

MAGUS

Magus Level
Nível de Conjurador

RESERVA ARCANA

FONTE ARCANA
CAPACIDADE

Magus Level

Outros

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

(round down, min 1)

MELHORIAS DA ARMA

MAX WEAPON
ENHANCEMENT

Magus Level

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

Weapon enhancements are powered from your Arcane Pool

Magus Level	Enhancement Cost	ENHANCEMENT
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Aguçado <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"/> INT - 4 <input type="checkbox"/> INT - 8 <input type="checkbox"/> INT - 12
2		<input type="checkbox"/> INT - 4 <input type="checkbox"/> INT - 8 <input type="checkbox"/> INT - 12
3		<input type="checkbox"/> INT - 4 <input type="checkbox"/> INT - 8 <input type="checkbox"/> INT - 12
4		<input type="checkbox"/> INT - 4 <input type="checkbox"/> INT - 8 <input type="checkbox"/> INT - 12
5		<input type="checkbox"/> INT - 4 <input type="checkbox"/> INT - 8 <input type="checkbox"/> INT - 12
6		<input type="checkbox"/> INT - 4 <input type="checkbox"/> INT - 8 <input type="checkbox"/> INT - 12

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

FALHA ARCANA
LIMAR

MAGUS ARCANA

ARCANO
CONHECIMENTO

Magus Level

Arcane Pool Cost

$$\boxed{\text{pts}} = \frac{\text{pts}}{3}$$

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

ARMA

$$- 2 \quad \text{Spell Combat Attack Penalty} \quad + \boxed{\text{pts}} \quad \text{Bônus de Ataque} \quad \text{Dano} \quad \text{Crítico} \quad \times$$

DEFENSIVE CASTING

$$- \boxed{\text{pts}} \quad \text{Defensive Casting Attack Penalty} \quad \text{Penalidade Máxima} \quad \text{Concentração} \quad \boxed{\text{pts}} = \text{INT} + \boxed{\text{pts}} + 2$$

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:
Nível 20 $+ 2$ 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 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = Magia Nível + Metamagia Ajuste
Nível 7	Fonte de Conhecimento Prepara qualquer magia que o mago conheça	Arcane Pool Cost = 1 pt
Nível 11	Improved Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = $\left(\frac{\text{Magia Nível}}{2} \right) + \text{Metamagia Ajuste}$
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost = Magia Nível (cannot use metamagic)