

# ARCANE ARCHER

## CLASSE DE PRESTIGE

Niveau de  
Lanceur de Sort

Arcane  
Archer  
Level

### ARCANE ARCHER

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

### ENHANCE ARROWS

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

- Niveau 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

- Niveau 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

- Niveau 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

- Niveau 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.

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

+ =

### ARROW OF DEATH

Take one day to craft a slaying arrow.

- WILL**
- Niveau **JET DE SAUVEGARDE**

10 **DD** = 20 + **CHA**

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

