# undefeatable-

## **NEW FEATS**

#### ARROWSOFACID

When you raise your bow your foes expect to see arrows coming toward them. Their fear turns to pure dread as a volley of acidic missiles hurtle toward them, ready to eat away at their flesh and bone.

Prerequisite: Arcane Archer Level 2nd

**Benefit:** Instead of firing a normal arrow at an opponent, you may choose instead to fire an acid arrow at an opponent. The acid arrow works as the spell Acid Arrow, except that the range of the spell is determined by the range of your bow. You can use this ability a number of times per day equal to your level in Arcane Archer. This feat cannot be used in conjunction with your Hail of Arrows ability or the feat Many Shot.

#### **BINDINGSHOT**

Opponents hit by your arrows growl in agony as the sharp head pierces their sharp skin. As they are ready to draw their weapon and charge for an attack they realize that they have another problem. Magical bonds have sprouted from the arrow, binding both their arms and legs, not allowing them to move.

Prerequisite: Arcane Archer Level 3rd

ROLEPLAYING GAME COMPATIBLE

**Benefit:** Whenever you attack a target you may choose to imbue your arrow with a binding power. If you hit with the attack, slender bands of magically enhanced cloth come out from the arrow's shaft and bind the target's arms and legs. The target is bound until they can make a ( $DC \ 20 + 1/2 \ your \ level \ in \ Arcane \ Archer$ ) Fortitude save on their turn to break the bonds. This feat can be used a number of times equal to your level in Arcane Archer divided by two (*rounded down*).

## Written By Reuben Hinman

#### CONTINUAL ELEMENTAL STING

Even after your initial strike, your opponents still feel the sting of your arrows. Your attack continues to char, shock, and freeze their skin until their breaths are taken from their bodies.

Prerequisite: Arcane Archer Level 6th

**Benefit:** Before you attack an opponent and decide to use either your Enchant Arrows (*Elemental*) or Enchant Arrows (*Elemental Burst*) ability, you may choose to have the damage that your arrows deal be ongoing damage. On a successful attack your arrow does the regular amount of damage. On your next turn, each target that is affected by Continual Elemental Sting must make a (DC 20 + 1/2 your level in Arcane Archer) or take damage as if they were hit by another arrow of the same type that you hit the target with before. The target continues to take damage until they make the save on your turn. You may use this ability a number of times per day equal to your level in Arcane Archer divided by two (*rounded down*).

#### CRITICAL'ARROW STORM

When you nock an arrow in your bow a tingling sensation comes over your fingers. You release the arrow as it soars through the air with magical energy, seeking out your target's weakest and most vital areas.

Prerequisite: Dex 19, Arcane Archer Level 7th

**Benefit:** When you use your hail of arrows ability, every arrow that strikes a target is automatically a confirmed critical hit.

#### **DARKFOGSHOT**

Your arrows have the ability to cause thick billowing smog to form around your target and those that are close by. You smile in glee as your targets struggle to strike you back while you pick them off without any trouble at all.





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Prerequisite: Arcane Archer Level 3rd

**Benefit:** Before you shoot an arrow, you can choose to imbue it with Dark Fog power. If this attack is successful, a billowing cloud of smoke with a radius of 20 feet to extends outward from the arrow. Those that that try to attack from inside the cloud suffer a penalty of -2 to hit because of the dark smoke. Those outside of the cloud of smoke attacking a target that is inside the smoke cloud suffers no to hit penalty. You can use the benefit from this feat a number of times equal to one-half of your level in Arcane Archer (*rounded down*).

#### **DIMENSIONAL SHOT**

A force of unspeakable power rests within your arrows. Your foes' greatest fear isn't the sting of your missile, but whether they'll survive the cruel and harsh places where your arrows can send them.

#### Prerequisite: Arcane Archer Level 10th

**Benefit:** Once per day, you can choose to imbue your arrow with dimensional power. If you hit with this attack, on top of the normal damage your target receives the target must make a ( $DC \ 20 + your \ Arcane \ Archer \ level$ ) Will save. If the target fails the save, then that target disappears from the current plane of existence that she is on, and reappears on any plane, other than the one the target was on, when this ability was used on her.

#### **DIRTY MAGICAL SHOT**

Your level of dirty ranged fighting has extended to the realm of spellcasting. Whenever an opponent has his back turned to you, you know how to manipulate the magic in your arrow to target his weak point, doing severe amounts of damage.

Prerequisite: Arcane Archer Level 8th

**Benefit:** This feat works exactly the same way as the Dirty Shot feat, except that spell arrows that attack an enemy from behind do double the normal amount of damage.

#### DIRTYSHOT

You love to fight dirty from a long range. When an opponent's back is turned to you, you know how to hit them just right to cause them large amounts of pain.

Prerequisite: Arcane Archer Level 2nd

**Benefit:** Whenever you attack an opponent that has their back turned to you with an arrow and hit, your arrow does twice the normal amount of damage. This includes all types of damage except spell damage.

#### **ENTHRALLING SHOT**

Your missiles have the power to make even the most powerful, antagonizing creature that faces you your loyal slave. You are able to turn your foes against each other, and even cause them to destroy themselves.

#### Prerequisite: Arcane Archer Level 8th

**Benefit:** Before you attack with your bow, you may choose to imbue your arrow with enthralling power. If you hit with that arrow then your target must make a ( $DC \ 20 + Your \ Level$  in Arcane Archer) Will save or be dominated. A dominated target will carry out any task that is given to it, beginning on your next turn after it has been enthralled. If you give the dominated target an order that drastically goes against its nature, such as killing itself or attacking one of their allies, they are allowed to make another saving throw with a +5 bonus to their Will Save. A failed saving throw means that the target carries out the action. A target can be dominated this way for a number of hours equal to your level in Arcane Archer, after which the affects wear off.

#### GUIDINGSHOT

When your lost and don't know which way to go you never fear. Through your connection with the arcane, you are able to know precisely where you want to go. By firing an arrow into the air, you can be directed toward any location on the planet.

#### Prerequisite: Arcane Archer Level 1st

**Benefit:** Three times per day, you can fire an arrow straight into the air and name a location. After the location is named, the arrow will turn and point in the direction of the named location before falling back down to the ground.

#### IMPROVED ARROW OF DEATH

You are feared by even the most powerful creatures, for one sting from your arrows can leave any being lifeless at your feet. Before facing you, many of your opponents utter a prayer to their God, knowing that they will probably be with them soon.

Prerequisite: Arcane Archer Level 10th

**Benefit:** This feat allows you to use your arrow of death once more per day.

#### IMPROVED BOW CASTING

Prerequisite: Arcane Archer Level 7th

**Benefit:** Once per day, if you fire two arrows at once using the multi-shot feat, then you may imbue both arrows, using your Imbue Arrow ability along with the benefit from this feat, with a spell. When you imbue the arrows in this manor both spells are expended and "loaded" into the

arrows. You are able to cast both spells into the arrows and fire them off as a standard action.

#### IMPROVED ENHANCED ARROWS

You have greater control over the damaging abilities of your ranged bow attacks, changing the type of damage that you deal almost at a whim. Your opponents are weary, for they know that you can target their weakness in an instant!

Prerequisite: Arcane Archer Level 3rd

**Benefit:** Every time this feat is taken, you are able to change the elemental, elemental burst, and aligned properties of your Enhance Arrows ability one more time per day.

Special: This feat can be taken more than once.

#### **IMPROVED HAIL OF ARROWS**

Armies cower before you. When large numbers of enemies get close to you, you are able to unleash a flurry of arrows upon all of them that will have them all sleeping peacefully in their graves.

Prerequisite: Arcane Archer Level 6th

**Benefit:** Each time that you take this feat, you are able to use your hail of arrows ability once more per day.

Special: You can take this feat more than once.

#### **IMPROVED IMBUE ARROW**

Your arrows are able to carry with them more arcane might. Injured targets of an arrow that was imbued with an area spell are dismayed when another area spell goes off, sending them closer to an early grave, if they weren't already there.

Prerequisite: Arcane Archer Level 5th

**Benefit:** Once per day, when you use your imbue arrow ability to imbue an arrow with a spell, you may choose to instead imbue that arrow with two spells and fire it off as a standard action. When you imbue an arrow in this manor, both spells are expended and "loaded" into the arrow. Whenever the arrow makes impact with a target, both spells take affect simultaneously.

#### IMPROVED SEEKER ARROW

Your foes can run but they can't hide. Even well hidden opponents cannot escape your devilish arrows, who would follow your foes to the ends of the earth.

Prerequisite: Arcane Archer Level 6th

**Benefit:** With this feat, you are able to use your Seeker Arrow ability twice more per day.

**Special:** This feat can be taken more than once.

#### **MAGE'S MISHAP**

Mages fear casting their spells at you. For they know that once they do, without even lifting a finger, you are able to attack back!

Prerequisite: Arcane Archer Level 2nd

**Benefit:** Whenever a spellcaster casts a spell that includes you as a target, a number of times per day equal to 1/2 your level in Arcane Archer (*rounded down*), an arrow from your quiver disappears and reappears 5 feet away from the caster and flies toward her. Make a normal roll to hit. If successful, the arrow hits the target and does damage.

If the arrow is nonmagical, it receives the same enhanced arrow abilities that it would have received if you had fired it.

#### MANY/ATTACK/ARROWS

A foe attacked by one of your arrows is shocked when the arrow pulls itself out of him and readies itself to attack again!

Prerequisite: Arcane Archer Level 1st

**Benefit:** Whenever you successfully hit an opponent with a ranged bow attack, you can choose to have the arrow that hit your foe to pull itself out of her, and attack another target, including the target that you just hit, within a 50 foot radius. You can use the ability that this feat grants a number of times per day equal to 1/2 your level in Arcane Archer (*rounded down*). All attacks happen in the same combat round that you fired the arrow.

#### MANY MAGIC MISSILES

Your enemies are amazed, and then are in severe pain, when you hold out your bow and instead of arrows, many small, white missiles of force are unleashed on your foes.

Prerequisite: Arcane Archer Level 6th

**Benefit:** Whenever you use your many shot ability, instead of firing arrows at all enemies that are in range, you hold your bow out and command magic missiles to hit your enemies instead. You don't need to know the spell magic missile in order to gain the benefit from this feat. In lieu of an arrow hitting your targets, two magic missiles strike each foe. As with the spell magic missile, the magic missiles never miss. The range of the bow that you are wielding, not the range of the spell magic missile, determines what targets are in range.

#### **NECROTIC ARROW**

Your arrows not only have the ability to destroy your foes, but they can also reanimate them as your allies. Your foes can only look on in terror as the man that was formerly their comrade-in-arms is now an undead creature attacking them!

#### Prerequisite: Arcane Archer Level 3rd

**Benefit:** Whenever you strike a killing blow against an enemy, once per week, you can automatically resurrect the newly dead enemy as an undead creature on that combat round. The undead creature is completely loyal to you and will follow any commands that you give it. The creature is ready to take orders the round after it is raised. The type of creature that you can raise depends on your level of arcane archer. At Arcane Archer levels 3 and 4 you can raise a Medium Skeleton, at 5 and 6 you can raise a Medium Zombie, at 7 and 8 you can raise a Ghoul, and at 9 and 10 you can raise a Ghast.

#### **PIERCING ARROWS**

The heads of your arrows are especially sharp. They are able to pierce through even the toughest hides, exoskeletons, and even the scales of a dragon!

Prerequisite: Arcane Archer Level 5th

**Benefit:** Arrows that you fire ignore three points of damage reduction.

**Special:** This feat can be taken multiple times, which allow the affects to stack. For example if you took this feat three times, arrows that you fire ignore nine points of a target's damage resistance.

#### POWERSHOT

Your muscles ripple with magical energy when you pull back the string on your bow. With stunning force your arrow charges its way toward your target, awaiting to deliver a devastating blow.

#### Prerequisite: Str 15, Arcane Archer Level 1st

**Benefit:** Whenever you hit an enemy with an arrow, apply twice your strength bonus to the damage roll instead of the normal amount.

#### **RANGED DAMAGE MASTER**

You are able to tap far into the power of the arcane and imbue your nonmagical arrows with a wide range of damage types, guaranteeing that you'll be able to do the kind of damage the hurts your enemies the most.

Prerequisite: Arcane Archer 5th

**Benefit:** When you use your Enhance Arrows (*Elemental*) ability, you have a wider range of elemental themes that you can choose from. Along with the flaming, frost, and shock themes, you now have access to acid, sonic, positive, and negative damage.

#### SUNDERING SHOT

Your arrows are a bane to warriors clad in heavy armor. With a mighty force your missiles are able to shatter the thickest and strongest piece of armor with one, well placed shot.

#### Prerequisite: Arcane Archer 5th

**Benefit:** Whenever you fire one of your arrows, you may choose to target a suit of armor that the target is wearing or a shield that the target is carrying and imbue your arrow with a sundering power. Make a normal roll to hit as if you were making a standard bow attack. If you hit, roll a d20. If that roll is equal to or higher than the armor or shield's hardness, the armor or shield shatters and becomes worthless. Each time this feat is taken, an arcane archer can use this ability once. This ability cannot be used in conjunction with the hail of arrows ability or the Many Shot feat. This feat cannot be used to destroy a target's natural armor, for example Sundering Arrow cannot destroy a dragon's scales or a Bulette's natural hide.

Special: This feat can be taken more than once.

#### SILENCING SHOT

Your arrows are the bane of spellcasters of all types. Once goaded by one of your arrows, the words of power that could unleash devastating spells upon you and your allies are silenced by your arrow.

Prerequisite: Arcane Archer Level 4th

**Benefit:** Whenever you use your bow to attack, you can choose to add a silencing power to the attack. If the attack hits, along with the normal damage, the target must make a ( $DC \ 20 + 1/2 \ your \ level \ in \ Arcane \ Archer$ ) or be silenced for a number of rounds equal to 1/2 your level in Arcane Archer.

#### SUPPRESSIVE FIRE

You are able to masterfully launch a hail of arrows at a group of foes and pacify them long enough for your allies to get within range and begin mercilessly attacking them.

#### Prerequisite: Arcane Archer Level 6th

**Benefit:** When you use your hail of arrows ability, you can choose to have all of the targets in range to fall prone in order to avoid the onslaught of coming arrows. The targets take no damage from your hail of arrows, however

those targets stay prone and miss their next two combat turns. After this turn they get up and fight as normal. Successfully hitting the target with an arrow still does damage, however a foe does not have to be hit by an arrow to suffer the effects of Suppressive Fire. Allies that are in range of Suppressive Fire are not affected by it.

#### VARIABLE ENHANCE ARROWS

Your outlook on life doesn't hamper your power as an archer. You are able to manipulate the powers of good and evil and wield that power through your arrows, delivering devastating attacks to those on both sides of the moral spectrum.

Prerequisite: Arcane Archer Level 9th

**Benefit:** Whenever you choose an alignment quality to give a nonmagical arrow that you fire using your Enhance Arrows (aligned) ability, you may choose any of the alignment qualities to give your arrow regardless of your alignment.

#### ZEPHYRSHOT

Your missiles carry with them the power of the zephyr. Enemies goaded with your arrows are thrown backward by magical winds that can send them into an even more hazardous situation.

Prerequisite: Arcane Archer Level 4th

**Benefit:** Before your attack, you can choose to have your arrow carry with it the power of a Zephyr. If you hit with this attack, along with the normal amount of damage, your opponent must make a ( $DC \ 20 + 1/2 \ your \ level \ in \ Arcane$  Archer) Will save or be pushed 20 feet backward. Any extra damage the enemy incurs from crashing into a wall, falling off of a cliff, or some other resulting mishap, occurs as normal. Each time this feat is taken, you may use this special ability a number of times per day equal to your level in arcane archer divided by two (*rounded down*).

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