

MAGUS

Nível do Conjurador

Magus
Level

RESERVA ARCANA

FONTE ARCANA
CAPACIDADE

Magus
Level

Outros

$$\boxed{\text{pts}} = \left(\boxed{\text{pts}} \div 2 \right) + \text{INT} + \boxed{\text{pts}}$$

(round down, min 1)

MELHORIAS DA ARMA

MAX WEAPON
ENHANCEMENT

Magus
Level

$$+ \boxed{\text{pts}} = \boxed{\text{pts}} \div 4 \quad (\text{Arredonda para Cima})$$

Magus Level	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Keen <input type="checkbox"/> Shock
9	+2	<input type="checkbox"/> Flaming burst <input type="checkbox"/> Icy burst <input type="checkbox"/> Shocking burst
13	+3	<input type="checkbox"/> Velocidade
17	+4	<input type="checkbox"/> Dancing
21	+5	<input type="checkbox"/> Vorpai

MAGIAS

Teste de Resistência CD = 10 + INT + Nível da Magia

Magias por dia	Base Magia	Magias Bônus
0		INT -4 INT -8 INT -12
1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Teste de Magia CD = 10 + INT + Nível da Magia

FALHA ARCANA
LIMAR

MAGUS ARCANA

ARCANO
CONHECIMENTO

Magus
Level

$$\boxed{\text{pts}} = \boxed{\text{pts}} \div 3 \quad \text{Arcane Pool Cost}$$

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

ARMA

Enhancement	Bônus de Ataque	Dano	Crítico
- 2 Spell Combat Attack Penalty	+	d	x

DEFENSIVE CASTING

Defensive Casting Attack Penalty	Bônus de Conjuração Defensiva Nível do Conjurador
-	8
INT Penalidade Máxima	Concentração = INT + 2

Nível 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively
When casting a spell and attempting a melee attack against the same target, choose one of:
+ 2 Bônus de Ataque + 2 Spell Save DC Bonus + 2 to overcome target's spell resistance

MAGIAS PREPARADAS

0	
1	
2	
3	
4	
5	
6	

SPELL RECALL / KNOWLEDGE POOL

Nível	Spell Recall	Arcane Pool Cost	Magia Nível	Metamagic Adjustment
4	Reprepare any spell already cast today	=		
Nível	Fonte de Conhecimento	Arcane Pool Cost	Magia Nível	Metamagic Adjustment
7	Prepara qualquer magia que o mago conheça	=	1 pt	
Nível	Improved Spell Recall	Arcane Pool Cost	Magia Nível	Metamagic Adjustment
11	Reprepare any spell already cast today	=		
	Improved Spell Recall	=		(cannot use metamagic)