

CLASSE DE PRESTIGIO  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

Talentos Bônus de Combate

Nível		
1	<input type="checkbox"/>	<div>Cell Barrage</div> Encontrar Armadilhas
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	Nível de Ladino	Artillerist Level
<div></div>	=	+ +
Percepção		
Localizar Armadilhas	<div></div>	= + ( ÷ 2 )
Desabilitar Dispositivo		
Desabilitar Armadilhas	<div></div>	= + ( ÷ 2 )

CALL BARRAGE

BARRAGENS  
POR DIA

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

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.

REFLEXO / Fortitude  
TESTE DE CD

Artillerist  
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CONSTRUCT WEAKNESS

- ☐ Atacar ponto fraco
- ☐ Bleed construct
- ☐ Find weakness
- ☐ Siege expert
- ☐ Stun construct

Ignore a construct's hardness.

Attacks may cause bleed or ability damage.

Ignore damage reduction.

Dano dobrado para estruturas inanimadas.

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.

VONTADE  
CD DE RESISTÊNCIA

Artillerist  
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= 10 + INT +