

Warmage
Level

MAGIAS CONHECIDAS

Teste de Resistência CD		Magias por dia	=	Base Magia	+	Bonus Spells CHA
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA THRESHOLD

Warmages can use light armour and shields without penalty. From level 8, this includes medium armour.

EXTRA DAMAGE

INT

MAGIAS CONHECIDAS				
0	Acid Splash	Disrupt Undead	Light	Ray of Frost
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1	Accuracy Hail of Stone Lesser Orb of Fire True Strike	Burning Hands Lesser Orb of Acid Lesser Orb of Sound	Chill Touch Lesser Orb of Cold Magic Missile	Fist of Stone Lesser Orb of Electricity Shocking Grasp
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2	Blades of Fire Flaming Sphere Scorching Ray	Continual Flame Ice Knife Shatter	Fire Trap Melf's Acid Arrow Whirling Blade	Fireburst Pyrotechnics
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3	Fire Shield Ice Storm Sleet Storm	Fireball Lightning Bolt Stinking Cloud	Flame Arrow Poison	Gust of Wind Ring of Blades
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4	Blast of Flame Orb of Cold Orb of Sound	Contagion Orb of Electricity Phantasmal Killer	Evard's Black Tentacles Orb of Fire Shout	Orb of Acid Orb of Force Wall of Fire
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5	Arc of Lightning Greater Fireburst	Cloudkill Mass Fire Shield	Cone of Cold Prismatic Ray	Flame Strike
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6	Acid Fog Disintegrate Tenser's Transformation	Blade Barrier Fire Seeds	Chain Lightning Otiluke's Freezing Sphere	Circle of Death
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7	Delayed Blast Fireball Mordenkainen's Sword	Earthquake Prismatic Spray	Finger of Death Sunbeam	Firestorm Waves of Exhaustion
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8	Greater Shout Prismatic Wall	Horrid Wilting Scintillating Pattern	Incendiary Cloud Sunburst	Polay Ray
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9	Elemental Swarm Wail of the Banshee	Implosion Weird	Meteor Swarm	Prismatic Sphere
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POÇÕES

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