

Nivel de Lanzador

DEIDAD



CONJUROS PREPARADOS

CD Salv de Conjuros		Conjuros al Día	=	Conjuros Base	+	Conjuros Adicionales
	0					SAB - 4
	1				<input type="checkbox"/>	SAB - 8
	2				<input type="checkbox"/>	SAB - 12
	3				<input type="checkbox"/>	
	4				<input type="checkbox"/>	
	5				<input type="checkbox"/>	
	6				<input type="checkbox"/>	
	7				<input type="checkbox"/>	
	8				<input type="checkbox"/>	
	9				<input type="checkbox"/>	

$$\text{CD Salv Conjuero} = 10 + \text{INT} + \text{Nivel Conjuero}$$

KNOWLEDGE PER DAY Knowledge Today

**ENCOUNTER
KNOWLEDGE**

Knowledge Roll

$$\boxed{} = \left(\begin{array}{c} \\ \\ \end{array} : \begin{array}{l} 15 \text{ to } 24 \rightarrow 1 \\ 25 \text{ to } 34 \rightarrow 2 \\ 35+ \rightarrow 3 \end{array} \right)$$

Party Attendance Bonus

Encounter
Knowledge

$$+ =$$

From Level 8:

Party Damage Bonus

Encounter
Knowledge

$$+ d6 =$$

From Level 11:

Enemy Dazzled Rounds

Encounter Knowledge

$$\boxed{} = \underline{} - 1$$

From Level 14:

Party AC Bonus

Encounter Knowledge

$$\boxed{+} = \underline{\hspace{2cm}}$$

5

7

[illegible]