

# SPELLSLINGER

## (WIZARD)

Caster  
Level

### ARCANE GUN

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

$$\begin{array}{rcl} + & \text{Spell DC} & = \\ \text{Bonus} & & \text{Weapon's} \\ & & \text{Bonus} \end{array}$$

#### 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			
	1			
	2			
	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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