

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

ARTILLERY
DAMAGE

 d10

Artillerist
Level

REFLEX / FORTITUDE
SAVE DC

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.

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.

Niveau
4

VOLONTE
SAVE DC

Artillerist
Level

= 10 + INT +