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.		- 2		
Other creatures in your space may attempt a reflex save for half.		_		
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.		2		
SCHOOL OF THE GUN		3		
противоположные школы		_		
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Заклинания исключённой школы занимают два слота подготов		_		
Take -4 to crafting rolls with spells from these schools.				
заклинания 🗾		_		
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КС Спаса от заклинания = 10 + ИНТ + Уровень закл-ия		7		
ПРОВАЛ МИСТИЧЕСКОГО ЗАКЛИНАЕ % ПІАНС		_ /		
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