# **ARCANE ARCHER**

#### KLASA PRESTIŻOWA

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	1	Archer	1
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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.

- Poziom Premia
  - 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

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**

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

Poziom MAX ARROWS PER ROUND

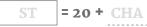
# ARROW OF DEATH

Take one day to craft a slaying arrow.

#### WOLA

Poziom SAVE DC





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