

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

CALL BARRAGE

BARRAGES PER DAY	Artillerist Level	Barrages Today	Call Barrage is only available on battlefields where the Protectorate has deployed its artillery.
<input type="text"/>	=	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.
ARTILLERY DAMAGE	Artillerist Level		DAMAGE AREA RADIUS
<input type="text"/> d10	=	× 2	<input type="text"/> 9m
REFLEX / FORTITUDE SAVE DC		Artillerist Level	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.
<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.
Niveau 4	VOLONTE SAVE DC	Artillerist Level
	<div></div> = 10 + INT +	