ARCANIST

Nivel de Lanzador

CONJUROS

Spells Prepared	CD Salv de Conjuros		Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales (INT, INT - 4, INT - 8, INT - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			
		7			
		8			
		9			

CD Salv Conjuro = 10 + INT + Nivel Conjuro

Concentración = INT + Nivel de Lanzador

UMBRAL DE FALLO DE CONJURO ARCANO

%

EXPLOITS

Nivel 1

Nivel 3

Nivel 5

Nivel 7

Nivel 9

GREATER EXPLOITS

Nivel 11

Nivel 13

Nivel 15

Nivel 17

Nivel 19

CONJUROS PREPARADOS

0

1 □□□ □□□ □□□

2 □□□ □□□ □□□

3 □□□ □□□ □□□

4 □□□ □□□ □□□

5 □□□ □□□ □

6 □□□ □□□ □

7 □□□ □□□

8 □□□ □□□

9 □□□ □□□

ARCANE RESERVOIR

MAX POINTS

pts = 3 + Arcanist Level + Misc

POINTS PER DAY

pts = 3 + (Arcanist Level ÷ 2)

Arcane Reservoir □□□ □□□ □□□ □□□□ □□□□ □□□□ □□□ □□□ □□□

Arcane reservoir starts fresh each day.

Spend one arcane reservoir point when casting a spell to add 1 to either the caster level or the saving throw DC.

CONSUME SPELLS

As a move action, convert any prepared spell into a number of arcane reservoir points equal to the spell level.

Nivel 20 **MAGICAL SUPREMACY**

Cast a prepared spell by spending points equal to the spell level + 1.
Treat the caster level and saving throw DC as 2 higher.