http://tvtropes.org/pmwiki/pmwiki.php/Main/KillSat

[Soaring] creatures are far enough above the ground that creatures who are not also [Soaring] cannot draw line of effect to them. A [Soaring] creature are not within any range of non-[Soaring] creatures, and vice-versa. [Soaring] creatures are only considered adjacent to other [Soaring] creatures.

[Extreme] range covers attacks with highly advanced ranged weapons and magitech artillery. [Extreme] range reaches up to 1,000 ft + 100 ft per level (up to 3000 ft at level 20). Due to the relatively low levels of technology (comparatively speaking) in Legend, the game does not (by default) assume engagement ranges longer than [Extreme] range.

Engagements at [Extreme] range are relatively rare due to the difficulty of targeting at such ranges. Specifically, **all attack rolls and abilities that target something at [Extreme] range target a square instead of a creature**, and have a one-[Round] travel time before they take effect. Such abilities affect any creatures present in the square or squares targeted when the effects arrive, and their success is determined by those creatures’ Armor Class or saving throws, as applicable. Longer ranges can be implemented at a GM’s

discretion.

[Soaring] means you can't target non-[Soaring] creatures, but there's no rule about targeting squares...

Lich/Sentient Construct (Harder/Better/Faster/Stronger, Charged Attack, Big Finish)/Shaman Spells

**Skills:** Engineering, Larceny, Perception, Ride, Stealth

**Feats:** (Skinjob), Cloaked Casting, Dartmuth Secret (Iconic), Disjunction, Elemental Specialization, Musketeer, Runic Gunknight, Sniper

**Consumables:** Spirit's Shielding

**Spells**

*1st:* Cure Light Wounds, Sanctuary, World-Mind

*2nd:* Flame Blade, Nature's Power, Status

*3rd:* Call LightningE, Dispel MagicE, Holy SmiteE

*4th:* Flame StrikeE, Stoneskin, Restoration

*5th:* Crush of EarthE, Heal, ?

*6th:* Greater Dispel MagicE, HallowE, Lightning StormE

*7th:* FirestormE, Miracle, ?

**Legendary Abilities**

*Champion:* Magic Bullet (1/encounter: ranged attack gains LoS, ignores LoE, [Covered] and [Miss chance])

*Fated:* Bigger (Double range of area effects)

*Immortal:* Emplaced (Remain in one place for a week, and gain an extra standard action per turn as long as you're immobile)

*Legend:* A Place to Stand (Can target [Burrowing] creatures without [Burrowing] or LoE, 1/encounter rearrange squares within [Extreme] range as a standard action)

**Items**

*Lesser:* Broken Ring, Earthsmasher Pickaxe, Map of the Master Strategist, Obsidian Ring, Silent Halls

*Greater:* Crystal Ball, Elemental Reactor, Missile Battery, Greater Armor (Adept: Perception)

*Relic:* Relic Weapon ([Distant 2], [Brutal]; Energised, Spellstoring), Blaze Bolter (+Sophisticated: [Distant], [Brutal])

*Artifact:* Apocalypse Gun

Use Elemental Reactor to fly above your target area and hide there for a week. Lich C4 increases the range of your targeted spells/SLAs/Sus by one - all the spells marked with an E above are [Long], allowing you to cast *Call Lightning* or *Lightning Storm* and spam it 2/round at [Extreme] range. Sniper does the same for ranged attacks. Spirit's Shielding is there as a countermeasure for anyone with a 1/encounter way to hit you while [Soaring].