

The Magus

Magus (magi) are a combination Wizard, cleric, and fighter in that order. Magi are a class that can cast both arcane and divine spells at the rate they're limited to, as per the table above. They can use items usable by Magic Users, and can use some items usable by Fighters and Clerics. The fighter part stands out because the magus can use limited armor and use any weapon, the cleric's abilities are the use of clerical scrolls, domain and attack table. Because of the nature in which they access the domains, they do not receive any bonus domain spells.

Abilities: Intelligence and Wisdom determines how powerful an arcane or divine spell is, and how difficult to resist. To cast a spell, caster must have an ability score of 10+ the level. Strength is important to Magus because of their role in combat. Magi receive bonus spells based on the average of their Int and Wis scores.	Level	BAB	Fort	Refl	Will	Special
	1	0	2	0	2	Detect and create poisons 10% +5/lvl
	2	1	3	0	3	create antidote to poisons with above %
	3	2	3	1	3	Bonus Language: Celestial
	4	3	4	1	4	Special Familiar
Alignment: Any Non-Lawful	5	3	4	1	4	Gain access to heal domain
Hit Die: D8 Class	6	4	5	2	5	Bonus Languages: Infernal
Skills: Alchemy, Concentration, Craft, Heal, Knowledge (arcane), Knowledge (religion), Profession, Ride, Scry, Swim, and Spellcraft. Skill Points at 1st level: (3+ Int Mod) x 4 Skill Points at each additional level: 3 + Int Mod	7	5	5	2	5	Gain access to protection domain
	8	6/1	6	2	6	
Class Features:	9	6/1	6	3	6	Bonus Language: Abyssal
	10	7/5	7	3	7	Access to Plant Domain
Weapon and armor proficiency: Magi are proficient with all simple and martial weapons. Magi are proficient with light armor and with shields. Note that armor penalties apply.	11	8/3	7	3	7	
	12	9/4	8	4	8	Access to Good/Evil Domain
	13	9/4	8	4	8	
	14	10/5	9	4	9	
Spells: Magi cast arcane spells, with divine spells becoming available later in their career. Due to their magical inclination, they do not need to memorize spells to cast them, they cast spells in a similar fashion as sorcerers.	15	11/6/1	9	5	9	Research true name of outer planer creature
	16	12/7/2	10	5	10	Call forth creature whose name is known
	17	12/7/2	10	5	10	Planar Travel 2/day
	18	13/8/3	11	6	11	Banish Outer Planar creatures
Familiar: Magi can call forth a special familiar when they attain	19	14/9/4	11	6	11	
4th level. This familiar will be based on the alignment of the caster. They will share the abilities as presented on table 3-19 (Familiar Special Abilities).	20	15/10/5	12	6	12	

Bonus language: Magi learn the following languages at the following levels: Celestial at 3rd, Infernal at 6th, and Abyssal at 9th.

Spells Per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-

3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	2
20	6	5	5	5	5	5	4	4	3	3

..