

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"/>		
$= \text{ } + \text{ } + \text{ }$		
<hr/>		
	Perception	Trapfinder Level
Locate Traps	<input type="text"/>	$= \text{ } + ( \text{ } \div 2 )$
<hr/>		
	Disable Device	Trapfinder Level
Disable Traps	<input type="text"/>	$= \text{ } + ( \text{ } \div 2 )$

CALL BARRAGE

BARRAGES  
PER DAY

=

ARTILLERY  
DAMAGE

d10 =  × 2

REFLEX / FORTITUDE  
SAVE DC

= 10 + INT +

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☐☐☐  
☐☐

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

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 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.

- ☐ Master of Machines

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

Level  
4

WILL  
SAVE DC

= 10 + INT +

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