


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"/>	=	+ +

	Perception	Trapfinder Level
Détection de pièges	<input type="text"/>	= + (÷ 2)

	Sabotage	Trapfinder Level
Désarmer les pièges	<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.

Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.

ARTILLERY
DAMAGE

 d10

=

Artillerist
Level

× 2

REFLEX / FORTITUDE
SAVE DC

=

10 +

INT

+

Artillerist
Level

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

= 10 +

INT

+

Artillerist
Level