


CLASSE DE PRESTIGE  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

Niveau			Don de combat supplémentaire
1	<input type="checkbox"/>	 Cell Barrage Détection de pièges	
2	<input type="checkbox"/>	Construct Weakness	
3	<input type="checkbox"/>	Construct Weakness	<input checked="" type="checkbox"/>
4	<input type="checkbox"/>	Construct Weakness	
5	<input type="checkbox"/>	Construct Weakness	<input checked="" type="checkbox"/>

TRAPFINDING

Trapfinder Level	Niveau de Roublard	Artillerist Level
<input type="text"/>	=	+ +
Détecter les pièges		
	Perception	Trapfinder Level
Détecter les pièges	<input type="text"/>	= + ( ÷ 2 )
Sabotage		
	Sabotage	Trapfinder Level
Désarmer les pièges	<input type="text"/>	= + ( ÷ 2 )

CALL BARRAGE

BARRAGES  
PER DAY

Artillerist  
Level

ARTILLERY  
DAMAGE

 d10

Artillerist  
Level

× 2

REFLEX / FORTITUDE  
SAVE DC

Artillerist  
Level

= 10 + INT +

Artillerist  
Level

Barrages  
Today

☐☐☐  
☐☐

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 AREA  
RADIUS

 9m

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 or be deafened for 5 minutes.

CONSTRUCT WEAKNESS

- ☐ Attack weak point
- ☐ Bleed construct
- ☐ Find weakness
- ☐ Siege expert
- ☐ Stun construct

Ignore a construct's hardness.

Attacks may cause bleed or ability damage.

Ignore damage reduction.

Double damage to inanimate structures.

Attacks may paralyze or stun.

- ☐ Maître des machines

Once per day, as a full-round action requiring concentration, attempt to take control of an uncontrolled construct.

Niveau  
4

DD DE SAUVEGARDE  
DE VOLONTÉ

Artillerist  
Level

 = 10 + INT +