ARCHER-MAGE

CLASSE DE PRESTIGE

Niveau de Lanceur de Sort	1	d'archer-	1
	22	mage	1

``	Al	RCHER-MAG	E
Niveau d'archer- mage			Niveau de lanceur de sort
1		Enhance arrows	
2		Imbue arrow	+1
3			+2
4		Seeker arrow	+3
6		Phase arrow	+4
7			+5
8		Hail of arrows	+6
10		Arrow of death	+7

ENHANCE ARROWS

Add magical properties to non-magical arrows as you fire them.

- 1 +1 d'altération (ne se cumule pas)
- Feu, froid ou foudre
- Double the range increment
- Feu intense, froid intense ou foudre intense
- Anarchic, axiomatic, holy or unholy



IMBUE ARROW

Niveau Place an area spell on an arrow and fire as a standard action.

2 The spell's area will be centred wherever the arrow lands.

SEEKER ARROW

Fire one arrow at a known target as a standard action.

It will travel round corners and obstacles to hit the target, if at all possible. Negates cover and concealment.

PHASE ARROW

Fire one arrow at a known target as a standard action. It will travel through non-magical obstacles to hit the target. 6

Negates cover, concealment, shields and armour.

HAIL OF ARROWS

Fire one arrow at each target within range, all at your highest attack bonus.

Niveau

Niveau MAX ARROWS d'archer-

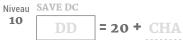
PER ROUND mage



ARROW OF DEATH

Take one day to craft a slaying arrow.

VOLONTE



This arrow can only be fired by you, and lasts up to 1 year.