

INQUISITOR

Nível de
Conjurador

DIVINDADE



DOMÍNIO

Domínio

Granted Powers

MAGIAS

Magias de Resistência CD = Magias por dia = Base Magia + Magias Bônus

		0		SAB - 4	SAB - 8	SAB - 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"/>

Teste de Resistência CD = 10 + SAB + Nível da Magia

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

MONSTER LORE

Conhecimento

+ SAB

When identifying the abilities and weaknesses of creatures.

CUNNING INITIATIVE

Nível
2 Iniciativa

+ SAB

DETECT ALIGNMENT

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

TALENTOS DE TRABALHO EM EQUIPE

Nível
3 CORRENTE TALENTO = () ÷ 3 + Outros

Temporary feat

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BANE

Nível
5 BÔNUS DE MELHORIAS DA ARMA

+ 2

+ 2 + 2d6

Bônus de Dano

Nível
12 BANE PER DAY

+ 2

+ 2 + 4d6

BANE PER DAY

Nível de Inquisitor

Outros

Bane Rounds Today

_____ rds = _____ + _____

☐☐☐☐☐☐☐☐☐☐

DISCERNIR MENTIRAS

DISCERNIR MENTIRAS POR DIA

Outros

Discernir Mentiras Hoje

_____ = _____ + _____

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STALWART

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

MAGIAS CONHECIDAS

0

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JUDGEMENT

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

JULGAMENTOS POR DIA Nível de Inquisitor Outros
_____ = () ÷ 3 + _____
(Arredonda para Cima)

Julgamentos Hoje ☐☐☐
☐☐☐

Nível
8 Invoke two judgements at once

Nível
16 Invoke three judgements at once

SLAYER

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

Nível
17 Inquisitor Level + 5
1 + () ÷ 5

1 + () ÷ 3

TRUE JUDGEMENT

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 Nível de Inquisitor

_____ = () ÷ 2 + SAB

Nível de Inquisitor

1 + () ÷ 5 (Arredonda para Baixo)

1 + () ÷ 3

Destruição

Bônus de dano

+ 3-Level Bonus

Healing

Fast healing per round

+ 3-Level Bonus

Justice

Attack bonus

From level 10, bonus doubles to confirm critical hits

5-Level Bonus +

Piercing

Overcome spell resistance

+ 3-Level Bonus

Proteção

Armour class bonus

From level 10, bonus doubles against critical hits

5-Level Bonus +

Purity

Saving throw bonus

5-Level Bonus +

Resilience

Redução de Dano

5-Level Bonus +

Resistance

Bônus de Resistência a Energia

+ 3-Level Bonus × 2

Smiting

Your weapon counts as magical for bypassing damage resistance.

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

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

+ +