

Level	Prof. Bonus	Features	Cantrips Known	1 st	2 nd	3 rd	4 th	5 th
1st	+2	Cantrips, Bound Weapon	2	-	-	-	-	-
2nd	+2	Fighting Style, Spellcasting, Arcane Strike	2	2	-	-	-	-
3rd	+2	Magus Archetype	2	3	-	-	-	-
4th	+2	Ability Score Improvement	3	3	-	-	-	-
5th	+3	Extra Attack	3	4	2	-	-	-
6th	+3	Magus Archetype Feature	3	4	2	-	-	-
7th	+3	Spell Recall	3	4	3	-	-	-
8th	+3	Ability Score Improvement	3	4	3	-	-	-
9th	+4	-	3	4	3	2	-	-
10th	+4	Magus Archetype Feature	4	4	3	2	-	-
11th	+4	Spell Combat	4	4	3	3	-	-
12th	+4	Ability Score Improvement	4	4	3	3	-	-
13th	+5	-	4	4	3	3	1	-
14th	+5	Magus Archetype Feature	4	4	3	3	1	-
15th	+5	Greater Spell Access	4	4	3	3	2	-
16th	+5	Ability Score Improvement	4	4	3	3	2	-
17th	+6	-	4	4	3	3	3	1
18th	+6	Magus Archetype Feature	4	4	3	3	3	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2
20th	+6	Combat Focus	4	4	3	3	3	2

Hit Points

Hit Dice: 1d8 per Magus level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Magus level after 1st.

Proficiencies

Armor: Light Armor, Medium Armor

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Arcana, Athletics, History, Insight, Intimidation, Investigation, and Perception

Starting Equipment

- Any one-handed martial weapon.
- Any simple weapon.
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor and a spellbook.

Cantrips: You learn two cantrips of your choice from the wizard spell list. Intelligence is your spellcasting ability for these spells. You learn additional cantrips from the wizard spell list as you level up, as shown in the magus table.

Bound Weapon: You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you may use it as a focus for your magus spells. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. As a bonus action, you may cause your bound weapon to light up as if you have cast *light* on it.

You can only have one bonded weapon at a time. If you attempt to bond with a new weapon, you must break the bond with the previous one.

Arcane Strike: At 2nd level, you have learned to channel cantrips through your weapon attacks. When you cast a cantrip that requires a spell attack to hit, you may make a weapon attack in place of the spell attack. If you hit, your attack deals normal damage as well as the effects of the cantrip. If your attack is a critical hit, double the damage of the cantrip as well as the attack. You may use this feature a number of times equal to your Intelligence modifier (a minimum of once). When you finish a long rest, you regain all expended uses.

Fighting Style: At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again:

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great-Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding in two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Spellcasting: As a student of arcane magic, you have a spellbook. Your spellbook functions the same as a wizard's spellbook, except that you may only copy spells from the magus spell list to it. At 2nd level, you may add three 1st level magus spells of your choice to your spellbook.

Preparing and Casting Spells: The magus table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + half your magus level (rounded down, minimum of one spell). The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability: Intelligence is your spellcasting ability for your magus spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a magus spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your intelligence modifier

Ritual Casting: You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus: You can use your bound weapon as a spellcasting focus for your magus spells.

Learning Spells of 1st Level and Higher: Each time you gain a magus level, you can add two magus spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the magus table. On your adventures, you might find other spells that you can add to your spellbook.

Magus Archetype: At 3rd level, choose one of the magus archetypes described below. Your magus archetype gives you one or more bonus abilities at 3rd, 6th, 10th, 14th, and 18th levels.

Ability Score Improvement: When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack: Starting at 5th level you can attack twice, instead of once, whenever you take the Attack action on your turn.

Spell Recall: At 7th level, you learn to draw on your mental reserves in combat to regain some of your magical energy. When you hit a creature with a weapon attack, you can use a bonus action to recover one of your expended spell slots of 3rd level or lower. Once you use this feature, you must finish a long rest before you can use it again.

Spell Combat: Starting at 11th level, whenever you use your action to cast a spell, you may make one weapon attack as a bonus action.

Greater Spell Access: When you reach 15th level, you may choose two spells from the wizard spell list to add to your spellbook. These spells must be of a level for which you have spell slots. You may prepare and cast these spells as if they were magus spells.

Combat Focus: Starting at 20th level, you may enter a focused state that lasts for 1 minute. During this time, whenever you use the Attack action on your turn, you may cast a spell with a casting time of 1 action as a bonus action. Once you use this feature, you must finish a long rest before you can use it again.

Magus Archetypes: Choose one.

Swordmage:

Combat Casting: At 3rd level, you have become adept at casting and maintaining concentration on your spells while in the midst of combat. You no longer suffer disadvantage on ranged attack rolls for spells when you are within 5 feet of a hostile creature. In addition, you may add your proficiency bonus to Constitution checks made to maintain concentration on a spell.

Spellstrike: At 6th level, you have learned to channel spells through your weapon. Whenever a non-cantrip spell you cast requires you to make a spell attack to hit, you may make one attack with any melee weapon you are wielding in place of the spell attack. If you hit, your attack deals normal damage as well as the effects of the spell. If your attack is a critical hit, double the damage of the spell as well as the attack.

If the spell allows you to make multiple spell attacks in one round (such as with *scorching ray*), you still only make one weapon attack. If you hit, the target is effected as if you hit them once with the spell and you resolve the remaining spell attacks normally.

Dispelling Strike: Starting at 10th level, you may expend a spell slot of 3rd level or higher as a bonus action to imbue your weapon with a special power that lasts for 1 minute. The next time you hit a creature with the imbued weapon, they are affected by *dispel magic* as if you had cast it at the level of the spell slot you used.

Spellstrike Overload: Starting at 14th level, you may deliver an area spell using the spellstrike feature. The spell's area is centered on the creature you hit and they have disadvantage on saving throws against the spell. You may exclude a number of creatures equal to your Intelligence modifier (including yourself, if desired) from the spell's effect. Once you use this feature, you must finish a short or long rest before you can use it again.

Spell Reflection: At 18th level, you have learned how to reflect a spell back at the caster with your melee weapon. When you are wielding a melee weapon and become the target of a spell, you may use your reaction to reflect the spell back at the caster. Make an intelligence check. The DC equals 10 + the spell's level. On a success, the spell is reflected back at the caster. The reflected spell uses your spell attack bonus and the original caster's spell save DC, if any. You may use this feature a number of times equal to your Intelligence modifier (a minimum of once). When you finish a long rest, you regain all expended uses.

Arcane Archer:

Enhance Arrows: At 3rd level, your ranged weapon ammunition is always considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage, and deals 1 point of force damage in addition to normal weapon damage.

Imbue Arrow: Starting at 6th level, when you cast an area of effect spell, you may imbue one of your ranged weapon attacks with the spell. A spell cast in this way uses its standard casting time and you make a ranged weapon attack as part of the casting. Your attack deals normal damage and the spell's area is centered where the attack lands, even if the spell would normally have a range of self. If you hit a creature with the ranged attack, that creature has disadvantage on its saving throw against the spell. Use your weapon's range instead of the spell's range. If the attack misses, the spell is wasted.

Seeker Arrow: Starting at 10th level, as a bonus action, you can imbue one piece of ranged ammunition with a special power that causes it to travel toward your target, even around corners. The next ranged attack you make against a known creature ignores any AC bonuses the creature has from cover. In addition, you do not receive disadvantage on the attack roll due to being blinded or unable to see the creature. You may even target a creature that is behind total cover with the attack. The attack is still stopped by an unavoidable obstacle and it cannot travel a distance that exceeds your weapon's range. You may use this feature a number of times equal to your Intelligence modifier (a minimum of once). When you finish a long rest, you regain all expended uses.

Precise Arrows: Starting at 14th level, when you hit a creature with a ranged attack using the Imbue Arrow feature, you may choose a number of creatures equal to your Intelligence modifier to exclude from the area of the spell you cast. You may use this feature a number of times equal to your Intelligence modifier (a minimum of once). When you finish a long rest, you regain all expended uses.

Chromatic Arrow: At 18th level, you learn to imbue one of your ranged attacks with a powerful elemental spell. As an action, you choose acid, cold, fire, lightning, poison, or thunder for the type of element and make one ranged attack against a creature within range. If you hit, the creature takes 10d8 damage of the chosen type. Once you use this feature, you must finish a long rest before you can use it again.

Magus Spell List

1st Level

Alarm
Burning Hands
Chromatic Orb
Detect Magic
Expeditious Retreat
Feather Fall
Jump
Longstrider
Mage Armor
Ray of Sickness
Shield
Thunderous Smite
Thunderwave
Wrathful Smite

2nd Level

Blur
Darkvision
Hold Person
Levitate
Magic Weapon

Melf's Acid Arrow
Mirror Image
Invisibility
Misty Step
Ray of Enfeeblement
Scorching Ray
Shatter
Silence
Spider Climb

3rd Level

Blink
Counterspell
Dispell Magic
Elemental Weapon
Fireball
Fly
Haste
Lightning Bolt
Protection from Energy
Slow
Vampiric Touch

4th Level

Banishment
Confusion
Dimension Door
Fire Shield
Greater Invisibility
Ice Storm
Staggering Smite
Stoneskin
Wall of Fire

5th Level

Circle of Power
Banishing Smite
Cone of Cold
Contagion
Hold Monster
Mislead
Telekinesis
Wall of Force