PRESTIGE CŁŻSS	Artillerist Level	CALL BARRAGE			
PROTECTORATE	revel ;	BARRAGES PER DAY	Artillerist Level	Barrages Today	Call Barrage is only available on battlefields where the Protectorate has deployed its artillery.
TRTILLERIST	_		=		Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.
Level  1 Cell Barrage Trapfinding	Bonus Combat Feat	ARTILLERY DAMAGE d1	Level	× 2	DAMAGE AREA RADIUS 30 ft
2		REFLEX / F SAVE DC		Artillerist Level	
3 Construct Weakness			= 10 +	INT +	reflex save for half damange; all those hit must make a fortitude save of be deafened for 5 minute:
4 ☐ Construct Weakness  Construct Weakness		CONSTRUCT WEAKNESS			
5 Construct Weakness			Attack weak point	t	Ignore a construct's hardness.
TRAPFINDIN	G		Bleed construct		Attacks may cause bleed or ability damage.
Trapfinder Rogue Artillerist Level Level Level			Find weakness		Ignore damage reduction.
			Siege expert		Double damage to inanimate structures.
=++			Stun construct		Attacks may paralyze or stun.
Perception	Trapfinder Level		Master of Machin	es	Once per day, as a full-round action requiring concentrati attempt to take control of an uncontrolled construct.
Locate Traps =	+ (÷ 2)	Level	WILL SAVE DC		Artillerist Level
Disable Device	Trapfinder Level			= 10 + INT	+
Disable Traps =	+ (÷ 2)				