

# ARCANE ARCHER

## PRESTIGE CLASS

Caster Level		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.

- Level 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

- Level 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

- Level 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

- Level 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.

Level	MAX ARROWS PER ROUND	Arcane Archer Level
8	<div>+</div> <div>=</div>	

### ARROW OF DEATH

Take one day to craft a slaying arrow.

Level	WILL SAVE DC
10	<div>DC</div> <div>= 20 +</div> <div>CHA</div>

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

