Skald

Full BAB

Two Good Saves

8 HP/L

Int KOM, Dex KDM

Sevenbeat Heretic

A heretical faction of the Iron Magi, these powerful archers believe that the power of the Wind Dukes need not be limited to the honor of melee. These deadly champions of the forbidden arcane have gradually reintegrated with their more respected brethren but retain their original name as a paean to half a century of strife. Their abilities manifest by modifying, replacing, or augmenting a sequence of ranged attacks. A sequence of ranged attacks is called a chain, and a chain ends when either the [Encounter] ends, or the Heretic uses a [Chain Finisher]. A chain’s length only counts the ranged attacks that were actually successful hits, but these attacks do not need to be made within the same round, merely the same [Encounter]. If a Heretic also has Iron Magi, they may count their chains separately or as a single larger chain including melee, ranged attacks, and any [Chain Component] from either track.

A [Chain Component] is an ability that may be used as part of an attack action. Generally, it will replace a certain number of attacks, though here we introduce a [Chain Component] that has other costs. Though they are never ranged or melee attacks, any [Chain Component] counts as a single hit for the purposes of chain length.

A [Chain Finisher] is used as a swift action, unless otherwise specified. Each [Chain Finisher] requires that the current chain be at least a certain length before it can be used. Howl of the South Wind, for example, requires a chain that is at least two attacks long. Finishers end the current chain, thus resetting length.

As part of each finisher, you may teleport 5 ft per hit in the chain, which often lets you move like the wind as you stay just out of reach. This may be done before or after triggering the effect, but does provoke attacks of opportunity from any opponent within reach when you teleport, though not at your destination.

1st Circle – Bolt Sequence EX: The sequence is the a basic [Chain Component] and replaces one ranged attack. It can be used once per attack action. ------------------------------

Sequence can also be used as a [Chain Finisher], for any chain 2 hits or longer. This does not count against the once per attack action limit on the use of Sequence.

2nd Circle – Howl of the South WindSU: The Howl is a [Chain Finisher] that may be used after a chain that is at least two hits long, and may be used three times per [Encounter].

3rd Circle – ---------------- SU: The ------------- manifests as a [Chain Component]. Activating this [Chain Component] replaces two normal ranged attacks.

7th Circle – Architect Of ChaosEX: As the grim nature of your arcana becomes obvious to you, you begin to grasp a great and terrible truth. ----------------------------, and any successful ranged attack counts twice for determining the length of the current chain.