

ARCANE ARCHER

CLASE DE PRESTIGIO

Nivel de Lanzador 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.

- Nivel Bon
- 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

- Nivel 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

- Nivel 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

- Nivel 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.

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

+ =

ARROW OF DEATH

Take one day to craft a slaying arrow.

- CD SALV**
- Nivel **VOLUNTAD**

10 **CD** = 20 + **CAR**

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

