

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

MAGUS

Similar to an eldritch knight, the archetypal Magus blends offensive arcane power with martial prowess. Unlike an eldritch knight, however, the Magus's power comes from magic inherent to his blood, instead of rigorous study and research. While most who discover this sort of power make the choice to become full sorcerers, those who become magi find that they are more than capable of holding their own against their more magical brethren.

MAGUS SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

SPELLCASTING

When you reach 3rd level, you unlock the magical power in your blood, augmenting your martial prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spell Slots. The Magus Spellcasting 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.

Spells Known of 1st-Level and Higher. You know three 1st-level sorcerer spells of your choice, two of which you must choose from the evocation and transmutation spells on the sorcerer spell list.

The Spells Known column of the Magus Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must

be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your Magus spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma 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 Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

CHAOTIC ARMS

At 3rd level, you learn how to flood your weapons with magic power. As a bonus action, you can imbue a weapon you are holding with magical energy. Select a damage type from acid, cold, fire, lightning, necrotic, poison, or radiant: for the next minute or until you use this ability again, all attacks made with that weapon deal the chosen damage type instead of its normal damage type.



COMBAT METAMAGIC

At 7th level, you tap into the fluid nature of your magic, using it to augment your combat abilities. You have a number of sorcery points equal to half your fighter level (rounded down) and regain all expended sorcery points when you finish a long rest. You can use these sorcery points to augment your combat abilities in a number of ways:

- As a bonus action, you can spend a sorcery point to cast a cantrip that targets a single creature.
- As a bonus action, you can spend a single sorcery point to gain advantage on your next attack roll.
- As an action, you can spend a sorcery point to end a single condition that is affecting you. The condition can be blinded, charmed, deafened, frightened, or poisoned.
- As a bonus action, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

CHAOTIC AURA

Starting at 10th level, when you use your Chaotic Arms feature, you also gain resistance to the chosen damage type for the duration.

SORCEROUS FLIGHT

Starting at 15th level, you gain a fly speed equal to your movement speed. You must begin and end your movement on solid ground, otherwise you fall.

MASTER COMBAT METAMAGIC

At 18th level, when you roll initiative and you do not have any sorcery points, you gain a number of sorcery points equal to your Charisma modifier.