

ARCANE ARCHER

PRESTIGEKLASSE

Zauber-
stufe

Arcane
Archer
Level

ARCANE ARCHER

Arcane Archer Level	Spellcaster Level
1	<input type="checkbox"/> Enhance arrows
2	<input type="checkbox"/> Imbue arrow +1
3	<input type="checkbox"/> +2
4	<input type="checkbox"/> Seeker arrow +3
6	<input type="checkbox"/> Phase arrow +4
7	<input type="checkbox"/> +5
8	<input type="checkbox"/> Hail of arrows +6
10	<input type="checkbox"/> Arrow of death +7

ENHANCE ARROWS

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

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



IMBUE ARROW

- Stufe Place an area spell on an arrow and fire as a standard action.
- 2 The spell's area will be centred wherever the arrow lands.

SEEKER ARROW

- Stufe Fire one arrow at a known target as a standard action.
- 4 It will travel round corners and obstacles to hit the target, if at all possible. Negates cover and concealment.

PHASE ARROW

- Stufe Fire one arrow at a known target as a standard action.
- 6 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.

- Stufe **MAX ARROWS** Arcane
- 8 **PER ROUND** Archer

+ =

ARROW OF DEATH

Take one day to craft a slaying arrow.

- Stufe **WIL**
- 10 **SG RETTUNGSWURF**

SG = 20 + CH

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

