

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 Dispositivo

Trapfinder
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 or 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.

VONTADE
CD DE RESISTÊNCIA

Artillerist
Level

= 10 + INT +