

# SPELLSLINGER

## (WIZARD)

Nível do Conjurador

### ARCANE GUN

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

+ Spell DC = Weapon's  
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.

### 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

#### OPOSTA ESCOLA

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

### MAGIAS

Teste de Resistência CD Magias por dia = Base Magia + Magias Bônus

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Teste de Magia CD = 10 + INT + Nível da Magia

%

FALHA ARCANA  
LIMIAR

### TALETOS

#### Gunsmithing

Nível  
5

Nível  
10

Nível  
15

Nível  
20

### MAGIAS PREPARADAS

☐ ☐ ☐ Detect magic

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