

MAGE

ARCHER

CREDITS

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CHAPTER 1: MAGE ARCHER



Mage Archer is a archer who relies heavily on magic. They are mostly trained to protect locations and act mostly out of sight.

THE MAGE ARCHER

Level	Proficiency Bonus	Features
1st	+2	Mage Archery, Magical Archetype
2nd	+2	Archery
3rd	+2	
4th	+2	Ability Score Improvement
5th	+3	
6th	+3	Archetype Feature
7th	+3	
8th	+3	Ability Score Improvement
9th	+4	
10th	+4	Extra Attack
11th	+4	
12th	+4	Ability Score Improvement
13th	+5	
14th	+5	Archetype Feature
15th	+5	
16th	+5	Ability Score Improvement
17th	+6	
18th	+6	Spell Mastery
19th	+6	Ability Score Improvement
20th	+6	Master Archer

SPELLSLOTS

Level	Cantrips	1	2	3	4	5	6	7	8	9
1st	2	2								
2nd	2	2								
3rd	2	2	1							
4th	2	2	1							
5th	3	3	2	1						
6th	3	3	2	1						
7th	3	3	2	2	1					
8th	3	3	3	2	1					
9th	3	3	3	2	1	1				
10th	4	3	3	2	2	1				
11th	4	3	3	3	2	1	1			
12th	4	3	3	3	2	1	1			
13th	4	3	3	3	2	1	1	1		
14th	4	3	3	3	2	1	1	1		
15th	5	3	3	3	3	2	1	1	1	
16th	5	3	3	3	3	2	1	1	1	
17th	5	3	3	3	3	2	1	1	1	1
18th	5	3	3	3	3	2	1	1	1	1
19th	5	3	3	3	3	2	1	1	1	1
20th	5	3	3	3	3	2	1	1	1	1

CLASS FEATURES

As a Mage Archer you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per messenger level

Hit Points at 1st Level: 6 + your Constitution modifier.

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Mage Archer level after 1st.

PROFICIENCIES

Armor: Light Armor

Weapons: Simple Weapons, Martial Ranged Weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Stealth, Survival, History and Investigation

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background

- **(a)** a shortbow, **(b)** a longbow, **(c)** a light crossbow or **(d)** a hand crossbow
- a equipment pack of your choice
- leather armor and 30 arrows
- a dagger and a arcane focus

MAGE ARCHERY

You are able to cast spells with a ranged weapon. You can use a ranged weapon as an arcane focus to avoid material costs, unless they have a gold cost or are consumed during the spell. In order to cast a spell, you need to use one of your spellslots. You start with 2 level one spellslots and gain more on higher levels. You regain your used spellslots at the end of a long rest. You can use your weapon to extend the range of a spell up to the range of your weapon (The spellsnipr and sharpshooter feat does not add to this bonus). This does not count for spells with the range self. Also keep in mind, that a arrow eventually gives away your position. Spells with a direct attack are casted directly form the weapon, on spells with a area effect, a condition in a area or touch range a arrow is fired and the spell acts like casted at the point, where the arrow hits a target, ground, wall, object or even the air. If you cast a spell with a ranged weapon, over a distance greater, than the normal range of this weapon, it is handled the same, as if you would make a weapon attack over your normal range. Casting a spell this way, you

can not exceed the maximum range of your weapon. Intelligence is your spellcasting ability for your mage archer spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a mage archer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

CASTING SPELLS

You can know a number of mage archer spells from your spelllist equal to your Intelligence modifier + your mage archer level (minimum of one spell). The spells must be of a level for which you have spell slots. Every time you gain a new Level, you can change the spells you know.

RITUAL CASTING

You can cast a mage archer spell as ritual if that spell has the ritual tag.

CANTRIPS

Starting at 1st level, you know two cantrips of your choice from the mage archer spell list. You learn additional mage archer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mage Archer table.

ARCHERY

Starting at 2nd level you gain a +2 bonus to attack rolls you make with ranged weapons. This bonus does not apply if you use your weapon to cast a spell or Cantrip.

EXTRA ATTACK

Starting at 10th level you can attack twice, instead of once on your turn. But keep in mind, that you can not cast 2 Spells or Cantrips in one round.

SPELL MASTERY

Starting at 18th level you can choose two level 1 mage archer spells, which you can cast on 1st level, without spending a spellslot.

MASTER ARCHER

Starting at 20th level your ranged attacks ignore half cover and three-quarters cover. In addition to that, if you attack a creature which does not have cover, you gain a bonus of 1d4 to the damage roll.

MAGICAL ARCHETYPE

At level one you choose your magical archetype. You archetype grants you also some features on the 1st, 6th and 14th level. The archetypes provided in this document are:

- Eldritch Archer
- Shadow Archer
- Celestial Archer
- Wood Archer

But you can homebrew anything you want. It surely is a pleasure for you, the DM and other players to add your own touch to this class.

ELDRITCH ARCHER

Educated in dark magic, the eldritch archer is a master of the forbidden knowledge. He uses his power to get a overhand over his enemies in battle.

ELDRITCH ARROW

Starting at 1st level you learn to use your weapons efficient. Whenever you make an attack with a ranged weapon, you can create an magic arrow out of nothing. This arrow changes the damage type from your ranged weapon for this attack to force damage.

ELDRITCH INVOCATION

Starting at 6th level you can choose a Eldritch Invocation, which you learn. You can choose an additional Invocation on level 14. Whenever you gain a new level you can switch one of your Invocation with a new one. You may choose invocations, which requires pact of the blade or pact of the chain. Choose one of your ranged weapons, which is treated as a pact weapon, in terms of bonuses from invocations.

SHADOW ARCHER

Educated in shadow magic, the shadow archer is a master of shadow magic and can hide very well.

SHADOW WALKER

Starting at 1st level you can see up to 120ft in darkness, magical and normal.

SHADOW MASTER

Starting at 6th level you learn to concentrate well in darkness. While standing in complete darkness, you have advantage on constitution saving throws that you make to maintain your concentration on a spell.

ILLUSION OF DARKNESS

Starting at 14th level you learn to hide in darkness. If you stand for more than 2 turns in darkness you can become invisible as a bonus action, without spending a spellslot. If

you get attacked or the dm think it's necessary, make a Constitution saving throws in order to keep your concentration on your invisibility. While concentrating on your invisibility obtained this way, you can concentrate on a spell. You get visible if you leave the darkness, you attack a creature, you cast a spell or if the light changes. For the duration of your invisibility you are not able to take a bonus action.

CELESTIAL ARCHER

Educated in healing and blessed by the gods, the celestial archer is a supporter from the distance.

CELESTIAL HEALING

Starting at 1st level you can up to your proficiency bonus times per long rest heal a creature for 1d6 plus your spellcasting modifier hp. This takes an action. The range handled equal to casting a spell with a ranged weapon. On level 14 in this class you can use a d8 instead of the d6.

CELESTIAL SHIELD

Starting at 6th level you learn to protect others. You can once per short rest as a reaction shoot an arrow up to 100ft in a direction. The arrow hits the ground and creates a magical area. Every creature in this area gets temporary hit points equal to your proficiency bonus times a d10. After you use this feature, you must make a long rest, in order to use it again.

WOOD ARCHER

Young rangers, trained in higher magic, wood archer are the master of nature and magic.

FAMILIAR

Starting at 1st level, you can cast the Find Familiar spell once every long rest, without spending a spellslot or material components. As a special form you can choose your familiar to be a pixie, but without certain spells. These spells are confusion, dispell magic, fly, polymorph and sleep.

NATURAL EXPLORER

Starting at 6th level, you can produce an aura of 30ft in diameter. Every creature you choose within this aura doesn't get slowed down because of difficult terrain. Also, the creature can't be tracked by nonmagical means, unless she chooses to leave a trail.

CUNNING ACTION

Starting at 14th level, you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

CHAPTER 2: SPELLLIST

CANTRIPS

- Acid Splash
- Blade Ward
- Chill Touch
- Control Flames
- Create Bonfire
- Dancing Lights
- Encode Thoughts
- Fire Bolt
- Friends
- Frostbite
- Gust
- Infestation
- Light
- Mage Hand
- Mending
- Message
- Mind Sliver
- Minor Illusion
- Prestidigitation
- Ray of Frost
- Sapping Sting
- Shape Water
- Toll the Dead

1ST LEVEL

- Alarm
- Animal Friendship
- Catapult
- Cause Fear
- Charm Person
- Chromatic Orb
- Color Spray
- Comprehend Languages
- Cure Wounds
- Detect Magic
- Detect Poison and Disease
- Disguise Self
- Distort Value
- Earth Tremor
- Feather Fall
- Find Familiar
- Fog Cloud
- Frost Fingers
- Goodberry
- Hail of Thorns
- Hunter's Mark
- Ice Knife
- Identify
- Jump
- Longstrider
- Magic Missile
- Magnify Gravity
- Protection from Evil and Good
- Ray of Sickness
- Shield
- Silent Image
- Sleep
- Snare
- Speak with Animals
- Sudden Awakening
- Tasha's Caustic Brew
- Tenser's Floating Disk
- Unseen Servant
- Wild Cunning
- Witch Bolt
- Zephyr Strike

2ND LEVEL

- Aid
- Aganazzar's Scorchers
- Animal Messenger
- Arcane Lock
- Barkskin
- Beast Sense
- Blindness/Deafness
- Cloud of Daggers
- Cordon of Arrows
- Darkness
- Darkvision
- Earthbind
- Enhance Ability
- Enlarge/Reduce
- Find Traps
- Flaming Sphere
- Flock of Familiars
- Fortune's Favor
- Gentle Repose
- Gift of Gab
- Gust of Wind
- Healing Spirit
- Hold Person
- Immovable Object
- Invisibility
- Knock
- Lesser Restoration
- Levitate
- Locate Animals or Plants
- Locate Object
- Magic Weapon
- Melf's Acid Arrow
- Mental Barrier
- Mind Spike
- Mind Thrust
- Mirror Image
- Misty Step
- Nathair's Mischief
- Nystul's Magic Aura
- Pass Without Trace
- Phantasmal Force
- Pyrotechnics
- Ray of Enfeeblement
- Rope Trick
- Scorching Ray
- See Invisibility
- Silence
- Skywrite
- Snilloc's Snowball Storm
- Spider Climb
- Spike Growth
- Suggestion
- Warding Wind
- Web
- Wristpocket

3RD LEVEL

- Animate Dead
- Bestow Curse
- Blink
- Catnap
- Clairvoyance
- Conjure Barrage
- Counterspell
- Daylight
- Dispel Magic
- Elemental Weapon
- Enemies Abound
- Fast Friends
- Fireball
- Flame Arrows
- Fly
- Galder's Tower
- Gaseous Form
- Haste
- Intellect Fortress
- Leomund's Tiny Hut
- Life Transference
- Lightning Arrow
- Lightning Bolt
- Major Image
- Melf's Minute Meteors
- Nondetection
- Phantom Steed
- Plant Growth
- Protection from Energy
- Pulse Wave
- Remove Curse
- Revivify
- Sending
- Sleet Storm
- Slow
- Speak with Plants
- Thunder Step
- Tidal Wave
- Tiny Servant
- Tongues
- Water Breathing
- Water Walk
- Wind Wall

4TH LEVEL

- Arcane Eye
- Banishment
- Blight
- Confusion
- Control Water
- Dimension Door
- Divination
- Ego Whip
- Elemental Bane
- Fabricate
- Freedom of Movement
- Grasping Vine
- Gravity Sinkhole
- Greater Invisibility
- Ice Storm
- Leomund's Secret Chest
- Locate Creature
- Mordenkainen's Faithful Hound
- Mordenkainen's Private Sanctum
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Polymorph
- Sickening Radiance
- Stone Shape
- Vitriolic Sphere

5TH LEVEL

- Animate Objects
- Cloudkill
- Commune with Nature
- Conjure Volley
- Contact Other Plane
- Control Winds
- Creation
- Danse Macabre
- Dawn
- Dominate Person
- Dream
- Enervation
- Far Step
- Geas
- Greater Restoration
- Hold Monster
- Immolation
- Legend Lore
- Mislead
- Modify Memory
- Negative Energy Flood
- Passwall
- Planar Binding
- Rary's Telepathic Bond
- Scrying
- Seeming
- Skill Empowerment
- Swift Quiver
- Telekinesis
- Teleportation Circle
- Temporal Shunt
- Transmute Rock
- Tree Stride

6TH LEVEL

- Arcane Gate
- Chain Lightning
- Circle of Death
- Contingency
- Create Homunculus
- Disintegrate
- Drawmij's Instant Summons
- Eyebite
- Globe of Invulnerability
- Gravity Fissure
- Guards and Wards
- Magic Jar
- Mass Suggestion
- Mental Prison
- Otiluke's Freezing Sphere
- Otto's Irresistible Dance
- Programmed Illusion
- Psychic Crush
- Scatter
- Soul Cage
- True Seeing
- Widogast's Transmogrification

7TH LEVEL

- Create Magen
- Crown Of Stars
- Delayed Blast Fireball
- Dream of the Blue Veil
- Etherealness
- Finger of Death
- Mirage Arcane
- Mordenkainen's Magnificent Mansion
- Plane Shift
- Power Word: Pain
- Prismatic Spray
- Project Image
- Reverse Gravity
- Sequester
- Symbol
- Teleport
- Whirlwind

8TH LEVEL

- Antimagic Field
- Antipathy/Sympathy
- Clone
- Control Weather
- Dark Star
- Demiplane
- Feeblemind
- Illusory Dragon
- Incendiary Cloud
- Maddening Darkness
- Mighty Fortress
- Mind Blank
- Power Word: Stun
- Reality Break
- Sunburst
- Telepathy

9TH LEVEL

- Astral Projection
- Foresight
- Gate
- Imprisonment
- Invulnerability
- Meteor Swarm
- Prismatic Wall
- Psychic Scream
- Ravenous Void
- Shapechange
- Weird