

MAGUS

Nivel de Magus

Nivel de Lanzador

ARCANE POOL

ARCANE POOL CAPACITY

Nivel de Magus

Misc

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

(redondea abajo, min 1)

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT

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"/> Frost <input type="checkbox"/> Afilado <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"/> Speed
17	+4	<input type="checkbox"/> Dancing
21	+5	<input type="checkbox"/> Vorpall

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
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"/>

CD Salv Conjuero = 10 + INT + Nivel Conjuero

ARCANE SPELL FAILURE THRESHOLD

MAGUS ARCANA

ARCANA CONOCIDOS

Nivel de Magus

Arcane Pool Cost

1	pts
2	pts
3	pts
4	pts
5	pts
6	pts

ARMA

-2	Spell Combat Attack Penalty	Mejora	Bon de Ataque	Daño	Crítico
		+		d	x

DEFENSIVE CASTING

-	Penal. Ataque Lanzamiento Defens.	Nivel de Lanzador	Bonus Lanzamiento Defensivo	Nivel 8 Bonus
INT	Penal. Máxima	Concentración	= INT +	+ 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. Conjuero +2 para sobrepasar la resistencia conjuros del objetivo

CONJUROS PREPARADOS

0	
1	
2	
3	
4	
5	
6	

SPELL RECALL / KNOWLEDGE POOL

Nivel 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost	=	Nivel de Conjuero + Ajuste Metamágico
Nivel 7	Knowledge Pool Prepare any Magus spell as if known	Arcane Pool Cost	=	1 pt
Nivel 11	Improved Spell Recall Reprepare any spell already cast today	Arcane Pool Cost	=	(Nivel de Conjuero ÷ 2) + Ajuste Metamágico
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost	=	Nivel de Conjuero (cannot use metamagic)