
1			
2			
3			
4			
5			
6			

## 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)