

ARCHER-MAGE

CLASSE DE PRESTIGE

Niveau de Lanceur de Sort Niveau d'archer-mage

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Niveau d'archer-mage	Niveau de lanceur de sorts
1	<input type="checkbox"/> Enhance arrows
2	<input type="checkbox"/> Imbue arrow +1
3	<input type="checkbox"/> +2
4	<input type="checkbox"/> Seeker arrow +3
6	<input type="checkbox"/> Phase arrow +4
7	<input type="checkbox"/> +5
8	<input type="checkbox"/> Hail of arrows +6
10	<input type="checkbox"/> Arrow of death +7

ENHANCE ARROWS

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

- Niveau Bonus
- 1 +1 d'altération (ne se cumule pas)
- 3 Feu, froid ou foudre
- 5 Double the range increment
- 7 Feu intense, froid intense ou foudre intense
- 9 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

- Niveau Fire one arrow at a known target as a standard action.
- 4 It will travel round corners and obstacles to hit the target, if at all possible. Negates cover and concealment.

PHASE ARROW

- Niveau Fire one arrow at a known target as a standard action.
- 6 It will travel through non-magical obstacles to hit the target. Negates cover, concealment, shields and armour.

HAIL OF ARROWS

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

- Niveau MAX ARROWS
- 8 PER ROUND

Niveau d'archer-mage

+ =

ARROW OF DEATH

Take one day to craft a slaying arrow.

DD DE SAUVEGARDE

DE VOLONTÉ

- Niveau
- 10 DD = 20 + CHA

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

