

KLASA PRESTIOWA

PROTECTORATE

ARTILLERIST

Poziomy Artylerzysty

ARTILLERIST		
Poziom		Bonus Combat Feat
1	<input type="checkbox"/> { Cell Barrage Wykrywanie Pułapek	
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	Poziom Łotrzyka	Poziomy Artylerzysty
<input type="text"/>	=	+

	Percepcja	Trapfinder Level
Wyszukiwanie Pułapek	<input type="text"/>	= + (÷ 2)

	Unieszkodliwianie Mechanizmów	Trapfinder Level
Unieszkodliwianie Pułapek	<input type="text"/>	= + (÷ 2)

CALL BARRAGE

BARRAGES PER DAY	Poziomy Artylerzysty	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.
<input type="text"/>	=	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
ARTILLERY DAMAGE	Poziomy Artylerzysty		DAMAGE AREA RADIUS
<input type="text"/> k10	=	× 2	<input type="text"/> 9m
REFLEX / FORTITUDE SAVE DC	Poziomy Artylerzysty		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"/>	Attack weak point	Ignore a construct's hardness.
<input type="checkbox"/>	Bleed construct	Attacks may cause bleed or ability damage.
<input type="checkbox"/>	Find weakness	Ignore damage reduction.
<input type="checkbox"/>	Siege expert	Double damage to inanimate structures.
<input type="checkbox"/>	Stun construct	Attacks may paralyze or stun.
<hr/>		
<input type="checkbox"/>	Master of Machines	Once per day, as a full-round action requiring concentration attempt to take control of an uncontrolled construct.
Poziom	WOLA	Poziomy
4	ST Rz. Obr	Artylerzysty
	<div></div>	= 10 + INT +