

# INQUISITOR

Zauber-  
stufe

GOTTHEIT



## DOMÄNE

Domäne

Granted Powers

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- + Bonuszauber
		0	WE - 4 WE - 8 WE - 12
		1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

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

## MONSTER LORE

Wissen

+ WE

When identifying the abilities and weaknesses of creatures.

## CUNNING INITIATIVE

Stufe  
2 Initiative

+ WE

## DETECT ALIGNMENT

Stufe  
2 Detect evil, chaos, good or law at will.

## GEMEINSCHAFTSTALENTE

Stufe  
3 CURRENT TALENTE = (  ÷ 3 ) +

Temporary feat

☐

☐

☐

☐

☐

## BANE

Stufe  
5 Weapon Enhancement Bonus + 2 + 2 + 2W6 Damage Bonus

Stufe  
12 BANE PRO TAG =  +  Bane Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## DISCERN LIES

DISCERN LIES PRO TAG =  +  Discern Lies Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## STALWART

Stufe  
11 On passing a Fortitude or Will save, avoid all effects.

## BEKANNTE ZAUBER

0

1

☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

2

☐ ☐ ☐  
☐ ☐ ☐ ☐

3

☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐

4

☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐

5

☐ ☐ ☐ ☐ ☐ ☐

6

☐ ☐ ☐ ☐ ☐ ☐ ☐

## URTEIL

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

URTEILE PRO TAG = (  ÷ 3 ) +  (aufrunden)

Judgements Today ☐ ☐ ☐ ☐ ☐

Stufe  
8 Invoke two judgements at once

Stufe  
16 Invoke three judgements at once

## SLAYER

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

Stufe  
17 1 + (  ÷ 5 )

1 + (  ÷ 3 )

## TRUE JUDGEMENT

Stufe  
20 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 = (  ÷ 2 ) + WE

Inquisitor  
Level

1 + (  ÷ 5 ) (abrunden)

1 + (  ÷ 3 )

Zerstörung  
Schadensbonus

+  3-Level Bonus

Heilung

Fast healing per round

+  3-Level Bonus

Justice

Attack bonus

From level 10, bonus doubles to confirm critical hits

5-Level Bonus +

Piercing

Zauberresistenz überwinden

+  3-Level Bonus

Protection

Armour class bonus

From level 10, bonus doubles against critical hits

5-Level Bonus +

Purity

Saving throw bonus

5-Level Bonus +

Resilience

Damage reduction

5-Level Bonus +

Resistenz

Energy resistance bonus

+  3-Level Bonus × 2

Zerschmettern

Your weapon counts as magical for bypassing damage resistance.

Stufe  
6 Your weapon also counts as aligned, to an alignment that matches your own.

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

+  +