

CLASSE DE PRESTIGIO  
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 do Ladino Artillerist Level

=  +

Percepção    Trapfinder Level

Localizar Armadilhas  =  + (  ÷ 2 )

Desabilitar DispositivoTrapfinder Level

Desabilitar Armadilhas  =  + (  ÷ 2 )

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

d10 =  × 2

REFLEXO / Fortitude  
TESTE DE CD

Artillerist  
Level

= 10 + INT +

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 of be deafened for 5 minutes.

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.

Nível  
4

VONTADE  
CD DE RESISTÊNCIA

Artillerist  
Level

= 10 + INT +