

# ARCANE ARCHER

## KLASA PRESTIŻOWA

Poziom Czarującego  Arcane Archer Level

### ARCANE ARCHER

Arcane Archer Level		Poziom Czarującego
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.

Poziom Premia

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

Poziom 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

Poziom 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

Poziom 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.

Poziom 8 **MAX ARROWS PER ROUND**

Arcane Archer Level

+  = .....

### ARROW OF DEATH

Take one day to craft a slaying arrow.

**WOLA**

Poziom **ST Rz. Obr**

10  **ST** = 20 +  **CHA**

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

