

- Poziomy
- Premiowe

+

### Poziom rującego

## CZARY

Znane Czary	ST Rzutu Obronnego		Czary Dziennie	=	Czary Bazowe	Czary Premiiowe
		<b>0</b>				CHA
		<b>1</b>				CHA - 4
		<b>2</b>				CHA - 8
		<b>3</b>				CHA - 12
		<b>4</b>				
		<b>5</b>				
		<b>6</b>				
		<b>7</b>				
		<b>8</b>				
		<b>9</b>				

$$ST_{Rz, Obr.} = 10 + CHA + Poziom\ Czaruj$$

## NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

%

## SPELL RETRIEVAL


DC 20 Diplomacy check on behalf of your gen to retrieve...

- Any known arcane spell in (1d4 + spell level) rounds
- Any identified arcane spell in (1d6 + spell level) minutes
- Any divine spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours

## MODYFIKATORY DYPLOMACJI

- +1 per Sha'ir level
- +2 if spell is in spells known category (arcane only)
- 2 per level of the desired spell
- 6 if the spell is an unknown divine spell
- 2 per attempt to retrieve the same spell in the same day after failing to retrieve it

**SHA'IR**

Sha'ir Level	
<b>1</b>	 Summon Gen Familiar
<b>3</b>	<input type="checkbox"/> Recognize Genie Works
<b>5</b>	<input type="checkbox"/> Elemental Protection
<b>7</b>	<input type="checkbox"/> Call Janni
<b>9</b>	<input type="checkbox"/> Elemental Travel 1/day
<b>11</b>	<input type="checkbox"/> Call Genie
<b>13</b>	<input type="checkbox"/> Craft Genie Prison
<b>15</b>	<input type="checkbox"/> Elemental Travel 2/day
<b>18</b>	<input type="checkbox"/> Elemental Travel (At will)

## ZWOJE

## RÓŻDŹKI

[illegible]

## PRZYGOTOWANE CZARY

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## IDENTIFIED SPELLS