

SPELLSLINGER

(WIZARD)

Livello
Incantatore

ARCANE GUN

Cast any ranged touch, cone, line or ray spell through your gun.

+ Spell DC = Weapon's
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.

MAGE BULLETS

As a swift action, sacrifice a prepared spell to enhance 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.

SCHOOL OF THE GUN

SCUOLE OPPOSITE

Gli inc. di scuole opposte richiedono 2 slot per essere preparati
Take -4 to crafting rolls with spells from these schools.

INCANTESIMI

CD TS		Inc.		Inc.		Inc.
Incantesimi		al Giorno	=	Base	+	Bonus
	0					INT
	1					INT - 4
	2					INT - 8
	3					INT - 12
	4					
	5					
	6					
	7					
	8					
	9					

CD Salvezza Inc. = 10 + INT + Liv. Incantesimo

%

SOGLIA FALLIMENTO
INCANTESIMI ARCANI

TALENTI

Gunsmithing

Livello
5

Livello
10

Livello
15

Livello
20

INCANTESIMI PREPARATI

☐ ☐ ☐ Detect magic

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