PROTECTORATE
ARTILLERIST

Artillerist Level

ARTILLERIST

Nivel			Dotes de Combate Adicionales
1	☐	{ Cell Barrage Encontrar trampas	
2	☐	Construct Weakness	
3	☐	Construct Weakness	■
4	☐	Construct Weakness	
5	☐	Construct Weakness	■

TRAPFINDING

Trapfinder Level = Nivel de Pícaro + Artillerist Level

Encontrar trampas = Percepción + (Trapfinder Level ÷ 2)

Inutilizar trampas = Inutilizar Mecanismo + (Trapfinder Level ÷ 2)

CALL BARRAGE

BARRAGES
AL DÍA

= 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
DAÑO

d10 = Artillerist Level × 2

DAMAGE AREA
RADIUS

30 ft

REFLEX / FORTITUDE
SAVE DC

= 10 + INT + Artillerist Level

Damage is half fire, half bludgeoning.

Targets in the area of the barrage may make a reflex save for half damange; all those hit must make a fortitude save of be deafened for 5 minutes.

CONSTRUCT WEAKNESS

☐	**Attack weak point**	Ignora la dureza de un constructo.
☐	**Bleed construct**	Attacks may cause bleed or ability damage.
☐	**Find weakness**	Ignora reducción de daño.
☐	**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.

Nivel 4

VOL
SAVE DC

= 10 + INT + Artillerist Level