

Уровень
Артиллериста

PROTECTORATE
ARTILLERIST

ARTILLERIST

Уровень			Bonus Combat Feat
1	<input type="checkbox"/>	<div>Cell Barrage</div> Обнаружение ловушек	
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	Уровень Плута	Уровень Артиллериста
<div></div>	=	+ +

Поиск Ловушек

Восприятие

Trapfinder
Level

=

+

÷ 2

Вывод устройств
из строя

Trapfinder
Level

=

+

÷ 2

Отключение Ловушек

CALL BARRAGE

BARRAGES
PER DAY

Уровень
Артиллериста

=

ARTILLERY
DAMAGE

Уровень
Артиллериста

d10

=

× 2

REFLEX / FORTITUDE
SAVE DC

Уровень
Артиллериста

=

10 + ИИТ

+

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.

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 of be deafened for 5 minutes.

CONSTRUCT WEAKNESS

☐ Attack weak point

Ignore a construct's hardness.

☐ Bleed construct

Attacks may cause bleed or ability damage.

☐ Find weakness

Ignore damage reduction.

☐ Siege expert

Double damage to inanimate structures.

☐ Stun construct

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.

Уровень
4

ВОЛЯ
КС СПАСА

=

10 + ИИТ

+