SPELLSLINGER Zauber-	VORBEREITETE ZAUBER		
(WIZARD)	□ □ □ 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 weapon		_	
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		_	
VERBOTENE SCHULEN		-	
		_	
		_	
		- 4	
		_	
Zauber deiner verbotenen Schulen kosten zwei Plätze für die Vorb	reitung.	-	
Take -4 to crafting rolls with spells from these schools.			
ZAUBER		_	
RW gegen Zauber = Grund- Zauber pro Tag = zauber + Hennus- Zauber + Zauber		_	
Zauber pro Tag zauber Zauber		- 5	
1 ZZZZ		_	
2		_	
3			
4		_	
5		-	
6		6	
7		_	
8			
9		_	
RW gegen Zauber (SG) = 10 + IN + Zaubergrad		_	
ARCANE SPELL FAILURE		7	
% WAHRSCHEINLICHKEIT		_	
TALENTE			
Gunsmithing			
Stufe			
5		8	
Chrifa			000
Stufe			
			000
Stufe		_	000
15		9	000
Stufe			000
20		_	