

# ARCANE ARCHER

## PRESTIGE CLASS

Livello  
Incant.

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.

Livello 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

- 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

- Livello 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

- Livello 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.

Livello  
8

**MAX ARROWS  
PER ROUND**

Arcane  
Archer  
Level

+ =

### ARROW OF DEATH

Take one day to craft a slaying arrow.

**VOLONTÀ**

Livello  
10

**CD SALVEZZA**

CD = 20 + CAR

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

