SPELLSLINGER Poziom Carrijacego	PRZYGOTOWANE CZARY		
(WIZARD)	□ □ □ Detect magic		□ □ □ Read magic
ARCANE GUN			
Cast any ranged touch, cone, line or ray spell through your gun.			
+ Spell DC = Weapon's Bonus		1 -	
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.		2 -	
Other creatures in your space may attempt a reflex save for half.			
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	000		
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 PRZEGIWNE SZKOW			
	000		
		_	
		_	
		4 -	
		_	
Czary z twojej przeciwnej szkoły zużywają 2 komórki		_	
Take -4 to crafting rolls with spells from these schools.			
CZARY		_	
ST Rzutu Czary = Czary + Czary Obronnego Dziennie = Bazowe + Premiowe		_	
0 INIT - 4 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1		5 –	
1		_	
2		_	
3			
4		_	
5			
6		_	
7		_	
8			
9		_	
ST Rz. Obr. = 10 + INT + Poziom Czaru			
ARCANE SPELL FAILURE		-	
% THRESHOLD		_	
ATUTY			
Gunsmithing			
Poziom		_	
5		8 _	
Poziom			
10	000		
Parion			
Poziom			
		9 _	
Poziom			
20		г	