

Уровень
Артиллериста

PROTECTORATE
ARTILLERIST

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

=

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

Уровень
Артиллериста

d10

=

× 2

REFLEX / FORTITUDE
SAVE DC

Уровень
Артиллериста

= 10 + ИИТ +

DAMAGE AREA
RADIUS

30 ft

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