

INQUISITOR

Уровень
Заклинателя

БОЖЕСТВО



ДОМЕН

Домен

Granted Powers

Заклинания

Заклинаний известно КС спасброска Заклинаний Базовых в день Заклинаний Бонусных

| | | 0 | МД - 4 | МД - 8 | МД - 12 |
|--|--|---|--------|--------|---------|
| | | 1 | | | |
| | | 2 | | | |
| | | 3 | | | |
| | | 4 | | | |
| | | 5 | | | |
| | | 6 | | | |

КС спаса заклинания = 10 + WIS + Уровень заклятия

The inquisitor cannot cast spells of an alignment opposed to her own or her deity's.

НАВЫКИ

MONSTER LORE

Knowledge + = МД

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Устрашение + } Inquisitor Level
Чувство мотива + } ÷ 2

Уровень 2 Выслеживание

CUNNING INITIATIVE

Инициатива + = МД

КОМАНДНЫЕ ЧЕРТЫ

Уровень CURRENT FEATS Inquisitor Level Прочее

3 = (÷ 3) +

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

BANE

Уровень 5 Weapon + 2 + 2 + 2d6 Damage Bonus
Уровень 12 Enhancement Bonus + 2 + 2 + 4d6 Bonus

BANE PER DAY Inquisitor Level Прочее Bane Rounds Today
рнд = +

DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level Прочее Discern Lies Today
= +

Известные заклинания

0

1

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JUDGEMENT

JUDGEMENTS PER DAY

Inquisitor Level Прочее
= (÷ 3) +
(Округлять вверх)

Уровень 1 Invoke one Judgement on your foes and receive a bonus as long as you are in combat.

5-LEVEL BONUS Inquisitor Level
+ = 1 + (÷ 5)

3-LEVEL BONUS Inquisitor Level
+ = 1 + (÷ 3)

Уровень 8 Invoke two judgements at once

Уровень 16 Invoke three judgements at once

Уровень 17 SLAYER Select one judgement at start of combat to apply its bonus at 5 levels higher

TRUE JUDGEMENT Inquisitor Level
Invoke True Judgement before one attack
If the attack is successful, the target must pass a Fortitude save or die
Whether successful or not, that target is then immune to True Judgement for 24 hours

FORTITUDE SAVE DC Inquisitor Level
= (÷ 2) + МД

Destruction Damage bonus + 3-Level Bonus

Healing Fast healing per round + 3-Level Bonus

Justice Attack bonus + 5-Level Bonus
From level 10, bonus doubles to confirm critical hits

Piercing Overcome spell resistance + 3-Level Bonus

Protection Armour class bonus + 5-Level Bonus
From level 10, bonus doubles against critical hits

Purity Saving throw bonus + 5-Level Bonus

Resilience Damage reduction + 5-Level Bonus

Resistance Energy resistance bonus + 3-Level Bonus × 2

Smiting Your weapon counts as magical for bypassing damage resistance.
Уровень 6 Your weapon also counts as aligned, to an alignment that matches your own.

Уровень 10 Your weapon also counts as adamantite for overcoming damage resistance.

+

+

+