	N			Magus	ARMA								*		
MAGUS			Level												
Conjurador Nível									ônus de Ataque Dai			no Crítico			
RESERVA ARCANA					- 2	2 Spell Combat Attack Penalty +			d		×				
FONTE ARCANA Magus CAPACIDADE Level Outros							DEFENSIVE CASTING								
= (2) + INT +							Defensive Casting Bônus de Conjuração Defensiva								
	pts	`	nd down, m				Attack Penalty					Conju Nív		Nível 8 Bônus	
		(rour	na aown, m	1)		IN	Penalidade Máx	ima Concent	tração		= INI	+	+	+ 2	
							Nível Defensive Cesting Repus is double the Attack Repulty taken								
pts							Defensive Casting Bonus is double the Attack Penalty taken Automatic success on casting defensively								
MELHORIAS DA ARMA							When casting a spell and attempting a melee				ee attack against the same target, choose one of: Spell Save to overcome target's				
MAX WEAPON Magus ENHANCEMENT Level							+ 2	nus de Ataque	+ 2		Bonus	+ 2	spell res		
+		=	÷	4 (Arredonda para Cima)	*		MA	GIAS I	PRE	PARADAS			x (
	±	\\\			· · ·										
Magus Level	Enhancement Cost		pon enhand I your Arcai		e powered					0					
		ENE	HANCEM	ENT											
LCVCI	+1	☐ Flam			Keen □ Shock										
5 -	+2	☐ Flam			st 🗆 Shocking burst										
9	+3	□ Velo								1					
13	+4	□ Dano								_					
17	+5	□ Vorp													
1/	, ,	- voib	MAG	TA S	<i>x</i> (
Teste de Ro	esistênc	ia CD	Magias	_ Base											
			por dia	- Magi	a + 4 - 7 - 7					2					
		0													
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		3													
		4								3					
		5													
Teste	de Mac		0 + INT + N	Vível da Ma											
	Teste de Magia CD = 10 + INT + Nível da Magia FALHA ARCANA LIMIAR MAGUS ARCANA														
ARCA	NO			RCANA	<i>x</i> (4					
	ECIME		Aagus Level												
		=	÷	3	Arcane Pool Cost										
1															
_					pts					5					
2					pts										
										,					
3					pts					6					
4 pts							SPELL RECALL / KNOWLEDGE POOL								
							Spell Recall Reprepare any spell	already cast to	dav		Arcane Pool Cost =	Spell Level	+ Meta	magic stment	
5					pts	Nível 7	Fonte de Conhecime Prepara qualquer m	ento		l	Arcane Pool Cost		Aujus	Ament .	
6						Nível	Improved Spell Reca Reprepare any spell		day		Arcane Pool Cost =	(Spell Level	÷ 2)	Metamagic Adjustment	
0					pts	11	Improved Spell Reca Prepare any known	all			Arcane Pool Cost =	Spell Level	(canno	ot use metamagic)	