

INKWIZYTOR

Poziom
Czarującego

BÓSTWO



DOMENA

Doemna

Ofiarowane Moce

CZARY

| Znane Czary | ST Rzutu Obronnego | Czary Dziennie | Czary Bazowe | Czary Premiove |
|-------------|--------------------|----------------|--------------|--------------------------------|
| | | 0 | | RZT - 4 RZT - 8 RZT - 12 |
| | | 1 | | |
| | | 2 | | |
| | | 3 | | |
| | | 4 | | |
| | | 5 | | |
| | | 6 | | |

ST Rz. Obr. = 10 + RZT + Poziom Czaru

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

WIEDZA O POTWORACH

Wiedza

+ RZT

When identifying the abilities and weaknesses of creatures.

CUNNING INITIATIVE

Poziom
2 Inicjatywa

+ RZT

DETECT ALIGNMENT

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

ATUTY DRUŻYNOWE

Poziom
3 CURRENT FEATS = (Poziom Inkwizytora ÷ 3) + Inne

Temporary feat

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BANE

Poziom
5 Premia do Broni + 2 + 2 + 2d6 Damage Bonus

Poziom
12 z Wzmocnienia + 2 + 2 + 4d6

BANE PER DAY Poziom Inkwizytora Inne Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY Poziom Inkwizytora Inne Discern Lies Today

STALWART

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

ZNANE CZARY

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DOSTOSOWANIE

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

OSĄDY NA DZIEŃ Poziom Inkwizytora Inne

Osądzienia Dziś ☐
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☐

Poziom
8 Invoke two judgements at once

Poziom
16 Invoke three judgements at once

SLAYER

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

Poziom
17 Inquisitor Level + 5

1 + (÷ 3)

PRAWDZIWY OSĄD

Poziom
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

WYTRWAŁOŚĆ Poziom Inkwizytora

SAVE DC ☐ = (÷ 2) + RZT

Poziom
Inkwizytora

1 + (÷ 5) (Zaokrąglane w dół)

1 + (÷ 3)

Zniszczenie Premia do obrażeń + 3-Level Bonus

Leczenie Fast healing per round + 3-Level Bonus

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

Piercing Overcome spell resistance + 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 +

Odporność Energy resistance bonus + 3-Poziom Premia x 2

Smiting Your weapon counts as magical for bypassing damage resistance.

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

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