

INKWIZYTOR

Poziom
Czarującego

BÓG



DOMENA

Doemna

Ofiarowane Moce

CZARY

Znane Czary	ST Rzutu Obronnego	Czary Dziennie	= Czary Bazowe	Czary Premiiowe
		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

Inne

$\square = (\square \div 3) + \square$

Temporary feat

☐

☐

☐

☐

☐

BANE

Poziom
5

Premia do Broni z Wzmocnienia

+ 2

+ 2 + 2d6

Damage Bonus

Poziom
12

+ 2

+ 2 + 4d6

BANE PER DAY

Poziom
Inkwizytora

Inne

Bane Rounds Today

$\square \text{ rund} = \square + \square$

DISCERN LIES

DISCERN LIES PER DAY

Poziom
Inkwizytora

Inne

Discern Lies Today

$\square = \square + \square$

STALWART

Poziom
11

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

ZNANE CZARY

0

1

$\square \square$
 $\square \square$
 $\square \square$

2

$\square \square$
 $\square \square$
 $\square \square$

3

$\square \square$
 $\square \square$
 $\square \square$

4

$\square \square$
 $\square \square$

5

$\square \square$
 $\square \square$

6

$\square \square$
 $\square \square$

DOSTOSOWANIE

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

OSĄDY NA DZIEŃ

Poziom
Inkwizytora

Inne

$\square = (\square \div 3) + \square$
(Zaokrąglane w górę)

Osądzienia Dziś $\square \square \square$
 $\square \square \square$
 $\square \square$

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

$1 + (\square \div 5)$

$1 + (\square \div 3)$

PRAWDZIWY OSĄD

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 SAVE DC

Poziom
Inkwizytora

$\square = (\square \div 2) + \text{RZT}$

Poziom
Inkwizytora

$1 + (\square \div 5)$ (Zaokrąglane w dół)

$1 + (\square \div 3)$

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.

+

+