

Most casters can throw a bolt of some kind, I can throw many. If I can see a foe then I can lay him low with a barrage of magic. Choose this Advanced Template if you think Bolts are not just for crossbows anymore.



<p style="text-align: center;"><b>The Bolt Mage (Advanced)</b></p>	<p style="text-align: center;"><b>Point Cost: 10</b></p>
<p><i>(Sp) Bolt Barrage Talent (The Bolt Mage may Change the Casting Action to a (S*) action of any Bolt spell he casts to cause it to become a 12" AOE Cone, The caster makes a single Drain, Attack and Injury Roll Any Targets touched by the cone, friend or foe must test their defense vs the attack, those that fail must test their vigor as normal)</i></p> <p><i>(Sp) Empower Bolt Talent (Any BOLT Spell cast by the Bolt Mage gains a +5 Talent bonus to its Attack and Injury Rolls)</i></p> <p><i>(Sp) Multi Bolt Talent (The Bolt Mage may turn ANY BOLT spell he casts into multiple bolts as a (S*) He may have a number of Bolts up to or equal to his MRSB. ALL Bolts must Attack the Same Target, Each Extra bolt he uses increases the Drain by +5. He makes a single Drain and Attack Roll, Injury Rolls are made separately for each Bolt)</i></p>	<p><b>Observe +3</b></p> <p><b>Vigor +2</b></p>
<p>Prerequisites: Mind, Savvy or Charm Caster Talent, Rapid Reaction Talent, Forbidden Lore 10 Ranks, Magic Lore 20 Ranks, Observe 10 Ranks</p>	<p>Bonus Gear: none</p>