

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	1	1	INT - 4 INT - 8 INT - 12
1	2	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	3	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	4	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	5	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	6	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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

$$- \boxed{\text{pts}} \quad \text{Penal. Ataque Lanzamiento Defens.} \quad \text{Nivel de Lanzador} \quad \text{Bonus Lanzamiento Defensivo} \quad \text{Nivel 8 Bonus} \quad \text{Concentración} \quad \boxed{\text{pts}} = \text{INT} + \boxed{\text{pts}} + 2$$

Nivel 14 Defensive Casting Bonus is double the Attack Penalty taken

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"/>
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27	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
28	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
29	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
30	<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 = (Nivel de Conjuro ÷ 2) + Ajuste Metamágico
	Improved Spell Recall Prepare any known spell as a swift action	Costo = Nivel de Conjuro (cannot use metamagic)