

PRESTIGE CLASS  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

| Level |                          |                               | Bonus<br>Combat<br>Feat |
|-------|--------------------------|-------------------------------|-------------------------|
| 1     | <input type="checkbox"/> | { Cell Barrage<br>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<br>Level  | Rogue<br>Level       | Artillerist<br>Level |                     |   |      |
| <input type="text"/> | =                    | +                    | +                   |   |      |
|                      |                      |                      |                     |   |      |
|                      |                      | Perception           | Trapfinder<br>Level |   |      |
| Locate Traps         | <input type="text"/> | =                    | +                   | ( | ÷ 2) |
|                      |                      |                      |                     |   |      |
|                      |                      | Disable<br>Device    | Trapfinder<br>Level |   |      |
| Disable Traps        | <input type="text"/> | =                    | +                   | ( | ÷ 2) |

CALL BARRAGE

BARRAGES  
PER DAY

=

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

d10 = × 2

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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.

REFLEX / FORTITUDE  
SAVE DC

= 10 + INT +

Artillerist  
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CONSTRUCT WEAKNESS

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

Ignore a construct's hardness.

Attacks may cause bleed or ability damage.

Ignore damage reduction.

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.

Level  
4

WILL  
SAVE DC

= 10 + INT +

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