

CLASSE DI PRESTIGIO  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

Livello			Bonus Combat Feat
1	<input type="checkbox"/>	<b>Cell Barrage</b> Individuare Trappole	
2	<input type="checkbox"/>	Debolezze dei Costrutti	
3	<input type="checkbox"/>	Debolezze dei Costrutti	■
4	<input type="checkbox"/>	Debolezze dei Costrutti	
5	<input type="checkbox"/>	Debolezze dei Costrutti	■

TRAPFINDING

Trapfinder Level		Livello da Ladro		Artillerist Level		
<input type="text"/>	=		+		+	
<hr/>						
				Percezione		Trapfinder Level
Scoprire Trappole	<input type="text"/>	=		+	(	<input type="text"/> ÷ 2)
<hr/>						
				Disattivare Congegni		Trapfinder Level
Disatt. Trappole	<input type="text"/>	=		+	(	<input type="text"/> ÷ 2)

CALL BARRAGE

<b>BARRAGES PER DAY</b>	Artillerist Level	Barrages Today	Call Barrage is only available on battlefields where the Protectorate has deployed its artillery.
<input type="text"/>	=	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.
<b>ARTILLERY DAMAGE</b>	Artillerist Level		<b>DAMAGE AREA RADIUS</b>
<input type="text"/> d10	=	× 2	<input type="text"/> 9 m
<b>REFLEX / FORTITUDE SAVE DC</b>		Artillerist Level	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.
<input type="text"/>	= 10 +	INT	+

CONSTRUCT WEAKNESS

<input type="checkbox"/>	<b>Attack weak point</b>	Ignore a construct's hardness.
<input type="checkbox"/>	<b>Bleed construct</b>	Attacks may cause bleed or ability damage.
<input type="checkbox"/>	<b>Find weakness</b>	Ignore damage reduction.
<input type="checkbox"/>	<b>Siege expert</b>	Double damage to inanimate structures.
<input type="checkbox"/>	<b>Stun construct</b>	Attacks may paralyze or stun.
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<input type="checkbox"/>	<b>Master of Machines</b>	Once per day, as a full-round action requiring concentration attempt to take control of an uncontrolled construct.
Livello <b>4</b>	<b>VOLONTÀ</b>	Artillerist Level
	<b>CD SALVEZZA</b>	
	<div></div> = <b>10</b> + <b>INT</b> + <div></div>	