

# ARCHER-MAGE

## CLASSE DE PRESTIGE

Niveau de Lanceur de Sort  Niveau d'archer-mage

### ARCHER-MAGE

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** Niveau
- 8 **PER ROUND** d'archer-mage

+  =

### ARROW OF DEATH

Take one day to craft a slaying arrow.

#### DD DE SAUVEGARDE

Niveau **DE VOLONTÉ**

10  **DD** = 20 +  **CHA**

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

