

CLASSE DE PRESTIGIO PROTECTORATE ARTILLERIST

Artillerist
Level

ARTILLERIST

Talentos Bônus de Combate

Nível			
1	<input type="checkbox"/>	{ Cell Barrage Trapfinding	
2	<input type="checkbox"/>		Construct Weakness
3	<input type="checkbox"/>	Construct Weakness	<input checked="" type="checkbox"/>
4	<input type="checkbox"/>	Construct Weakness	
5	<input type="checkbox"/>	Construct Weakness	<input checked="" type="checkbox"/>

TRAPFINDING

Trapfinder Level	Nível de Ladino	Artilherist Level
<input type="text"/>	=	+
		+

Percepção	Trapfinder Level
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Localizar Armadilhas = + (÷ 2)

Desabilitar DispositivoTrapfinder
Level

Desabilitas Armadilhas = _____ + (_____ ÷ 2)

CALL BARRAGE

BARRAGENS
POR DIA

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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

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$$d_{10} = \times 2$$

REFLEXO / Fortitude
TESTE DE CD

ide

Artillerist
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RADIUS

9m

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.

CONSTRUCT WEAKNESS

☐ Atacar ponto fraco

Ignore a construct's hardness.

☐ **Bleed construct**

Attacks may cause bleed or ability damage.

☐ Find weakness

Ignore damage reduction.

☐ **Siege expert**

Dano dobrado para estruturas inanimadas.

☐ **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.

Nível
4

VONTADE
CD DE RESISTÊNCIA

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$$\boxed{} = 10 + \text{INT} +$$