ARCANE ARCHER

CLASSE DE PRESTIGIO

| Conjurador Nível | 1 1 | Arcane Archer | 1 1 |
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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
- 5 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.

Archer

Nível

MAX ARROWS PER ROUND



ARROW OF DEATH

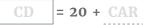
Take one day to craft a slaying arrow.

VONTADE

Nível

CD DE RESISTÊNCIA

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