



1, Blank Casting Gem, Max Levels: (See GM for Upgrade Pricing)

Caster Level: 1 2 3 4 5 6 7 8 9 ○

Spell Level: 1 2 3 4 5 6 7 8 9 ○

2, Wand compartments (600gp each, max 3)

1 2 3

3, Enhancements:

4, Physical Modifications:

+1 Distance ○○●	+3 Splitting ○	Silencer ○	Substitute Energy ○
+1 Wounding ○	+2 Exit Wound ○	Quick Draw ○	Weapon Focus ○○○
+2 Burst, +1d10 on crit ○	+3 Elemental Aura ○	Rapid Reload ○	Proficient ●
		Instant Reload ○	

Enhancement	*enhancements are applied to the ray upon firing giving them a boost. price follows enhancement rule	Rod Attachment	*rod attachments don't have a set place that they are implemented but placed where needed.
Distance: *3 rd time requires level 21	Can be taken Three Times, Distance doubles the range that the rifle can fire. Second time the Range is increased by 4 (1 entire range increment). Third time your range becomes infinite as if you have Distant Shot[Epic] Feat.	Silencer Location: end of Barrel Price: 6k(L), 22k(N), 49k(G)	A silencer is a Metamagic Silence Spell rod that has been sculpted to work with the wand-rifle. The pricing is double the Rod cost, has unlimited uses but can't be used for your own spells.
Splitting	Ray splits into an extra identical ray aiming at same target. An attack roll is needed for each ray.	Quick Draw Location: Stock Price: 10k	You can draw a weapon as a free action instead of as a move action.
Wounding:	A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding loss. The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (<i>heal</i> , <i>healing circle</i> , and so on).	Substitute Energy Location: Barrel Price: Same as Silencer	As a free action you can change the element to another element. The substitution of elements may negate any additional effects that the ray provides. You can't substitute a ray if it doesn't have an element to begin with.
Exit Wound:	Weapons with the exit wound ability propel their ammunition entirely through living targets they hit. This effect deals an extra 1d6 points of damage. The weapon or projectile continues in a straight line beyond the original target. Targets in that path are attacked using the same attack roll as the original target; these additional targets gain a +4 bonus to AC for each previous target in the path. When an exit wound weapon or projectile hits an object, it stops.	Weapon Focus Location: Scope Pre-requisite: Proficient Price: 15k,20k,35k	Normal: You gain a +1 bonus on all attack rolls you make using the selected weapon. Greater: You gain a +1 bonus on all attack rolls you make using the selected weapon. Epic: You gain a +2 bonus on all attack rolls you make using the selected weapon. [level 21 required] *These bonuses are cumulative and stack with all other bonuses to a maximum of +4
Burst:	Burst can only be taken once. Upon scoring a critical hit your weapon deals an additional 1d10 elemental damage corresponding to the ray element. If the ray doesn't have an element you may choose one.	Rapid Reload Location: Side Bolt Pre-requisite: Proficient Price: 15k	The time required for you to reload your chosen type of rifle is reduced to a move action (for a the rifle). Reloading the rifle still provokes an attack of opportunity.
Elemental Aura	Any weapon enhanced by this special property may add an additional amount of damage from an element of the wielder's choice (acid, cold, electricity, fire, or sonic), bestowing an additional 1d6 points of damage of the appropriate elemental subtype on a normal hit. Determining the weapon's elemental aura is a free action that may be taken no more than once per round	Instant Reload Location: Side Bolt Pre-requisite: QuickDraw, Rapid Reload, Weapon Focus, [level 21] Price: 35k	The character may fire the selected type of rifle at his or her full normal attack rate. Reloading the rifle does not provoke attacks of opportunity.
Upgrading Gem	The Gem's Value is determined as 2,000gp × Caster Level × Spell Level. To determine the Upgrade Cost it's (NewCL × NewSL – OldCL × OldSL)*2,000gp. This upgrade cost is from an NPC. It costs half the amount (before modifiers) if upgraded by hand.		