SPELLSLINGER Nivel de	CONJUROS PREPARADOS		
(WIZARD)	-¹ □□□ Detect magic		□ □ □ Read magic
ARCANE GUN			
Cast any ranged touch, cone, line or ray spell through your gun.			
+ Spell DC = Weapon's		— 1	
Bonus Bonus			
FAILURE If your attack roll for the spell is a 1, or your opponent's save roll			
is a 20, the spell fails and breaks your gun.			
Broken □ □ -2 to attack and damage ▼ ▼ Critical only on rolling a 20 and only x2			
Explodes Take 1d6 damage			
Damage type is force, unless the spell has an energy type. Other creatures in your space may attempt a reflex save for half.		– 2	
MAGE BULLETS			
As a swift action, sacrifice a prepared spell to enhace your weapor	1		
by the spell's level, gaining an enhancement bonus (up to 5) or: dancing (4) flaming burst (2) merciful spell storing			
defending frost seeking thundering			
distance ghost touch shock vicious flaming icy burst (2) shocking burst (2) wounding (2)			
This effect lasts for a number of minutes equal to the spell level.		_ 3	
SCHOOL OF THE GUN			
OPUESTAS ESCUELAS			
			000
		- 4	
Los conjuros de las escuelas opuestas ocupan dos huecos			
Take -4 to crafting rolls with spells from these schools.			
CONJUROS			
CD Salv Conjuros = Conjuros + Conjuros de Conjuros al Día Base Adicionale:			
4 8 2		– 5	
1 0 2 2 2 2			
2			
3			
4			
5			
6		_ 6	
7			
8			
9			
CD Salv Conjuro = 10 + INT + Nivel Conjuro			
ARCANE SPELL FAILURE		7	
% THRESHOLD			
DOTES			
Gunsmithing			
Nivel			
5		8	
Nivel			000
10	-		
	_ 000		000
Nivel 15			
		9	
Nivel			
20		-	