

INQUISITOR

Conjurador
Nível

DIVINDADE



Domínio

Domínio

Granted Powers

MAGIAS

Magias de Resistência CD = Magias por dia = Base + 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.

TEAMWORK FEATS

Nível
3 CORRENTE TALENTO = () ÷ 3 +

Temporary feat

☐

☐

☐

☐

☐

BANE

Nível
5 BÔNUS DE MELHORIAS DA ARMA

+ 2

+ 2 + 2d6

Bônus de Dano

Nível
12

+ 2

+ 2 + 4d6

BANE PER DAY

Inquisitor Level

Outros

Bane Rounds Today

rds = +

DISCERNIR MENTIRAS

DISCERNIR MENTIRAS POR DIA = +

Level

Outros

Discernir Mentiras Hoje

= +

STALWART

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

MAGIAS CONHECIDAS

0

1

☐
☐
☐

2

☐
☐
☐

3

☐
☐
☐

4

☐
☐
☐

5

☐
☐
☐

6

☐
☐
☐

JUDGEMENT

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

JUDGEMENTS PER DAY = () ÷ 3 +

Judgements Today ☐
☐
☐

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 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 RESISTÊNCIA CD = () ÷ 2 + SAB

Inquisitor Level

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.

+ +