

INQUISITOR

Conjurador
Nível

DIVINDADE



Domínio

Domínio

Granted Powers

MAGIAS

Magias Conhecidas | Teste de Resistência CD | Magias por dia | Magias Base | Magias Bônus

		0	SAB - 4	SAB - 8	SAB - 12
		1			
		2			
		3			
		4			
		5			
		6			

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 + Outros

Temporary feat

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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 = _____ + _____

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DISCERNIR MENTIRAS

DISCERNIR MENTIRAS POR DIA

Inquisitor Level

Outros

Discernir Mentiras Hoje

_____ = _____ + _____

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STALWART

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

MAGIAS CONHECIDAS

0

1

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☐ ☐ ☐
☐ ☐ ☐

2

☐ ☐ ☐
☐ ☐ ☐ ☐

3

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☐ ☐ ☐ ☐ ☐

4

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5

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6

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JUDGEMENT

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

JUDGEMENTS PER DAY

Inquisitor Level

Outros

_____ = (_____ ÷ 3) + _____

(Arredonda para Cima)

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

Inquisitor Level + 5

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

Inquisitor Level

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

5-Level Bonus

+

From level 10, bonus doubles to confirm critical hits

Piercing

Overcome spell resistance

+

3-Level Bonus

Proteção

Armour class bonus

5-Level Bonus

+

From level 10, bonus doubles against critical hits

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.

+

+