

MAGUS

Magus Level
Conjurador Nível

RESERVA ARCANA

FONTE ARCANA
CAPACIDADE

Magus
Level

Outros

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

(round down, min 1)

MELHORIAS DA ARMA

MAX WEAPON
ENHANCEMENT

Magus
Level

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

Magus Level	Enhancement Cost	Weapon enhancements are powered from your Arcane Pool
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Keen <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	Magias por dia	= Base Magia	+ Magias Bônus
0			INT -4 INT -8 INT -12
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"/>

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

FALHA ARCANA
LIMAR

MAGUS ARCANA

ARCANO
CONHECIMENTO

Magus
Level

$$\boxed{\text{pts}} = \boxed{\text{pts}} \div 3 \quad \text{Arcane Pool Cost}$$

1 pts

2 pts

3 pts

4 pts

5 pts

6 pts

ARMA

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

DEFENSIVE CASTING

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

Bônus de Conjuração Defensiva Conjurador Nível 8 Bônus

Nível 14 Defensive Casting Bonus is double the Attack Penalty taken

Nível 20 Automatic success on casting defensively
When casting a spell and attempting a melee attack against the same target, choose one of:
☐ + 2 Bônus de Ataque ☐ + 2 Spell Save DC Bonus ☐ + 2 to overcome target's spell resistance

MAGIAS PREPARADAS

0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SPELL RECALL / KNOWLEDGE POOL

Nível 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = Spell Level + Metamagic Adjustment
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 = (Spell Level ÷ 2) + Metamagic Adjustment
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost = Spell Level (cannot use metamagic)