




CLASE DE PRESTIGIO
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Nivel			Dotes de Combate Adicionales
1	<input type="checkbox"/>	 Cell Barrage Encontrar Trampas	
2	<input type="checkbox"/>	Construct Weakness	
3	<input type="checkbox"/>	Construct Weakness	
4	<input type="checkbox"/>	Construct Weakness	
5	<input type="checkbox"/>	Construct Weakness	

TRAPFINDING

Trapfinder Level	Nivel de Pícaro	Artillerist Level
<input type="text"/>	=	+ +
Encontrar trampas <input type="text"/> = <input type="text"/> + (<input type="text"/> ÷ 2)		
Desactivar Trampas <input type="text"/> = <input type="text"/> + (<input type="text"/> ÷ 2)		

CALL BARRAGE

BARRAGES
AL DÍA

Artillerist
Level

Barrages
Today

Call Barrage is only available on battlefields where the Protectorate has deployed its artillery.

Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.

ARTILLERY
DAÑO

Artillerist
Level

DAMAGE AREA
RADIUS

30 ft

Damage is half fire, half bludgeoning.

Targets in the area of the barrage may make a reflex save for half damage; all those hit must make a fortitude save or be deafened for 5 minutes.

REFLEJOS / FORTALEZA
SAVE DC

Artillerist
Level

CONSTRUCT WEAKNESS

- ☐ Attack weak point
- ☐ Bleed construct
- ☐ Find weakness
- ☐ Siege expert
- ☐ Stun construct

Ignora la dureza de un constructo.

Attacks may cause bleed or ability damage.

Ignora reducción de daño.

Double damage to inanimate structures.

Attacks may paralyze or stun.

- ☐ Master of Machines

Once per day, as a full-round action requiring concentration, attempt to take control of an uncontrolled construct.

CD SALV
VOLUNTAD

Artillerist
Level

= 10 + INT +