



My  
bow brings death!  
My arrows have no limit  
and I can dismiss  
summoned creatures with a  
single shot. Choose this  
Exemplar Template if you  
would master the combined  
art of magic and archery.

The Bow Magi (Exemplar)	Point Cost: 20
<p><b>(Sp) Imbue Arrow Mastery Talent</b> (The Bow Magi may use ANY Imbue Arrow Power as a (f) Action instead of the normal (Me), Also he gains a +5 Talent bonus on the Lore test to succeed in imbuing his arrow)</p> <p><b>(Sp) Improved Bowman's Defense Talent</b> (The Bow Magi gains a +10 Talent bonus to his Defense when armed with a Spell Bow Weapon, this bonus replaces the +5 he gained from Spell bow)</p> <p><b>(Sp) Magi Shot Talent</b> (The Bow Magi may roll 2d20 on a single Attack and Injury Roll made with a Spell Bow Weapon firing an Arrow Imbued with an Arrow Power. he may use this talent Once per Adventure for every 100 build points he is)</p> <p><b>(Sp) Magi Stack Talent</b> (The Bow Magi's Imbue Arrow Powers DO NOT COUNT TOWARDS the Max 50 Magic stack to any roll)</p> <p><b>(Sp) Summoned Bane Talent</b> (ANY Summoned Creature that is hit by a Bow Magi with a Imbued Arrow is considered VULNERABLE and is allowed only a Straight 1d20 on its Vigor Roll to resist Injury)</p>	<p><b>Observe +5</b></p> <p><b>Vigor Bonus +5</b></p>
<p>Prerequisites:(Sp) Imbue Arrow Talent, Savant (Forbidden Lore), Ranged Combat Expert 1-7, Forbidden Lore 20 Ranks, Magic Lore 20 Ranks and Observe 20 ranks</p>	<p><b>Bonus Gear: None</b></p>