

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.

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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
5th 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
8th 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
2nd 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

6th 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 7th 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

5th 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 7th 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

2nd 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

1st 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.

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