

INQUISITOR

Nível do Conjurador

DIVINDADE



Domínio

Domínio

Granted Powers

MAGIAS

Magias de Resistência CD = Magias por dia = Base Magia + 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 Inquisitor Level 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 = + ☐

DISCERNIR MENTIRAS

DISCERNIR MENTIRAS POR DIA

Inquisitor Level

Outros

Discernir Mentiras Hoje

= + ☐

STALWART

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

MAGIAS CONHECIDAS

0

1

☐

2

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3

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4

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5

☐

6

☐

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 RESISTÊNCIA CD Inquisitor Level

= (÷ 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.

+ +