

KLASA PRESTIOWA

PROTECTORATE

ARTILLERIST

Poziomy

Artylerzysty

ARTILLERIST			Bonus Combat Feat
Poziom			
1	<input type="checkbox"/>	Cell Barrage Wykrywanie Pułapek	
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	Poziom Łotrzyka	Poziomy Artylerzysty	
<div></div>	=	+	+

	Percepcja	Trapfinder Level
Wyszukiwanie Pułapek	<input type="text"/>	= <input type="text"/> + (<input type="text"/> ÷ 2)

	Unieszkodliwianie Mechanizmów	Trapfinder Level
Unieszkodliwianie Pułapek	<input type="text"/>	= <input type="text"/> + (<input type="text"/> ÷ 2)

CALL BARRAGE

BARRAGES PER DAY	Poziomy Artylerzysty	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.
<input type="text"/>	=	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
ARTILLERY DAMAGE	Poziomy Artylerzysty		DAMAGE AREA RADIUS
<input type="text"/> k10	=	× 2	<input type="text"/> 9m
REFLEX / FORTITUDE SAVE DC		Poziomy Artylerzysty	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.
<input type="text"/>	= 10 +	INT	+

CONSTRUCT WEAKNESS

<input type="checkbox"/> Attack weak point	Ignore a construct's hardness.
<input type="checkbox"/> Bleed construct	Attacks may cause bleed or ability damage.
<input type="checkbox"/> Find weakness	Ignore damage reduction.
<input type="checkbox"/> Siege expert	Double damage to inanimate structures.
<input type="checkbox"/> Stun construct	Attacks may paralyze or stun.
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<input type="checkbox"/> Master of Machines	Once per day, as a full-round action requiring concentration, attempt to take control of an uncontrolled construct.
Poziom 4	<div><div>WOLA</div><div>SAVE DC</div><div><div></div><div>= 10 + INT +</div><div></div></div></div> <div>Poziomy Artylerzysty</div>