ARCANE ARCHER

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ARCANE ARCHER				
Arcane Archer Level			Spellcaster Level	
1		Enhance arrows		
2		Imbue arrow	+1	
3			+2	
4		Seeker arrow	+3	
6		Phase arrow	+4	
7			+5	
8		Hail of arrows	+6	
10		Arrow of death	+7	

ENHANCE ARROWS

Add magical properties to non-magical arrows as you fire them.

- 1 +1 enhancement (does not stack)
- Flaming, frost or shock
- Double the range increment
- Flaming burst, icy burst or shocking burst
- Anarchic, axiomatic, holy or unholy



IMBUE ARROW

Place an area spell on an arrow and fire as a standard action.

The spell's area will be centred wherever the arrow lands.

SEEKER ARROW

Fire one arrow at a known target as a standard action.

It will travel round corners and obstacles to hit the target, if at all possible. Negates cover and concealment.

PHASE ARROW

Fire one arrow at a known target as a standard action.

It will travel through non-magical obstacles to hit the target. Negates cover, concealment, shields and armour.

HAIL OF ARROWS

Fire one arrow at each target within range, all at your highest attack bonus.

Nivel MAX ARROWS

Archer PER ROUND Level

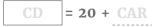


ARROW OF DEATH

Take one day to craft a slaying arrow.

CD SALV VOLUNTAD

Nivel 10



This arrow can only be fired by you, and lasts up to 1 year.