

ARCANIST

Poziom
Czarującego

CZARY

| Spells Prepared | ST Rzutu Obronnego | Czary na dzień | = Czary Bazowe | Premiowe Czary |
|--------------------|-----------------------|-------------------|-------------------|----------------|
| | | 0 | | |
| | | 1 | | INT - 4 |
| | | 2 | | INT - 4 |
| | | 3 | | INT - 4 |
| | | 4 | | INT - 4 |
| | | 5 | | INT - 4 |
| | | 6 | | INT - 4 |
| | | 7 | | INT - 4 |
| | | 8 | | INT - 4 |
| | | 9 | | INT - 4 |

ST Rzutu Obronnego = 10 + INT + Poziom Czar

Koncentracja = INT + Poziom Czarującego

NIEPOWODZENIE CZARU WTajemniczeń RYZYKO

%

EXPLOITS

Poziom **1**

Poziom **3**

Poziom **5**

Poziom **7**

Poziom **9**

Poziom **11**

GREATER EXPLOITS

Poziom **13**

Poziom **15**

Poziom **17**

Poziom **19**

PRZYGOTOWANE CZARY

0

1

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2

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3

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4

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8

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9

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ARCANE RESERVOIR

MAX
POINTS

Arcanist
Level

Inne

ptk = 3 + +

Arcane
Reservoir

POINTS
PER DAY

Arcanist
Level

ptk = 3 + (÷ 2)

Arcane reservoir starts
fresh each day.

Spend one arcane reservoir point when casting a spell to add 1 to either the caster level or the saving throw DC.

CONSUME SPELLS

As a move action, convert any prepared spell into a number of arcane reservoir points equal to the spell level.

Poziom MAGICAL SUPREMACY

20 Cast a prepared spell by spending points equal to the spell level + 1.
Treat the caster level and saving throw DC as 2 higher.