

PRESTIGE CLASS
PROTECTORATE
ARTILLERIST

Artillerist
Level

ARTILLERIST

Level			Bonus Combat Feat
1	<input type="checkbox"/>	{ Cell Barrage Trapfinding	
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		Rogue Level		Artillerist Level		
<input type="text"/>	=		+		+	
<hr/>						
			Perception		Trapfinder Level	
Locate Traps	<input type="text"/>	=		+	(<input type="text"/> ÷ 2)
<hr/>						
			Disable Device		Trapfinder Level	
Disable Traps	<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.

Calling a barrage is a standard action, but the barrage will arrive at the start of your next turn.

ARTILLERY
DAMAGE

 d10

=

Artillerist
Level

× 2

REFLEX / FORTITUDE
SAVE DC

=

10 +

INT

+

Artillerist
Level

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 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.

- ☐ Master of Machines

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

Level
4

WILL
SAVE DC

=

10 +

INT

+

Artillerist
Level