

Nivel de Lanzador

DEIDAD



CONJUROS PREPARADOS

CD Salv de Conjur		Conjur al Día	=	Conjur Base	+	Conjur Adicion - 4 - 8 - 12
	0					SAB
	1					SAB - 4
	2					SAB - 8
	3					SAB - 12
	4					
	5					
	6					
	7					
	8					
	9					

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

KNOWLEDGE PER DAY Knowledge Today

Knowledge Roll

$$\boxed{} = \left(\begin{array}{c} : \begin{array}{l} 15 \text{ to } 24 \rightarrow 1 \\ 25 \text{ to } 34 \rightarrow 2 \\ 35+ \rightarrow 3 \end{array} \end{array} \right)$$

Party Attack
Bonus

$$+ =$$

A Partir de Nivel 8:

Party Damage
Bonus

$$+ d6 =$$

From Level 11:

Enemy Dazzled Rounds	Encounter Knowledge
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

$$\boxed{} = - 1$$

From Level 14:

Party AC Bonus	Knowledge
----------------	-----------

$$+ =$$

5

7

[illegible]