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Pathfinder kingmaker magus arcane accuracy

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Magus is a class in Pathfinder: Kingmaker Description There are people, who spend their lives pondering ancient tomes and texts, unleashing the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equals. The wizard is at once a student of both philosophies, mixing magical abilities and combat prowess into something completely unique, a discipline in which both magic and steel are used to devastating effect. As he grows in power, the wizard unlocks the powerful forms of arcana that allow him to further merge his talents, and at the height of his art, the wizard becomes a smouth of steel and magic, a force few enemies would dare to face. Magus is a comprehensive class with different development paths to choose from. Players who are not sure whether they want to play spellcaster or melee warrior will find their approach to poth quite convenient. Gameplay Role: Magi spends most of his time traveling the world learning whatever combat or mysterious secrets they may find. They could spend months learning a new style of sword fighting from a master warrior, while simultaneously living in the local library, strolling through the tomes of ancient traditions. Most people who dabble in this way in all kinds of traditions, picked up something that could help them in their quest for perfection. Alignment: Arbitrary. Hit Die: d8. Skill rating to level: 2 + 1/2 Modifier Int. Class Skills: Athletics, Knowledge (Arcana), Knowledge (World), Persuasion, Use of Magic Device, Archetypes Eldritch Scion, Sword Saint, Eldritch Archer Tabulka: Magus Level BAB Šetři speciální kouzla za den Fort Ref will 1 2 3 4 5 6 1st +0 +2 +0 +2 Cantrips, Magus Proficiencies, Arcane Pool, Spell Combat 1 ——— 2, +1 +3 +3 : 3: Spellstrike 2 ——— 3, +4 +1 +4 Odvolání k kouzlu 3 1 ——— 5, +3 +4 +1 +4 Bonusový výkon 4 2 ——— 6, + 4 +5 +5 +5 2 +5 Magus arcana 4 3 ——— 7, +5 +5 +5 +5 Střední pancíř 4 3 1 ——— 8, 6 +2 +6 Vylepšený boj s kouzly 4 4 2 ——— 9, +6/+1 +6 +3 +6 Magus arcana 5 4 3 ——— 10, , vylepšeno odvolání kouzlo 5 4 4 2 ——— 12th +9/+4 +8 +8 +8 Magus arcana 5 5 4 3 ——— 13, 3 1 — 14th +10/+5 +9 +4 +9 Větší boj s kouzly 5 5 4 4 2 — 15.5 4 3 — 16. Bonus performance 5 5 5 4 4 2 18th +13/+8/+3 +11 +6 +11 Magus arcana 5 5 5 5 4 3 19th +14/+9/+4 +6 +11 Greater access to spells 5 5 5 5 5 4 20th +15/+10/+5 +12 +6 +12 True magus 5 5 5 5 5 Class Features Magus Proficiencies And magus is profipted with all simple and combat weapons. The wizard is also prowess with light armor. It can cast magus spells while wearing light armor without creating a normal mysterious magic failure chance. Like any other mysterious spellcaster, a wizard wearing medium armor, heavy armor, or shield arises the chance of a mysterious spell failure if the spell in question has a somatic component. Multiclass magus still arises normal mysterious spell failure chance for mysterious spells received from other classes. Magic Wizard casts mysterious spells drawn from the list of magus spell. The wizard must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, a wizard must have an intelligence score equal to at least 10+ level of magic. The difficulty class for saving to throw against magus magic is 10+ magic level + magus intelligence modifier. A wizard can only cast a certain number of spells of each level of magic per day. Its basic daily charm allotment is put on the table: Magus. In addition, he receives bonus spells per day if he has a high intelligence score. A wizard can know any number of spells. He must choose and prepare his spells ahead by getting 8 hours of sleep and spending 1 hour studying his spellbook. As he studies, the wizard decides which spells will be prepared. Cantrips Magi can cast several cantrips, or 0-level spells. These spells are cast like any other spell, but are not spent when cast and can be used again. Spell Casting Magi can cast any spell they know, learn one spell to the level and can cast only a few individual levels of magic, as shown in the progression table above. Arcane Pool At the first level, the wizard acquires a reservoir of mystical mysterious energy that he can draw on to fuel his powers and increase his weapon. This mysterious pool has a score equal to 1/2 of its magus level (minimum 1) + its intelligence modifier. The pool refreshes once a day as the wizard prepares his magic. Mysterious Weapon: On level one, a wizard can spend 1 point from his mysterious pool as a quick action to award any weapon he holds a +1 upgrade bonus for 1 minute. For every four levels above the first, the weapon earns an additional +1 upgrade bonus, a maximum of +5 to 17. These bonuses can be added to weapons stacking with existing weapon enhancements of a maximum of +5. Multiple uses of this ability are not stacked with each other. Adding these properties consumes a bonus amount equal to the base property price modifier. These features are added to any weapon it already has, but duplicates are not stacked. If the weapon is not magic, at least the +1 upgrade bonus must be added before adding additional features. These premiums and characteristics are decided when The mysterious point of the fund is exhausted and cannot be changed until the next time magus uses this ability. These bonuses don't work if someone other than the wizard controls the weapon. A wizard can only upgrade one weapon at a time in this way. If this capability is reused, the first use will end immediately. Spell Combat on the first level, the wizard learns spells and control his weapons at the same time. It works much like a two-gun fight, but an off-hand weapon is a charm that is cast. To use this ability, a wizard must have one hand for free while wielding a light or one-hand melee weapon in the other hand. As a full-round action, he can make all his attacks with his melee weapon at -2 penalty and can also cast any spell off the magus magic list with casting time 1 standard action (any attack roll up as part of that spell also takes that penalty). Spell Strike on the second level, whenever a wizard casts a spell with a series of touch from the magus magic list, he can deliver magic through any weapon he wields as part of a close-range attack. Instead of a free melee attack, which is usually allowed, Magus can perform one free close-range attack with his weapon (at his highest attack bonus) as part of the cast of this spell. If successful at close range, this attack will cause both normal damage and spell damage. If the wizard makes this attack in concert with the magic of combat, this melee attack takes all the penalties accumulated by the magic of close combat attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the weapon's zealous assets or similar effects), but the spell effect only causes x2 damage per successful critical hit, while the weapon's damage uses its own critical modifier. Magus Arcana As he gains levels, the wizard learns mysterious secrets tailored to his particular way of mixing combat puissance and magical skills. Starting with the third level, the wizard gets one magus arcana. Gets the next magus arcana for every three levels of the wizard achieved after the third level. Unless explicitly stated in the magus arcana description, the mage cannot select a particular magus arcana more than once. Bane Blade: Whenever a wizard upgrades his weapon using his mysterious pool, he can spend an additional 1 point from his mysterious pool to add a special weapon bane ability. Prerequisites: Magus 15 Devoted Blade: Whenever a wizard raises his weapon using his mysterious pool, he adds anarchic, axiomatic, holy, or ungodly special abilities to the list of available options. A wizard can add one of these abilities only if it matches his own alignment. Prerequisites: Magus 12 Dimension Strike: The wizard can spend 2 points from his mysterious pool as a quick action to solve all his melee weapon attacks until the end of his turn as contact touch attacks. Prerequisites: Magus 9 Perennial Blade: Anytime Magus enchants his weapon using his mysterious pool, he can spend 1 more point from his mysterious pool to increase the duration to 1 minute at magus level. Prerequisites: Magus 6 Ghost Blade: Whenever a wizard upgrades his weapon with his mysterious pool, he adds brilliant energy and ghost touch special abilities to the list of available options. A wizard can add one of these abilities only if it matches his own alignment. Prerequisites: Magus 9 Hasted Assault: A wizard can expend 1 point from his mysterious pool as a quick action to move faster. It works as a total but only targets mage and lasts for several rounds equal to magus intelligence bonus. Prerequisites: Magus 9 Prescient Attack: A wizard can expend 1 point from his mysterious pool as a quick action, allowing him to predict his opponent's defenses. Enemies are denied a skill bonus against wizard attacks until the end of the wizard's next move. Prerequisites: Magus 6 Wand Wielder: The wizard can activate the wand or staff at the place of cast spell while using the magic of the fight. Prerequisites: Magus 3 Wand Mastery: Whenever a wizard uses a wand, he counts DC for any spell it contains using its intelligence modifier, instead of the minimum modifier needed to cast the magic of this level. Prerequisites: Magus 3 Spell recalled on 4. With quick action, he can remember the only magic wizard he had already prepared and sent that day by insuing a few points from his mysterious pool, which is equal to the level of magic (minimum 1). The spell is ready again, just as it would not be sweeted. Magus Feat Bonus On 5. These bonus performances must be selected from those listed as combat or magic performances. They must meet the prerequisites for these performances as usual. Arcane Medium Armor On level seven, magus acquires knowledge with medium armor. A mage can cast magus spells while wearing medium armor without creating a normal mysterious magic failure chance. Like any other mysterious spellcaster, a wizard wearing heavy armor or using a shield creates a chance of mysterious spell failure. Improved spell combat on 8. When using the ability to spell combat, the wizard receives a +2 circumstance bonus to control concentration. Fighter Training Starts at the tenth level, the wizard counts 1/2 of his total magus level as his fighter level in order to qualify for performances. If it has levels in the fighter, these levels stack. Improved spell recall to 11. Whenever he remembers a spell with magic, he spends a few points from his mysterious 1/2 at spell level (minimum 1). Arcane Heavy Armor On the 13th level, magus acquires knowledge with heavy armor. The wizard can cast magus spells while wearing heavy armor without creating a normal mysterious spell of failure chance. Like any other mysterious spellcaster, a wizard using a shield has a chance of failing a mysterious spell. Bigger spell combat on the 14th. Whenever it uses spell-fighting capability, the concentration control bonus from the improved spell fight increases to +4. Counterstrike On 16. Greater access to 19th-century magic They learn and place 6 spells from the wizard's list of spellbooks in their spellbook as magus spells their wizarding levels – one of each level from 1. True Magus On the 20th century. Whenever he uses his magic-fighting skills, he doesn't have to perform concentration checks to cast the spell defensively. Whenever a wizard uses magic to fight, he can choose to either increase DC to withstand his spells by +2, award a +2 circumstances bonus to all controls made to overcome spell resistance, or award a +2 bonus on all attack roles. Media Gallery Add photo to this Gallery Reference Kickstarter Official Lore - Magus Magus