

# INQUISITOR

Уровень  
Заклинателя

БОЖЕСТВО



## ДОМЕН

Домен

Дарованные Силы

## ЗАКЛИНАНИЯ

Заклинаний КС Спаса  
известно заклинаний

Заклинаний Базовый оп. Заклинаний  
в день Заклинаний

|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
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КС Спаса от заклинания = 10 + МУД + Уровень заклинателя

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

## MONSTER LORE

Knowledge

+ МУД

When identifying the abilities and weaknesses of creatures.

## CUNNING INITIATIVE

Уровень  
2 Инициатива

+ МУД

## DETECT ALIGNMENT

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

## КОМАНДНЫЕ ЧЕРТЫ

Уровень  
3 CURRENT FEATS = (  $\frac{\text{Уровень Инквизитора}}{3}$  ) + Прочее

Temporary feat

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## BANE

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

Уровень  
12 BANE PER DAY = (  $\frac{\text{Уровень Инквизитора}}{3}$  ) + Прочее Bane Rounds Today

## DISCERN LIES

Уровень  
12 DISCERN LIES PER DAY = (  $\frac{\text{Уровень Инквизитора}}{3}$  ) + Прочее Discern Lies Today

## STALWART

Уровень  
11 On passing a Fortitude of Will save, avoid all effects.

## Известные заклинания

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## JUDGEMENT

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

JUDGEMENTS PER DAY = (  $\frac{\text{Уровень Инквизитора}}{3}$  ) + Прочее (Округлять вверх)

Judgements Today ☐  
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Уровень  
8 Invoke two judgements at once

Уровень  
16 Invoke three judgements at once

### SLAYER

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

Уровень  
17 1 + (  $\frac{\text{Inquisitor Level} + 5}{3}$  )

1 + (  $\frac{\text{Inquisitor Level} + 5}{3}$  )

### TRUE JUDGEMENT

Уровень  
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 = (  $\frac{\text{Уровень Инквизитора}}{2}$  ) + МУД

Уровень  
Инквизитора

1 + (  $\frac{\text{Уровень Инквизитора}}{5}$  ) (Округлять к меньшему)

1 + (  $\frac{\text{Уровень Инквизитора}}{3}$  )

### Destruction

Damage bonus

+ 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

### 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

### 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.

+ +