

CLASSE DE PRESTIGIO  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

Talentos Bônus de Combate

Nível		
1	<input type="checkbox"/>	<div>Cell Barrage</div> <div>Encontrar Armadilhas</div>
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 de Ladino	Artillerist Level
<div></div>	=	+ +

	Percepção	Trapfinder Level
Localizar Armadilhas	<div></div>	= + ( ÷ 2 )

	Desabilitar Dispositivo	Trapfinder Level
Desabilitar Armadilhas	<div></div>	= + ( ÷ 2 )

CALL BARRAGE

<b>BARRAGENS POR DIA</b>	Artillerist Level	Barrages Today	Call Barrage is only available on battlefields where the Protectorate has deployed its artillery.
<div></div>	=	<div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div></div>	Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.
<b>ARTILLERY DAMAGE</b>	Artillerist Level		<b>DAMAGE AREA RADIUS</b>
<div></div> d10	=	× 2	<div>9m</div>
<b>REFLEXO / Fortitude TESTE DE CD</b>	Artillerist Level		Damage is half fire, half bludgeoning.
<div></div>	= 10 + INT +		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.

CONSTRUCT WEAKNESS

<input type="checkbox"/> Atacar ponto fraco	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	Dano dobrado para estruturas inanimadas.
<input type="checkbox"/> Stun construct	Attacks may paralyze or stun.
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<input type="checkbox"/> Master of Machines	Once per day, as a full-round action requiring concentration, attempt to take control of an uncontrolled construct.

Nível  
4

VONTADE

CD DE RESISTÊNCIA

= 10 + INT +

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