

# PRESTIGE CLASS PROTECTORATE ARTILLERIST

Artillerist  
Level

## ARTILLERIST

Level			Bonus Combat Feat
1	<input type="checkbox"/>	{ Cell Barrage Trapfinding	
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	Rogue Level	Artillerist Level	
<div></div>	=	+	+

	Perception	Trapfinder Level
Locate Traps	<input type="text"/>	= <input type="text"/> + ( <input type="text"/> ÷ 2 )

	Disable Device	Trapfinder Level
Disable Traps	<input type="text"/>	= <input type="text"/> + ( <input type="text"/> ÷ 2 )

## 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
- ☐ Bleed construct
- ☐ Find weakness
- ☐ Siege expert
- ☐ Stun construct

Ignore a construct's hardness.

Attacks may cause bleed or ability damage.

Ignore damage reduction.

Double damage to inanimate structures.

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.

Level  
4

### WILL SAVE DC

=

10 +

INT

+

Artillerist  
Level