

CLASE DE PRESTIGIO
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Nivel			Dotes de Combate Adicionales
1	<input type="checkbox"/>	Cell Barrage Encontrar Trampas	
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	Nivel de Picaro	Artillerist Level
<input type="text"/>	=	+ +
Encontrar trampas <input type="text"/> = <input type="text"/> + (<input type="text"/> ÷ 2)		
Desactivar Trampas <input type="text"/> = <input type="text"/> + (<input type="text"/> ÷ 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

= × 2

Artillerist
Level

REFLEX / FORTITUDE
SAVE DC

= 10 + INT +

Artillerist
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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

Ignora la dureza de un constructo.

Attacks may cause bleed or ability damage.

Ignora reducción de daño.

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.

Nivel
4

VOL
SAVE DC

= 10 + INT +

Artillerist
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