

KLASA PRESTIOWA

PROTECTORATE

ARTILLERIST

Poziomy

Artylerzysty

| ARTILLERIST | | | Bonus Combat Feat |
|-------------|--------------------------|--|-------------------------|
| Poziom | | | |
| 1 | <input type="checkbox"/> | <div>Cell Barrage</div> 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. |
| <input type="text"/> | = | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn. |
| ARTILLERY DAMAGE | Poziomy Artylerzysty | DAMAGE AREA RADIUS | Damage is half fire, half bludgeoning. |
| <input type="text"/> k10 | = × 2 | <input type="text"/> 9m | 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. |
| REFLEX / FORTITUDE SAVE DC | Poziomy Artylerzysty | | |
| <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. | |
| <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 4 | WOLA ST Rz. Obr | Poziomy Artylerzysty |
| <input type="text"/> | = 10 + INT + | |