

# INQUISITOR

GOTTHEIT

Zauber-  
stufe



## DOMÄNE

Domäne

Granted Powers

## ZAUBER

| Bekannte Zauber | RW gegen Zauber | Zauber pro Tag | = Grund- + Bonuszauber   |
|-----------------|-----------------|----------------|--|
|                 |                 | 0              | WE - 4<br>WE - 8<br>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 ) +  Sonstiges

Temporary feat

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## 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 of Will save, avoid all effects.

## BEKANNTE ZAUBER

0

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6

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## 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

Zähigkeit SG des Rettungswurfs = (  ÷ 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 5-Level Bonus +  From level 10, bonus doubles to confirm critical hits

Piercing Zauberresistenz überwinden +  3-Level Bonus

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

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.

+  +