

CLASE DE PRESTIGIO  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

Nivel			Dotes de Combate Adicionales
1	<input type="checkbox"/>	<b>Cell Barrage</b> Encontrar Trampas	
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	Nivel de Pícaro	Artillerist Level
<input type="text"/>	=	+ +
Encontrar trampas <input type="text"/> = <input type="text"/> + ( <input type="text"/> ÷ 2 )		
Desactivar Trampas <input type="text"/> = <input type="text"/> + ( <input type="text"/> ÷ 2 )		

CALL BARRAGE

BARRAGES  
AL DÍA

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  
DAÑO

Artillerist  
Level

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.

REFLEJOS / FORTALEZA  
SAVE DC

Artillerist  
Level

= 10 + INT +

CONSTRUCT WEAKNESS

- ☐ Attack weak point  
☐ Bleed construct  
☐ Find weakness  
☐ Siege expert  
☐ Stun construct

Ignora la dureza de un constructo.  
Attacks may cause bleed or ability damage.  
Ignora reducción de daño.  
Double damage to inanimate structures.  
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.

CD SALV  
VOLUNTAD

Artillerist  
Level

= 10 + INT +