SPELLSLINGER Conjurador		MAGIAS PREPARADAS			
(WIZARD)	11	□□□ Detect magic		□□□ Read magic	
ARCANE GUN	, (
Cast any ranged touch, cone, line or ray spell through y	your gun.		1		
+ Spell DC Bonus = Weapon's 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. Broken2 to attack and damage					
Critical only on rolling a 20 and o	only x2				
Explodes Take 1d6 damage Damage type is force, unless the spell has an energy ty	/ne		2		
Other creatures in your space may attempt a reflex sav	•		2		
MAGE BULLETS	#				
As a swift action, sacrifice a prepared spell to enhace y by the spell's level, gaining an enhancement bonus (up					
dancing (4) flaming burst (2) merciful s	spell storing				
	hundering vicious				
flaming icy burst (2) shocking burst (2) v	wounding (2)				
This effect lasts for a number of minutes equal to the s SCHOOL OF THE GUN	spell level.		3		
OPOSTA ESCOLA					
			4		
Spells from your opposed schools cost two slots to p					
Take -4 to crafting rolls with spells from these school	ls.				
MAGIAS	Magias Bônus				
e Resistência CD Magias = Base + I por dia = Magia +	т				
0	NT -4 NT -8 NT -12		5		
1	7777				
2					
3					
4					
5			6		
6					
7					
8					
9					
Teste de Magia CD = 10 + INT + Nível da Magia			7		
FALHA ARCANA % LIMIAR			/		
<u></u>					
TALETOS	×				
Gunsmithing					
Nível					
5			8		
Nível					
10					
Nível					
15					
			9		
Nível					
40					