

ARCANE ARCHER

PRESTIGE CLASS

Caster Level

Arcane Archer Level

| ARCANE ARCHER | | |
|---------------------|---|-------------------|
| Arcane Archer Level | | Spellcaster Level |
| 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.

- Level 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

- Level
- 2 Place an area spell on an arrow and fire as a standard action.
The spell's area will be centred wherever the arrow lands.

SEEKER ARROW

- Level
- 4 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

- Level
- 6 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.

Level 8

MAX ARROWS PER ROUND

Arcane Archer Level

+ =

ARROW OF DEATH

Take one day to craft a slaying arrow.

Level 10

WILL SAVE DC

DC = 20 + CHA

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