

CLASSE DE PRESTIGE
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Niveau			Bonus Combat Feat
1	<input type="checkbox"/>	{ Cell Barrage Détection de pièges	
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	Niveau de Roublard	Artillerist Level
<input type="text"/>	=	+ +

	Perception	Trapfinder Level
Détection de pièges	<input type="text"/>	= + (÷ 2)

	Sabotage	Trapfinder Level
Désarmer les pièges	<input type="text"/>	= + (÷ 2)

CALL BARRAGE

**BARRAGES
PER DAY**
 =

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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**
 d10 = × 2

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**REFLEX / FORTITUDE
SAVE DC**
 = 10 + INT +

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**DAMAGE AREA
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

☐ **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.

☐ **Maître des machines**

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

Niveau
4

**VOLONTE
SAVE DC**

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Level

= 10 + INT +