

CZARY

Znane Czary	ST Rzutu Obronnego		Czary na dzień	=	Czary Premiarowe Bazowe	Czary +4	Czary +8	Czary +12	
		0				CHA	CHA +4	CHA +8	CHA +12
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ST Rz. Obr. = 10 + CHA + Poziom CZaru

NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

%

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

MODYFIKATORY DYPLOMACJI

- +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)

ZWOJE

RÓŻDŹKI

[illegible]

PRZYGOTOWANE CZARY

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IDENTIFIED SPELLS