SPELLSLINGER Niveau de Sort	SORTS PREPARES			
(WIZARD)	□ □ □ Detect magic		□□□ Read magic	
ARCANE GUN				
Cast any ranged touch, cone, line or ray spell through your gun.		- 4		
+ Spell DC = Bonus des		_ 1		
Bonus Armes		_		
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.		- 2		
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.		- 3		
SCHOOL OF THE GUN ECOLES INVERDITE		_		
ECOLES INTERDITE		_		
		_		
		_		
		- 4		
		_		
Les sorts opposés de votre école de magie prennent deux emplace		_		
Take -4 to crafting rolls with spells from these schools.				
SORTS		_		
Sort Sorts = Sorts + Sorts Supplémentaires		_		
		- 5		
1 222		_		
2		_		
3				
4		_		
5		_ 6		
6		_ 6		
7		_		
8				
9		_		
DD de jet de sauvegarde d'un sort = 10 + INT + niveau de sort				
ARCANE SPELL FAILURE		_ 7		
% THRESHOLD		_		
DONS				
Gunsmithing		_		
Niveau				
5		8		
Niveau		_		
10				
Niveau		_		
15		_		
		9		
Niveau		_		
40				