

Nivel de Lanzador	
Bon de Nivel	+

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

	Beguilers can wear light armour without risk of spell failure
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CD Salv  
de Conjuros = **10** + **INT** + Nivel de  
de Conjuro + Cloaked  
Casting Bonus

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

From Level 20: ☐ Always overcome Spell Resistance

[illegible]

0	Luces danzantes Message	Daze Open / Close	Detectar Magia Leer Magia	Ghost Sound
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	Obscuring Mist	Rouse	Imagen Silenciosa	Dormir
<input type="checkbox"/>	Alineamiento Indetectable		Whelm	
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

Knock	Image Mirror	Mirror 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			
□ □				
□				

	Invincible Image	Greater Mirror Image	Exotic Creature	Mass Whirl
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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
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□□□				

	Power Word Stun	Scintillating Pattern	Screen

	Power Word Kill	Time Stop
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