

Here's a profile I created by a stealth inspiration, a kind of experiment over a mage capable of casting magic missiles all day. I seriously fleshed out the day I came across an equivalent prestige class for D&D 3.5 in Dragon Magazine n. 328: the "Force Missile Mage".

The Savant Artilleryman is a special profile because it replaces a base kit of the game: Conjurer.

Mage (conjurer) Profile: Savant Artilleryman

The spell Magic Missile is one of the representative icons of arcane magic, a good example of raw magic and one of the favourite spells of most young mages. It is no wonder that some mages focus their studies on this spell, determined to improve it more than any other. The Savant Artilleryman belongs to those, passionate about this spell due to its infallibility to hit the target.

Obsessively exploring all runes and magical symbols composing the spell to break its limits, he eventually ended up developing the ability to pervert the original energy to create new effects. Embedding every facet of the spell into his mind, he becomes a true expert, able to transcend the dweomer to make a tool of major devastation.

By using and abusing this spell, he forgave the principles of his school and earns a new title: he becomes a Savant Artilleryman.

Advantages:

- At level 1 he learns a special version of the "Magic Missile" spell, which cannot be prevented by dead magic, miscasting, etc.
- At level 5 he can cast "Shield" as a special ability once a day.
- At level 7 he automatically learns a special version of "Mordenkainen's Force Missiles" which cannot be blocked by the "Shield" spell.
- At level 9 he breaks the Magic Missile spell limit: +1 missile every three levels, up to a maximum of 11 missile at level 27.
- At level 11, his Shield ability is upgraded to block magical projectiles from wands, traps, special abilities, etc....
- At level 13 he improves the spell "Mordenkainen's Force Missiles" so that it casts faster (-1 to casting time) and imposes -2 to the saving throw against the explosion.
- At level 15 he improves the Magic Missile spell so that each missile has a 10% chance of piercing the target's magic resistance.
- At level 17 his Shield ability is upgraded to send back any magic missiles he is the target of.
- At level 19 he further improves the "Mordenkainen's force missiles" spell: the area of impact of the explosion is increased by 15% and if the saving throw fails the targets affected remain stunned for 1D2 rounds.
- At level 21 and every 5 levels thereafter, he gains a free use of Magic Missile as a special ability once a day.
- At level 23 he further improves the Magic Missile spell so that each missile has a 10% chance of inflicting a critical hit (double damage).
- At level 25 he breaks the limit of Mordenkainen's Force Missiles spell: +1 missile every 3 subsequent levels until the 11th missile at level 37.

Disadvantages:

- He has the same restrictions as a summoner: enchantment school prohibited.
- He does not have the option of improved memorization normally given to his specialization.
- He does not use scrolls or wands of Magic Missile. It would be a mess, he has no control over these pre-memorized spells.

Notes:

If it is installed on BGEE or BGT, this profile replaces that of Dynahéir.

The installation of the kit adds the spell "Mordenkainen's Force Missiles" to the game, selectable by a sorcerer and thus several scrolls are findable (visit your usual spell shops).

Note on improvements of two main spells of the profile:

Magic Missile:

Savant Artilleryman Level:	1	3	5	7	9	12	15	18	21	24	27
Created Missiles:	1	2	3	4	5	6	7	8	9	10	11

Mordenkainen's Force Missiles:

Savant Artilleryman Level:	7	10	13	16	19	22	25	28	31	34	37
Created Missiles:	1	2	3	4	5	6	7	8	9	10	11