

ZAUBER

Bekannte Zauber	RW gegen Zauber		Zauber pro Tag	=	Grund- zauber	+ Bonuszauber
		0				CH
		1				CH - 4
		2				CH - 8
		3				CH - 12
		4				
		5				
		6				
		7				
		8				
		9				

$$\text{RW gegen Zauber (SG)} = 10 + \text{CH} + \text{Zaubergrad}$$

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

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SPELL RETRIEVAL


DC 20 Diplomacy check on behalf of your gen to retrieve...

- Any known arcane spell in (1d4 + spell level) rounds
- Any identified arcane spell in (1d6 + spell level) minutes
- Any divine spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours

DIPLOMACY MODIFIERS

- +1 per Sha'ir level
- +2 if spell is in spells known category (arcane only)
- 2 per level of the desired spell
- 6 if the spell is an unknown divine spell
- 2 per attempt to retrieve the same spell in the same day after failing to retrieve it

SHA'IR

Sha'ir Level	
1	 Summon Gen Familiar
3	<input type="checkbox"/> Recognize Genie Works
5	<input type="checkbox"/> Elemental Protection
7	<input type="checkbox"/> Call Janni
9	<input type="checkbox"/> Elemental Travel 1/day
11	<input type="checkbox"/> Call Genie
13	<input type="checkbox"/> Craft Genie Prison
15	<input type="checkbox"/> Elemental Travel 2/day
18	<input type="checkbox"/> Elemental Travel (At will)

SCHRIFTROLLEN

ZAUBERSTÄBE

[illegible]

VORBEREITETE ZAUBER

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IDENTIFIED SPELLS

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