INQUISITOR

Уровень Заклинателя

БОЖЕСТВО

ДОБРО ПОРЯДОК ХАОС ЗЛО

ДОМЕН

Домен

Granted Powers

ЗАКЛИНАНИЯ

Заклинаний известно	КС Спасброска от заклинания		Заклинаний в день	Базовых заклинаний + Бонусных	WIS МУД - 4	WIS - 8 МУД - 12
		0				
		1				
		2				
		3				
		4				
		5				
		6				

КС Спаса от заклинания = 10 + МУД + Уровень заклинания

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

ДОБРО ПОРЯДОК ХАОС ЗЛО

НАВІЬКИ

MONSTER LORE

Knowledge [+] = WIS

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Устрашение [+]

Чувство мотива [+]

Inquisitor Level ÷ 2

Уровень 2 Выслеживание [+]

CUNNING INITIATIVE

Инициатива [+] = WIS

КОМАНДНІЬЕ ЧЕРТІЬ

Уровень 3 **CURRENT FEATS** [ ] = (Inquisitor Level ÷ 3) + Прочее

Temporary feat

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BANE

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

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

BANE PER DAY [рнд] = Inquisitor Level + Прочее

Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY [ ] = Inquisitor Level + Прочее

Discern Lies Today

Известные заклинания

0

1

2

3

4

5

6

JUDGEMENT

JUDGEMENTS PER DAY [ ] = (Inquisitor Level ÷ 3) + Прочее

(Округлять вверх)

Judgements Today

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

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

3-LEVEL BONUS [+] = 1 + (Inquisitor Level ÷ 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

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 [ ] = (Inquisitor Level ÷ 2) + WIS

Destruction [+] 3-Level Bonus
Damage bonus

Healing [+] 3-Level Bonus
Fast healing per round

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

Piercing [+] 3-Level Bonus
Overcome spell resistance

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

Purity [+] 5-Level Bonus
Saving throw bonus

Resilience [+] 5-Level Bonus
Damage reduction

Resistance [+] 3-Level Bonus × 2
Energy resistance bonus

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 adamantine for overcoming damage resistance.

[+]

[+]

[+]