

## Outros

	pts
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Magus  
Level

Weapon enhancements are powered from your Arcane Pool

## MAGIAS

Teste de Resistência CD    Magias por dia    Magias Base    Magias Bônus

Teste de Magia CD = 10 + INT + Nível da Magia

\_\_\_\_\_ %

Magus  
Level

1	pts
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2	pts
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3	pts
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4	pts
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5	pts
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6	pts
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	Enhancement	Bônus de Ataque	Dano	Crítico
-2 Spell Combat Attack Penalty	+		W%	x

$$\text{Penalidade Máxima} = \text{INT} + \text{Concentração} + \text{Bônus de Conjuração Defensiva} + 2$$

**Nível 20** Automatic success on casting defensively  
When casting a spell and attempting a melee attack against the same target, choose one of:

<b>+ 2</b>	Bônus de Ataque	<b>+ 2</b>	Spell Save DC Bonus	<b>+ 2</b>	to overcome target's spell resistance
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Nível 4	<b>Spell Recall</b> Reprepare any spell already cast today	<b>Arcane Pool Cost</b> = Spell Level + Metamagic Adjustment
Nível 7	<b>Fonte de Conhecimento</b> Prepara qualquer magia que o mago conheça	<b>Arcane Pool Cost</b> = 1 pt
Nível 11	<b>Improved Spell Recall</b> Reprepare any spell already cast today	<b>Arcane Pool Cost</b> = ( Spell Level ÷ 2 ) + Metamagic Adjustment
	<b>Improved Spell Recall</b> Prepare any known spell as a swift action	<b>Arcane Pool Cost</b> = Spell Level (cannot use metamagic)