# **ARCANE ARCHER**

#### PRESTIGE CLASS

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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

Livello 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**

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 Level

Livello MAX ARROWS PER ROUND

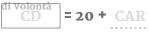


## ARROW OF DEATH

Take one day to craft a slaying arrow.

#### **CD Salvezza**

Livello 10



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

