

# ARTILLERIST

## ARTILLERIST

Stufe			Bonus Combat Feat
1	<input type="checkbox"/>	Cell Barrage Fallen finden	
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	Schurkenstufe	Artillerist Level
<input type="text"/>	=	+
	+	

Fallen aufspüren  =  + (  ÷ 2 )

Fallen entschärfen  =  + (  ÷ 2 )

**CALL BARRAGE**

**BARRAGES**  
PRO TAG

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

W10

Artillerist  
Level

**x 2**

**REFLEX / FORTITUDE**  
SAVE DC

**= 10**

IN

Artillerist  
Level

### DAMAGE AREA RADIUS

9 m

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.

Ignoriert Schadensreduzierung

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.

Stufe  
4

**WIL**  
**SAVE DC**

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**= 10 + IN +**

Artillerist  
Level