

CLASSE DI PRESTIGIO
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Livello			Bonus Combat Feat
1	<input type="checkbox"/>	<div>Cell Barrage</div> <div>Individuare Trappole</div>	
2	<input type="checkbox"/>	Debolezze dei Costrutti	
3	<input type="checkbox"/>	Debolezze dei Costrutti	■
4	<input type="checkbox"/>	Debolezze dei Costrutti	
5	<input type="checkbox"/>	Debolezze dei Costrutti	■

TRAPFINDING

Trapfinder Level		Livello da Ladro		Artillerist Level		
<input type="text"/>	=		+		+	
<hr/>						
				Percezione		Trapfinder Level
Scoprire Trappole	<input type="text"/>	=		+	(<input type="text"/> ÷ 2)
<hr/>						
				Disattivare Congegni		Trapfinder Level
Disatt. Trappole	<input type="text"/>	=		+	(<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"/> 9 m
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.
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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.
Livello 4	VOLONTÀ	Artillerist Level
	CD SALVEZZA	
	<div></div> = 10 + INT + <div></div>	