

SPELLSLINGER

(WIZARD)

Caster
Level

ARCANE GUN

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

$$+ \text{ Spell DC Bonus } = \text{ Weapon's Bonus }$$

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

OPPOSED SCHOOLS

Spells from your opposed schools cost two slots to prepare.
Take -4 to crafting rolls with spells from these schools.

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
	0			INT - 4
	1			INT - 8
	2			INT - 12
	3			
	4			
	5			
	6			
	7			
	8			
	9			

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE
THRESHOLD

FEATS

Gunsmithing

Level **5**

Level **10**

Level **15**

Level **20**

PREPARED SPELLS

☐ ☐ ☐ Detect magic

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