


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
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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 = × 2

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**REFLEX / FORTITUDE
SAVE DC**
 = 10 + INT +

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**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 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.
- ☐ **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

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= 10 + INT +