

## E Niveau de Lanceur de Sort

DEITE


$$\text{DD de sauvegarde du sort} = \text{Sorts de base} + \text{Sorts Supplémentaires}$$

	0			SAG - 4
	1			<input type="checkbox"/> SAG - 4
	2			<input type="checkbox"/> SAG - 8
	3			<input type="checkbox"/> SAG - 12
	4			<input type="checkbox"/>
	5			<input type="checkbox"/>
	6			<input type="checkbox"/>
	7			<input type="checkbox"/>
	8			<input type="checkbox"/>
	9			<input type="checkbox"/>

$$\text{DD de jet de sauvegarde d'un sort} = 10 + \text{INT} + \text{niveau de sort}$$

**KNOWLEDGE PER DAY** Knowledge Today

**ENCOUNTER  
KNOWLEDGE**

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

### Party Atta Bonus

Encounter  
Knowledge

$$+ \quad =$$

**From Level 8:**

### Party Damage Bonus

Encounter  
Knowledge

$$\boxed{+ \quad d6} = \underline{\hspace{2cm}}$$

**From Level 11:**

## Enemy Dazzled Rounds

## Encounter Knowledge

$$\boxed{\phantom{00}} = \underline{\phantom{00}} - 1$$

**From Level 14:**

### Party AC Bonus

Encounter  
Knowledge

$$+ \quad =$$

---

---

---

---

---

---

---

---

---

---

---

---

□□□	0	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	5	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	6	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	7	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	8	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	9	□□□
□□□		□□□
□□□		□□□
□□□		□□□