SPELLSLINGER Conjurador Nível (WIZARD)	×	MAGIAS PREPARADAS		
	□ □ □ Detect magic	□□□ Read magic		
ARCANE GUN				
Cast any ranged touch, cone, line or ray spell through your gun.		1		
+ Spell DC = Weapon's				
Bonus Bonus				
FAILURE If your attack roll for the spell is a 1, or your opponent's save ro				
is a 20, the spell fails and breaks your gun. Broken				
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	7 000			
As a swift action, sacrifice a prepared spell to enhace your weap by the spell's level, gaining an enhancement bonus (up to 5) or:	oon 🗆 🗆			
dancing (4) flaming burst (2) merciful spell stori	ng 🗆 🗆 🗆	000		
defending frost seeking thundering distance ghost touch shock vicious				
flaming icy burst (2) shocking burst (2) wounding				
This effect lasts for a number of minutes equal to the spell level SCHOOL OF THE GUN		3		
OPOSTA ESCOLA	000	000		
		4		
Spells from your opposed schools cost two slots to prepare.]			
Take -4 to crafting rolls with spells from these schools.	<u> </u>			
MAGIAS e Resistência CD Magias _ Base _ Magias B	Danie O			
por dia Magia T				
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1 700	<u> </u>			
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9				
Teste de Magia CD = 10 + INT + Nível da Magia				
FALHA ARCANA	— <u> </u>	7		
% LIMIAR				
TALETOS	7			
Gunsmithing				
Nível				
5		8		
Nível				
10		000		
W 1				
Nível 15				
, 		9 000		
Nível				
20				