

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
del Ladro

Artillerist
Level

$$\boxed{} = + + $$

Percezione
Trapfinder
Level

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

Disattivare
Congegni
Trapfinder
Level

Disatt. Trappole $\boxed{} = + \left(\div 2 \right)$

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 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.

☐ Master of Machines

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

Livello
4

VOLONTÀ
CD SALVEZZA

= 10 + INT +

Artillerist
Level