

Here's a profile I created by a stealth inspiration, a kind of experiment over a mage capable of casting magic missiles all day. I seriously fleshed out the day I came across an equivalent prestige class for D&D 3.5 in Dragon Magazine n. 328: the "Force Missile Mage".

The Savant Artilleryman is a special profile because it replaces a base kit of the game: Conjurer.

Mage (conjurer) Profile: Savant Artilleryman

The spell Magic Missile is one of the representative icons of arcane magic, a good example of raw magic and one of the favourite spells of most young mages. It is no wonder that some mages focus their studies on this spell, determined to improve it more than any other. The Savant Artilleryman belongs to those, passionate about this spell due to its infallibility to hit the target.

Obsessively exploring all runes and magical symbols composing the spell to break its limits, he eventually ended up developing the ability to pervert the original energy to create new effects. Embedding every facet of the spell into his mind, he becomes a true expert, able to transcend the dweomer to make a tool of major devastation.

By using and abusing this spell, he forgave the principles of his school and earns a new title: he becomes a Savant Artilleryman.

Advantages:

- At level 3, he can surround himself once a day by a magic shield that reproduces the effects of the "Shield" spell and lasts three rounds per level.
- At level 6, he can restructure the spell Magic Missile into an elemental spell. This custom spell can not be stopped by the spell Shield.
- At level 7, he learns the "Mordenkainen's Force Missiles" spell, he also begins to learn it.
- At level 9, he breaks the limit of the spell Magic Missile: +1 missile every 3 following levels up to 8th missile, +1 missile every 4 levels thereafter.
- At level 11, his shield evolves and can stop magic missiles from wands, traps, special abilities, etc...
- At level 14, he improves "Mordenkainen's Force Missiles" to be no longer stopped by the Shield spell and imposes a -2 to saving throws against the explosion.
- At level 15, his Magic Missile spell penetrates more easily magic resistances: 3% to penetration of cumulative magic resistance per missile.
- At level 18, his Shield sends back all Magic Missile whom he is the target.
- At level 20, he further enhances "Mordenkainen's Force Missiles" spell: area of impact of explosion is increased by 15% and, if the saving throw is failed, the impacted targets stay stunned for 1D2 rounds.
- At level 25, he breaks the limit of "Mordenkainen's Force Missiles" spell: +1 missile every 4 following levels up to the 11th missile.

Disadvantages:

- He has the same restrictions as a summoner: enchantment school prohibited.
- He does not have the option of improved memorization normally given to his specialization.
- He does not use scrolls or wands of Magic Missile. It would be a mess, he has no control over these pre-memorized spells.

Notes:

If it is installed on BGEE or BGT, this profile replaces that of Dynahéir.

The installation of the kit adds the spell "Mordenkainen's Force Missiles" to the game, selectable by a sorcerer and thus several scrolls are findable (visit your usual spell shops).

Note on improvements of two main spells of the profile:

Magic Missile:

Savant Artilleryman Level:	1	3	5	7	9	12	15	18	22	26	30
Created Missiles:	1	2	3	4	5	6	7	8	9	10	11

Mordenkainen's Force Missiles:

Savant Artilleryman Level:	7	10	13	16	19	22	25	29	33	37	41
Created Missiles:	1	2	3	4	5	6	7	8	9	10	11