

ARCANE ARCHER

KLASA PRESTIŻOWA

Poziom Czarującego

Arcane Archer Level

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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

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10

ST

= 20 +

CHA

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

