

Magnus

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The magnus is a warrior with impressive martial and arcane abilities. A descendant of the magus class, the magnus focuses far more on innate arcane abilities over spells to enhance their warrior talent.

Hit Die: d10

Class Skills

The Magnus's class skills are [Climb](#) ([Str](#)), [Craft](#) ([Int](#)), [Fly](#) ([Dex](#)), [Intimidate](#) ([Cha](#)), [Knowledge](#) (arcana) ([Int](#)), [Knowledge](#) (dungeoneering) ([Int](#)), [Perception](#) ([Wis](#)), [Profession](#) ([Wis](#)), [Ride](#) ([Dex](#)), [Spellcraft](#) ([Int](#)), [Swim](#) ([Str](#)), and [Use Magic Device](#) ([Cha](#)).



Skill Ranks per Level: 2 + [Int](#) modifier.

Table: Magnus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Innate arcane ability, cantrips, arcane talent
2nd	+2	+3	+0	+3	Enhance weapon
3rd	+3	+3	+1	+3	Arcane talent, flexible talent
4th	+4	+4	+1	+4	Create weapon
5th	+5	+4	+1	+4	Bonus feat, Activate Item
6th	+6/+1	+5	+2	+5	Arcane talent
7th	+7/+2	+5	+2	+5	Greater arcane talent, Dual weapons

¹ Image source

<http://pablofernandezartwrk.deviantart.com/art/Knight-of-Shadows-Normal-version-345667202>

8th	+8/+3	+6	+2	+6	Forge item
9th	+9/+4	+6	+3	+6	Arcane talent
10th	+10/+5	+7	+3	+7	Greater arcane talent
11th	+11/+6/+1	+7	+3	+7	Bonus feat
12th	+12/+7/+2	+8	+4	+8	Arcane talent
13th	+13/+8/+3	+8	+4	+8	Greater arcane talent
14th	+14/+9/+4	+9	+4	+9	Magnus resistances
15th	+15/+10/+5	+9	+5	+9	Arcane talent
16th	+16/+11/+6/+1	+10	+5	+10	Greater arcane talent
17th	+16/+12/+7/+2	+10	+5	+10	Bonus feat
18th	+18/+13/+8/+3	+11	+6	+11	Arcane talent
19th	+19/+14/+9/+4	+11	+6	+11	Greater arcane talent
20th	+20/+15/+10/+5	+12	+6	+12	Arcane Epiphany

Class Features

Weapon and Armor Proficiencies

A magnus is proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Innate Arcane ability (SU)

The magnus doesn't practice arcane magic in the traditional way most other spellcasters do. Their magic is a mixture of instinct and calculation, knowing how magic works but still relying on his intuition to create wondrous effects.

At 1st level, the magnus gains a reservoir of mystical arcane energy that he can draw upon to fuel his many powers. This arcane pool has a number of points equal to 4 + his

[Intelligence](#) modifier. Each level of magus he gains after the 1st adds 2 points to his max arcane pool.

The pool refreshes once per day after the magus has attained at least 8 hours of rest.

While the magus does not have spells in the traditional sense he does gain caster levels like any other spellcaster. He uses these caster levels to calculate the strength, duration and other facets of his powers. Just like it is with other spellcasters, his arcane caster level for magus abilities is equal to his magus level.

A magus and magus arcane pools are exactly the same and interchangeable.

Cantrips (SU)

While the magus's arcane abilities are very different from other arcane spellcasters, simple spells such as cantrips are not beyond his ability. A magus knows all cantrips from the magus spell list by memory. After resting for at least 8 hours the magus must spend 15 minutes in concentration and choose 3 of the cantrips he knows. For that day, these 3 cantrips can be cast as at-will spell-like abilities using his caster level and intelligence bonus to determine the cantrips saves and other factors.

Arcane Talent (SU)

As he gains levels, a magus learns arcane powers and tricks. Starting at 1st level, a magus gains one arcane talent. He gains an additional arcane talent at 3rd level and for every three levels of magus attained after 3rd level. Unless specifically noted in a arcane talent's description, a magus cannot select a particular arcane talent more than once.

List of [Arcane Talents](#)

Enhance Weapon (SU)

At 2nd level, a magus can expend 1 point from his arcane pool as a [swift action](#) to grant any weapon he is holding a +1 [enhancement bonus](#) for 1 minute. At 5th level and for every four levels beyond 5th, the weapon gains another +1 [enhancement bonus](#) and the arcane point cost increases by 1, to a maximum of +5 and 5 arcane points at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: [dancing](#), [flaming](#), [flaming burst](#), [frost](#), [icy burst](#), [keen](#), [shock](#), [shocking burst](#), [speed](#), or [vorpal](#). (normal weapon type restrictions still apply)

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but

duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magnus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magnus.

A magnus can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Flexible Talent (SU)

As a [standard action](#), the magnus can spend 2 arcane point and choose to learn a new bonus arcane talent in place of the most recent arcane talent he has already learned. In effect, the magnus loses the arcane talent in exchange for the new one. He can only change the most recent arcane talent gained. Whenever he gains a new arcane talent, the previous arcane talent becomes set and cannot be changed again. An magnus can change his most recent arcane talent a number of times per day equal to her [Intelligence](#) modifier.

Create weapon (Su)

A magnus gains the ability to create weapons out of magical energy. At 4th level, a magnus can expend 1 point from her arcane pool as a [standard action](#) to manifest a light melee weapon of his choice, formed from arcane energy. By spending 2 points, the magnus can manifest a one-handed melee weapon, and by spending 3 points, he can manifest a two-handed melee weapon (but not a double weapon). This created weapon can last indefinitely, but it vanishes if it leaves the magnus's hand. The magnus can dismiss a held created weapon as a [free action](#). When a created weapon vanishes, the magnus regains the arcane pool points used to create it. She can maintain only one weapon at a time.

Bonus Feats

At 5th level, and every six levels thereafter, a magnus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as [combat](#), or [item creation](#). He must meet the prerequisites for these feats as normal.

Activate Item (EX)

A magnus's intimate knowledge of magic and how it works gives them greater insight on how to activate magical items. The magnus may take a 10 for any use magic device check even if distracted or threatened.

Dual Weapons (Su)

At 7th level, a magnus can maintain two created weapons at a time or a created double weapon. If the magnus enhances these weapons with his enhance weapon ability than he must enhance each weapon and each end of the double weapon separately.

Greater Arcane Talent

As the magnus grows in power, the potency of his talents grows even further. At 7th level and every 3 levels after that, up to level 19, a magnus gains a greater arcane talent from the list of greater arcane talents.

Craft Item (SU)

At 8th level, a magnus learns the secrets of magical item creation, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast each day he attempts to continue crafting the magic item.

If the check succeeds, the magnus can create the item as if he had cast the required spell. If it fails, he cannot complete the item that day. He does not expend the XP or gp costs for making the item; his progress is simply arrested for the day. He may attempt another check after a day has passed.

Magnus resistances (SU)

At 14th level the magnus gains resistance to magical abilities. He gains spell-resistance 11+ hit dice. If the magnus already has a form of spell-resistance, be it racial, from an item or other, he gains +5 to that spell-resistance. In addition, anytime a spell fails to overcome the magnus's spell resistance, he gains an amount of arcane points equal to the level of the spell resisted. Any arcane points gained that would bring the magnus's total arcane points over his maximum are lost and can not be used.

Arcane Epiphany

The magnus has reached the pinnacle of his abilities and understands magic on a whole new level. When the magnus reaches 20th level, choose one 1st, 2nd, 3rd, 4th,

5th, and 6th level spells from the magus or wizard spell lists. The magus may spend arcane points equal to double the spell's level in order to cast it. They ignore armor spell failure rate and material components for these spells (except expensive material components for spell focus items) when casting these spells.

Arcane Talents:

Arcane Blast (SU)

Prerequisites:

The Magnus focuses his arcane power into a ranged blast. An arcane blast is a ranged touch attack that deals an amount of damage equal to 1d6 + the magus's Intelligence modifier. Arcane blasts take a standard action to cast, have a range of 30ft, is treated like a spell-like ability and are subject to spell resistance. Casting this basic arcane blast costs 1 arcane point. For every 2 magus levels beyond 1st the magus has, he may spend an additional arcane point to increase the damage of the arcane blast by 1d6.

Arcane Blast, Bomb (SU)

Prerequisites: Arcane Blast talent, magus 6

The Magnus is now able to change his arcane blasts into devastating area weapons. this talent work exactly as the arcane blast arcane talent, but with the following changes; no ranged touch attack roll is needed and it gains a 15-ft. radius spread. Any creature in the this area is allowed a reflex saving throw to only take half damage.

Armor knowledge (EX)

Prerequisites:

As long as the magus has at least 3 arcane points in his pool, reduce the magus's armor penalty equal to his Intelligence modifier. The armor penalty can only be reduced to a maximum of his magus's level. The arcane points start in created weapons count as being in your pool for ability.

Created ranged weapon (SU)

Prerequisites: Create weapon ability

When manifesting a weapon with the create weapon ability, the magus may spend 2 arcane points to create any ranged weapon the magus is proficient with. This weapon does not come with any ammunition. As a swift action the magus may spend 1 point to generate 20 ammunition for the weapon he has created. Unlike the created weapons, this ammunition only lasts 10 minutes and after this duration the arcane points spent to created them are not refunded.

Created weapon quickdraw (SU)

Prerequisites: Create weapon ability

The magnus can manifest a created weapon as a [swift action](#).

Force plating (SU)

Prerequisites: magnus level 3

The magnus may spend 3 arcane points to reinforce his armor with force plating for one minute. This gives the armor the benefits of being it's original material and a force effect at the same time.

Magus arcana

Prerequisites:

You may choose any [Magus Arcana](#) that does not involve casting spells, using the spellcombat or spellstrike class abilities. Treat levels in magnus as magus levels for the purpose of magus arcana text. In addition, when it comes to magus level prerequisites magus arcana, the magnus counts as a magus of equal level and +3. (Example; a level 3 magnus counts as a level 6 magus when it comes to magus arcana magus level prerequisites.)

Martial style spells, lesser (SU)

Prerequisites: magnus level 3

The magnus gains access to the basics spells of a martial style of his choice. Choose a [martial spell style](#) from the list available to magus, the magnus can spend 1 arcane point to cast the lesser weapon spell of that martial style and 2 arcane points to cast the stance spell of that martial style. This arcane talent can be gained multiple times, each time this talent is gained choose a different [martial spell style](#). The magnus counts as knowing these spells for the purpose of feats and other prerequisites.

Martial style spells (SU)

Prerequisites: martial style spells, lesser talent in the chosen style, magnus level 6

The magnus gains access to the more spells of a martial style of his chosen style. The magnus can spend 2 arcane point to cast the weapon spell of that martial style and 3 arcane points to cast the greater weapon spell of that martial style. This arcane talent can be gained multiple times, each time this talent is gained choose a different [martial spell style](#). The magnus counts as knowing these spells for the purpose of feats and other prerequisites.

Martial style spells, greater (SU)

Prerequisites: martial style spells talent in the chosen style, magnus level 12

The magus gains access to the more spells of a martial style of his chosen style. The magus can spend 4 arcane point to cast the greatest weapon spell of that martial style and 4 arcane points to cast the greater stance spell of that martial style. This arcane talent can be gained multiple times, each time this talent is gained choose a different [martial spell style](#). The magus counts as knowing these spells for the purpose of feats and other prerequisites.

Spell knowledge, 1st level (SU)

Prerequisites:

Choose a 1st level spell from the magus class spell list. The magus may spend 2 arcane points in order to cast the chosen spell, using their magus caster levels and intelligence modifier when calculating spell variables and saves. They ignore arcane spell failure and non-expensive material components when casting the chosen spell.

Spell knowledge, 2nd level (SU)

Prerequisites: magus 4

Choose a 2nd level spell from the magus class spell list. The magus may spend 4 arcane points in order to cast the chosen spell, using their magus caster levels and intelligence modifier when calculating spell variables and saves. They ignore arcane spell failure and non-expensive material components when casting the chosen spell.

Spell knowledge, 3rd level (SU)

Prerequisites: magus 7

Choose a 3rd level spell from the magus class spell list. The magus may spend 6 arcane points in order to cast the chosen spell, using their magus caster levels and intelligence modifier when calculating spell variables and saves. They ignore arcane spell failure and non-expensive material components when casting the chosen spell.

Spell knowledge, 4th level (SU)

Prerequisites: magus 10

Choose a 4th level spell from the magus class spell list. The magus may spend 8 arcane points in order to cast the chosen spell, using their magus caster levels and intelligence modifier when calculating spell variables and saves. They ignore arcane spell failure and non-expensive material components when casting the chosen spell.

Spell knowledge, 5th level (SU)

Prerequisites: magus 13

Choose a 5th level spell from the magus class spell list. The magus may spend 10 arcane points in order to cast the chosen spell, using their magus caster levels and

intelligence modifier when calculating spell variables and saves. They ignore arcane spell failure and non-expensive material components when casting the chosen spell.

Spell knowledge, 6th level (SU)

Prerequisites: magus 16

Choose a 6th level spell from the magus class spell list. The magus may spend 12 arcane points in order to cast the chosen spell, using their magus caster levels and intelligence modifier when calculating spell variables and saves. They ignore arcane spell failure and non-expensive material components when casting the chosen spell.

Wand Combat (SU)

Prerequisites:

This arcane talent function exactly like the magus [spell combat](#), but instead of spells the magus can only use wands when activating wand combat. The magus must still make the successful use magic device check in order for the wand to be used.

Greater Arcanas Talents:

Brun magic (EX)

Prerequisites: Magnus 10

Magnus's have learned to harness their own vitality to fuel their powers, much like Kineticist. Whenever a magus would spend arcane pool points, he can instead take double the amount in nonlethal damage to take the place of the arcane point cost. A magus is unable to take more than his magus level in nonlethal damage this way. This damage can't be healed by any means other than getting a full night's rest, which removes all nonelethal damage taken to pay for arcane point abilities.

Invoke Bloodrage

The magus can spend 4 arcane pool points to enter a bloodrage for 2 rounds. This ability works exactly as the bloodrager ability of the same name. The magus may still use arcane talents while bloodraging. Powers that allow you to cast spells can only be used during a bloodrage if the spell being cast is on the bloodragers class spell list.

Fighter Training

The magus counts $\frac{3}{4}$ of his magus level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Create armor and shields

This ability works exactly like the magnus's create weapon class ability but instead creates armor (light, medium and heavy) and shields. For armor it costs 1 arcane pool point to manifest light armor, 2 for medium armor and 3 for heavy armor. For shields it costs 1 arcane pool point to manifest a buckler, 2 for a heavy shield and 3 for a tower shield. The magnus may spend 1 extra point to make the armor count as ironwood, 2 extra points to make it count as mithril and 3 extra points to make the armor count as adamantine. The magnus is only able to create armor and shields that he is proficient with.

These created armors and shields can be enhanced with the enhance weapon ability. Instead of the weapon special abilities you may add the following armor special abilities to the created armors and shields; [Fortification](#) (light), [Fortification](#) (moderate), or [Fortification](#) (heavy).

Ideas -

Combat spell style

Greater Arcana

Fighter training at 4th level, equal to fighter -3 levels.

More bonus feats?

Arcane pool with more points

More ways to use arcane pool

lower level requirement for arcana

Temporary arcana, similar to brawlers or inquisitors for feats

Possible names:

Magus champion

Eldritch weaver

War Magus