

PRESTIGE CLASS
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Level			Bonus Combat Feat
1	<input type="checkbox"/>	{ Cell Barrage 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 Level	Rogue Level	Artillerist Level
<input type="text"/>	=	+ +
Locate Traps		
	Perception	Trapfinder Level
<input type="text"/>	=	+ (÷ 2)
Disable Traps		
	Disable Device	Trapfinder Level
<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.
<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	Artillerist Level		DAMAGE AREA RADIUS
<input type="text"/> d10	= × 2		<input type="text"/> 30 ft
REFLEX / FORTITUDE SAVE DC		Artillerist Level	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.
<input type="checkbox"/> Master of Machines	Once per day, as a full-round action requiring concentration, attempt to take control of an uncontrolled construct.
WILL SAVE DC	Artillerist Level
<input type="text"/>	= 10 + INT +