

PRESTIGE CLASS  
PROTECTORATE  
ARTILLERIST

Artillerist  
Level

ARTILLERIST

Livello

1

☐

{ Cell Barrage  
Individuare Trappole

Bonus  
Combat  
Feat

2

☐

Construct Weakness

3

☐

Construct Weakness

■

4

☐

Construct Weakness

5

☐

Construct Weakness

■

TRAPFINDING

Trapfinder  
Level

Livello  
da Ladro

Artillerist  
Level

$$\boxed{\phantom{000}} = \phantom{000} + \phantom{000} + \phantom{000}$$

Percezione  
Trapfinder  
Level

Scoprire Trappole  $\boxed{\phantom{000}} = \phantom{000} + \left( \phantom{000} \div 2 \right)$

Disattivare  
Congegni  
Trapfinder  
Level

Disattivare Trappole  $\boxed{\phantom{000}} = \phantom{000} + \left( \phantom{000} \div 2 \right)$

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

 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

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.

Livello  
4

CD Salvezza

 di Volontà

=

10 +

INT

+

Artillerist  
Level