

MAGUS

Nivel de Magus

Nivel de Lanzador

ARCANE POOL

ARCANE POOL CAPACITY

Nivel de Magus

Misc

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

(redondea abajo, min 1)

Mejora del arma

Mejora máxima del arma

Nivel de Magus

$$+ \boxed{\text{pts}} = \boxed{\text{pts}} \div 4 \quad (\text{Redondear arriba})$$

| Nivel de Magus | Enhancement Cost | Weapon enhancements are powered from your Arcane Pool |
|----------------|------------------|--|
| 5 | +1 | <input type="checkbox"/> Flámigera <input type="checkbox"/> Congeladora <input type="checkbox"/> Afilado <input type="checkbox"/> Electrizante |
| 9 | +2 | <input type="checkbox"/> Explosiva Ígnea <input type="checkbox"/> Explosiva Chispa <input type="checkbox"/> Explosiva Electrizante |
| 13 | +3 | <input type="checkbox"/> Speed |
| 17 | +4 | <input type="checkbox"/> Danzante |
| 21 | +5 | <input type="checkbox"/> Vorpál |

CONJUROS

| CD Salv de Conjuros | Conjuros al Día | Conjuros Base | Conjuros Adicionales |
|---------------------|-----------------|---------------|--|
| 0 | 0 | 0 | INT - 4 INT - 8 INT - 12 |
| 1 | 1 | 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 2 | 2 | 2 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 3 | 3 | 3 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 4 | 4 | 4 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 5 | 5 | 5 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 6 | 6 | 6 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

$$\text{CD Salv Conjuro} = 10 + \text{INT} + \text{Nivel Conjuro}$$

ARCANE SPELL FAILURE THRESHOLD

MAGUS ARCANA

ARCANA CONOCIDOS

Nivel de Magus

Costo

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

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

ARMA

$$- 2 \quad \text{Spell Combat Attack Penalty} \quad + \boxed{\text{pts}} \quad \text{Mejora} \quad \boxed{\text{pts}} \quad \text{Bon de Ataque} \quad \boxed{\text{pts}} \quad \text{Daño} \quad \boxed{\text{pts}} \quad \text{Crítico} \quad \boxed{\text{pts}} \quad \times$$

Lanzamiento Defensivo

$$- \boxed{\text{pts}} \quad \text{Penal. Ataque Lanzamiento Defens.} \quad \text{Penal. Máxima} \quad \text{Concentración} \quad \boxed{\text{pts}} = \text{INT} + \boxed{\text{pts}} + \boxed{\text{pts}} + \boxed{\text{pts}} + 2$$

Nivel 14 Defensive Casting Bonus is double the Attack Penalty taken

Nivel 20 Éxito automático cuando se lanza defensivamente
When casting a spell and attempting a melee attack against the same target, choose one of:
☐ + 2 Bonus Ataque ☐ + 2 Bonus CD Salv. Conjuro ☐ + 2 para sobrepasar la resistencia conjuros del objetivo

CONJUROS PREPARADOS

| | |
|---|--|
| 0 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 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"/> |

SPELL RECALL / KNOWLEDGE POOL

| | | |
|----------|--|--|
| Nivel 4 | Spell Recall Reprepare any spell already cast today | Costo = Nivel de Conjuro + Ajuste Metamágico |
| Nivel 7 | Knowledge Pool Prepare any Magus spell as if known | Costo = 1 pt |
| Nivel 11 | Improved Spell Recall Reprepare any spell already cast today | Costo = $\left(\text{Nivel de Conjuro} \div 2 \right) + \text{Ajuste Metamágico}$ |
| | Improved Spell Recall Prepare any known spell as a swift action | Costo = Nivel de Conjuro (cannot use metamagic) |