

PROTECTORATE  
ARTILLERIST

Уровень  
Артиллериста

ARTILLERIST

Уровень			Bonus Combat Feat
1	<input type="checkbox"/>	Cell Barrage Обнаружение ловушек	
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	Уровень Плута	Уровень Артиллериста	
<input type="text"/>	=	+	+

Восприятие

Trapfinder  
Level

Поиск Ловушек

=

+

÷ 2

Вывод устройств  
из строя

Trapfinder  
Level

Отключение Ловушек

=

+

÷ 2

CALL BARRAGE

BARRAGES  
PER DAY

Уровень  
Артиллериста

=

☐

☐

☐

☐

ARTILLERY  
DAMAGE

Уровень  
Артиллериста

d10

=

× 2

REFLEX / FORTITUDE  
SAVE DC

= 10 + ИИТ +

Уровень  
Артиллериста

DAMAGE AREA  
RADIUS

30 ft

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.  
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.

CONSTRUCT WEAKNESS

☐ Attack weak point

Ignore a construct's hardness.

☐ Bleed construct

Attacks may cause bleed or ability damage.

☐ Find weakness

Ignore damage reduction.

☐ Siege expert

Double damage to inanimate structures.

☐ Stun construct

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.

Уровень  
4

ВОЛЯ  
КС СПАСА

= 10 + ИИТ +

Уровень  
Артиллериста