

ZAUBER					
Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	=	Grund- zauber	Bonuszauber
		0			CH - 4
		1			CH - 4
		2			CH - 4
		3			CH - 4
		4			CH - 4
		5			CH - 4
		6			CH - 4
		7			CH - 4
		8			CH - 4
		9			CH - 4

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

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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

DIPLOMACY MODIFIERS

+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	
1	■ Summon Gen Familiar
3	□ Recognize Genie Works
5	□ Elemental Protection
7	□ Call Janni
9	□ Elemental Travel 1/day
11	□ Call Genie
13	□ Craft Genie Prison
15	□ Elemental Travel 2/day
18	□ Elemental Travel (At will)

SCHRIFTROLLEN

ZAUBERSTÄBE

LADUNGEN #

LADUNGEN #

LADUNGEN #

VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9

IDENTIFIED SPELLS