

Nivel de Lanzador	
Bon de Nivel	+

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

% Beguilers can wear light armour without risk of spell failure

$$\text{CD Salv de Conjujos} = 10 + \text{INT} + \text{Nivel de Conjujo} + \text{Cloaked Casting Bonus}$$

A Partir de Nivel 8: ☒ +2 to overcome Spell Resistance

From Level 20: ☐ Always overcome Spell Resistance

The figure displays four horizontal bar charts, each representing a different scenario. Each chart has a y-axis labeled 'CARGAS' and a legend with a '#' symbol. The x-axis represents the number of units for each category (1-6). The data is as follows:

Scenario	Category 1	Category 2	Category 3	Category 4	Category 5	Category 6
Scenario 1 (Light Blue)	3	3	1	3	3	1
Scenario 2 (Light Green)	3	3	1	3	3	1
Scenario 3 (Light Orange)	3	3	1	3	3	1
Scenario 4 (Light Purple)	3	3	1	3	3	1

O	Luces danzantes Message	Daze Open / Close	Detectar Magia Leer Magia	Ghost Sound
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	Obscuring Mist	Rouse	Imagen Silenciosa	Dormir
□□	Alineamiento Indetectable		Whelm	
□□	_____			
□□	_____			
□	_____			

Knock	Image Mentor	Minor Image	Misdirection
See Invisibility	Silence	Spider Climb	Stay the Hand
Touch of Idiocy	Vertigo	Whelming Blast	

	Inevitable Defeat	Esfera de Invisibilidad	Legion of Sentinals	Major Image
	Nondetection	Slow	Sugestión	Vertigo Field
	Zone of Silence			

<div></div>	Phantom Battle	Rainbow Pattern	Solid Fog
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	Seeming	Sending	Swift Etherealness
□ □ □			
□ □ □			
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	Repetition	Shadow Walk	True Seeing	Ven
□□□				
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Phase	Door	Power Word	Blind	Project Image	Spell Turning

Power Word Stun	Scintillating Pattern	Screen

Power Word Kill Time Stop

[illegible]
