

INQUISITOR

Уровень
Заклинателя

БОЖЕСТВО



ДОМЕН

Домен

Дарованные Силы

Заклинания

Заклинаний КС Спаса
известных заклинаний

Заклинаний Базовых заклинаний
в день заклинаний

| | | 0 | МД | МД | МД |
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КС Спаса от заклинания = 10 + МУД + Уровень заклинателя

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

MONSTER LORE

Knowledge

+ МУД

When identifying the abilities and weaknesses of creatures.

CUNNING INITIATIVE

Уровень
2 Инициатива

+ МУД

DETECT ALIGNMENT

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

КОМАНДНЫЕ ЧЕРТЫ

Уровень
3 CURRENT FEATS = (Уровень Инквизитора ÷ 3) + Прочее

Temporary feat

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BANE

Уровень
5 Weapon Enhancement Bonus +2 + 2 + 2d6 Damage Bonus

Уровень
12 BANE PER DAY = (Уровень Инквизитора ÷ 3) + Прочее Bane Rounds Today

DISCERN LIES

Уровень
12 DISCERN LIES PER DAY = (Уровень Инквизитора ÷ 3) + Прочее Discern Lies Today

STALWART

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

Известные заклинания

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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 = (Уровень Инквизитора ÷ 3) + Прочее (Округлять вверх)

Judgements Today □□□
□□□

Уровень
8 Invoke two judgements at once

Уровень
16 Invoke three judgements at once

SLAYER

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

Уровень
17 1 + (Уровень Инквизитора ÷ 5)

1 + (Уровень Инквизитора ÷ 3)

TRUE JUDGEMENT

Уровень
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.

FORTITUDE SAVE DC = (Уровень Инквизитора ÷ 2) + МУД

Уровень
Инквизитора

1 + (Уровень Инквизитора ÷ 5) (Округлять к меньшему)

1 + (Уровень Инквизитора ÷ 3) (Округлять к меньшему)

Destruction

Damage bonus

+ 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

Protection

Armour class bonus

From level 10, bonus doubles against critical hits

5-Level Bonus +

Purity

Saving throw bonus

5-Level Bonus +

Resilience

Damage reduction

5-Level Bonus +

Resistance

Energy resistance bonus

+ 3-Level Bonus × 2

Smiting

Your weapon counts as magical for bypassing damage resistance.

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

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

+ +