

WARMAGE

Warmage
Level

SORTS

DD de sauvegarde
du sort

Sorts
par jour

=

Sorts
de base

+

Bonus Spells
CHA

	1				
	2				
	3				
	4				
	5				
	6				
	7				
	8				
	9				

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

RISQUE D'ÉCHEC DES SORTS PROFANES

%

Warmages can use light armour and shields without penalty. From level 8, this includes medium armour.

WARMAGE EDGE

EXTRA DAMAGE

INT

SORTS CONNUS

0	Acid Splash	Disrupt Undead	Lumière	Ray of Frost
1	Accuracy Hail of Stone Lesser Orb of Fire True Strike	Burning Hands Lesser Orb of Acid Lesser Orb of Sound	Chill Touch Lesser Orb of Cold Magic Missile	Fist of Stone Lesser Orb of Electricity Shocking Grasp
2	Blades of Fire Sphère de feu Scorching Ray	Continual Flame Ice Knife Shatter	Fire Trap Melf's Acid Arrow Whirling Blade	Fireburst Pyrotechnics
3	Fire Shield Ice Storm Sleet Storm	Fireball Lightning Bolt Stinking Cloud	Flame Arrow Poison	Gust of Wind Ring of Blades
4	Blast of Flame Orbe de froid Orb of Sound	Contagion Orb of Electricity Phantasmal Killer	Evard's Black Tentacles Orb of Fire Shout	Orb of Acid Orb of Force Wall of Fire
5	Arc of Lightning Greater Fireburst	Cloudkill Mass Fire Shield	Cone de froid Prismatic Ray	Flame Strike
6	Acid Fog Disintegrate Tenser's Transformation	Blade Barrier Graines de feu	Chaine de lumière Otiluke's Freezing Sphere	Cercle de la mort
7	Delayed Blast Fireball Epee de Mordenkainen	Earthquake Prismatic Spray	Finger of Death Sunbeam	Firestorm Waves of Exhaustion
8	Greater Shout Prismatic Wall	Horrid Wilting Scintillating Pattern	Incendiary Cloud Sunburst	Polar Ray
9	Elemental Swarm Wail of the Banshee	Implosion Weird	Meteor Swarm	Prismatic Sphere

BAGUETTES

CHARGES	#	
CHARGES	#	
CHARGES	#	
CHARGES	#	
CHARGES	#	
CHARGES	#	

PARCHEMINS

POTIONS