

# Wizard Subclass: Spellslinger v1.1

**Replace** the original Wizard abilities with the following:

**Arcane Gun (@ lvl 1):** You gain the Exotic Weapon Proficiency (firearms) feat. At any point in time, you can fire a spell (Ranged Touch, cone, line, or ray) through the gun. The gun's enhancement bonus counts towards the spell's attack roll OR it's saving DC. Keep in mind that only the spell fires, NOT the bullet. All spells fired through the gun have a x3 critical multiplier.

If you roll a natural 1 or the enemy rolls a natural 20 to resist the gun overloads and becomes broken. If the gun is already broken when this happens, the gun explodes causing the spell to go off in the immediate area.

This ability **REPLACES** *Arcane Bond*.

**Gunsmith (@ lvl 1):** You gain the Gunsmith feat and a battered gun for free (pistol, musket, or blunderbuss). You are able to fix your gun on your own and craft bullets for cheaper costs (assuming you have the material).

**Mage Bullets (@ lvl 1):** As a *swift action*, you can sacrifice a spell and transform its energy into a weapon bonus equal to the level of the spell sacrificed. With that energy you can add the following abilities to your weapon: (#) = required level of spell needed

+1(1) → +5(5)	+1 = +1 hit and +1 dmg +2 = +2 hit and +2 dmg etc.
<i>dancing</i> (4)	Weapon attacks on its own using your attack bonus for 4 rounds, then it drops to the floor.
<i>distance</i> (1)	Doubles the range of your weapon
<i>flaming</i> (1)	+1d6 fire dmg per hit
<i>flaming burst</i> (2)	+1d6 cold dmg per hit. Crits add 1d10 instead of 1d6
<i>frost</i> (1)	+1d6 cold dmg per hit
<i>icy burst</i> (2)	+1d6 fire dmg per hit. Crits add 1d10 instead of 1d6

<i>ghost touch(1)</i>	Allows you to hit incorporeal creatures with no penalties to hit or dmg
<i>seeking(1)</i>	Your ranged attacks ignore concealment bonuses by the enemy (things that cause you to miss)
<i>thundering(1)</i>	+1d6 sonic dmg per hit
<i>vicious(1)</i>	+2d6 dmg per hit, but you take 1d6 dmg per hit
<i>wounding(2)</i>	+1 bleed dmg per hit [stacks]

You cannot stack abilities, but you can put on as many as up to what level spell sacrificed so long as the (1) = spell level sacrificed. Lasts 1 min/spell level or until you change abilities.

This ability **REPLACES** *all level 0 spells, except Detect Magic.*