

# FANTASTIC FEATS

VOLUME XXIX

ARCANE  
ARCHER





# Preface

## Fantastic Feats Volume 29

### Arcane Archer

#### *Fantastic:*

*Adjective - Strange, different; imaginary*

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is about the prestige class the Arcane Archer, a spell caster with arrows with potent magical power.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

This product uses material from one or more of the following:

- Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)
- Pathfinder® Roleplaying Game: Advanced Race Guide™ (PZO1121)

## Credits & Legal



[www.enneadgames.com](http://www.enneadgames.com)

Go here for free RPG resources, samples, generators and more

Twitter: @enneadgames

Facebook: EnneadGames

### Copyright

Ennead Games ©2014

### Cover background

Publishers Choice Quality Stock Art

©Rick Hershey/Fat Goblin Games

## Contents

Preface .....	2
Credits & Legal .....	2
Arcane Archer Feats.....	3
Dodge This! .....	3
Hail of Death .....	3
Improved Imbue .....	3
Improved Phase shot .....	4
Improved Seeker.....	4
Range Increase.....	4
Spell Sacrifice .....	5
Coming Soon .....	5
OPEN GAME LICENSE .....	6

# Arcane Archer Feats

The requirements for these feats are in addition for what is required to access the prestige class. The level requirements are based off the Arcane Archer levels and do not include other class or total class levels.

## ***A note for GM's***

Prestige classes are truly exceptional, with abilities and powers that are beyond most of those that they share traits with. As such, adding these feats might make the classes overpowered. If you feel this is the case, then feel free to give them to other (N)PCs in your world as well.

## **Dodge This!**

The Arcane Archer is a master of hitting hard to hit targets. A few are able to hit targets then even other archers find hard to hit.

**Prerequisite**  
5<sup>th</sup> level

### **Benefit**

Once per day, a ranged attack made by the Arcane Archer gains +2 to hit and the target suffers a -2 penalty to dodge and on any reflex save from the attack.

## **Hail of Death**

The Hail of Arrows is viewed by some as one of the more impressive and deadly attacks an Arcane Archer can make. This feat makes it easier for the AA to hit their targets.

**Prerequisite**  
8<sup>th</sup> level

**Benefit**  
+2 to hit rolls when using Hail of Arrows

**Special**  
May be taken 3 times, increasing the level requirements by +1 each time.

## **Improved Imbue**

Through the use of ancient knowledge and techniques passed down through generations, the AA can slightly improve the spells they cast through their arrows.

**Prerequisite**  
2<sup>nd</sup> level

**Benefit**  
Spells cast through Imbue arrow gain +1 to minimum damage dice roll. E.g. a 1-6 roll from a 1d6 becomes 2-6.

## Improved Phase shot

The phase shot is a deadly attack that can ignore obstacles to get to the target. The knowledge this feat grants allows the AA to make it easier to hit OR cause more damage. Only a few archers can do both at the same time.

### Prerequisite

6<sup>th</sup> level

### Benefit

+1 to hit OR to +1 to minimum damage when using phase shot. This is chosen when feat is taken.

### Special

Can be taken twice to gain the other effect, but increases the level requirement to 7<sup>th</sup> level for the second feat.

## Improved Seeker

The Seeker Arrow hunts out the target the archer designates. This feat improves that attack and makes it easier to hit OR causes more damage.

### Prerequisite

5<sup>th</sup> level

### Benefit

+1 to hit OR to +1 to minimum damage when using seeker arrow. This is chosen when feat is taken.

### Special

Can be taken twice to gain the other effect, but increases the level requirement to 7<sup>th</sup> level for the second feat.

## Range Increase

Most archers are limited by the range of the arrows and tools they have to hand. Some archers use techniques to push the range of their shot, even though it decreases the potential damage they could cause. Some push the range further, but their accuracy suffers greatly.

### Prerequisite

2<sup>nd</sup> level

### Benefit

Any abilities, spells or spell like abilities that have a ranged component have an increased max range of +5 feet but suffer a -4 penalty to hit and cannot critical hit.

### Special

Can be taken as many times as wanted, but the to hit penalty increases by -8 for the second time, -12 for the third etc.

These penalties are cumulative, so if taken 2 times the penalty to hit would be -10 (4 from original feat and -4 from the second time)

This effect cannot be used in conjunction with any other feat, such as improved Seeker or Improved phase shot.



## Spell Sacrifice

By temporarily sacrificing stored arcane energy, the Arcane Archer can make their effectiveness in combat a bit better.

### Prerequisite

1<sup>st</sup> level

### Benefit

The user of this feat can sacrifice/use up a memorised or prepared spell for a bonus to one of the following options, chosen when feat is used.

- To hit
- Called shots
- Reflex saving throws
- Dodge rolls
- Initiative/combat placement rolls
- Critical Hits confirmation (once per day)

The bonus is based off the spell level and is roughly spell level / 3 rounded down.

Spell level	Bonus
1 - 3	1
4 - 6	2
7 - 9	3

Sacrificing a spell is a free action and is done automatically at the same time the feat is used. You may decide what spell level to sacrifice, but the spell itself will be randomly selected from the options available.

This spell is treated as if it was cast or used and cannot be reused until the normal procedure the character performs to regain spells is used, e.g. sleeping or studying etc. If you don't have any spells left at all, then you can't use the feat.

### Special

Cannot be used at the same time as another Arcane Archer feat is being used, E.g. Range Increase or Improved Seeker.

## Coming Soon

Keep an eye for these upcoming products from Ennead Games.

### Amazing Ammo

New types of ammo for those who attack at range. With split arrows, spell arrows for non-arcane archers and more.

### Super Hero Kit Part 2 Costumes

Help to decide just gear your hero (or villain) wears to help protect their identity from their enemies.

### Fantastic Feats Volume 30 Arcane Trickster

Volume 30 in the fantastic feats series covers the Arcane Trickster, the rogues who have supplemented their talents for theft with the study of the arcane.

### Foolish Flaws

Need to have access to more feats? Then why not take a flaw. Make your characters more interesting with defects that hinder them in return for more abilities and minor powers/skills.

# OPEN GAME LICENSE

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are

copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Fantastic Feats Volume 29 – Arcane Archer, Copyright 2014 Ennead Games; Author : Christopher Kentlea