

CLASSE DE PRESTÍGIO
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Talentos Bônus de Combate

Nível		
1	<input type="checkbox"/>	Cell Barrage Trapfinding
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	Nível de Ladino	Artillerist Level

Localizar Armadilhas	Percepção	Trapfinder Level

Desabilitar Armadilhas	Desabilitar Dispositivo	Trapfinder Level

CALL BARRAGE

BARRAGENS
POR DIA

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
DAMAGE

Artillerist
Level

DAMAGE AREA
RADIUS

9m

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.

REFLEXO / Fortitude
TESTE DE CD

Artillerist
Level

CONSTRUCT WEAKNESS

- ☐ Atacar ponto fraco
- ☐ Bleed construct
- ☐ Find weakness
- ☐ Siege expert
- ☐ Stun construct

Ignore a construct's hardness.

Attacks may cause bleed or ability damage.

Ignore damage reduction.

Dano dobrado para estruturas inanimadas.

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.

VONTADE
CD DE RESISTÊNCIA

Artillerist
Level

Nível
4

= 10 + INT +