SPELLSLINGER Уровень	подготовленные заклинания			
(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		-		
ПРОТИВОПОЛОЖНЫЕ ШКОЛЫ		-		
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20/7/WIGHING MOVERIOUS HINGE LOCALIMATION FROM PROTO TO FEOTO TO F		_		
Заклинания исключённой школы занимают два слота подгото Take -4 to crafting rolls with spells from these schools.				
Заклинания		_		
КС Спаса Заклинаний Базовых Бонусные		- 5		
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