

INQUISITOR

GOTTHEIT

Zauber-
stufe



DOMÄNE

Domäne

Granted Powers

ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	Bonuszauber
		0		WE - 4 WE - 8 WE - 12
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		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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RW gegen Zauber (SG) = 10 + WE + Zaubergrad

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

MONSTER LORE

Wissen

+ WE

When identifying the abilities and weaknesses of creatures.

CUNNING INITIATIVE

Stufe
2 Initiative

+ WE

DETECT ALIGNMENT

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

GEMEINSCHAFTSTALENTE

Stufe
3 CURRENT
TALENTE = (÷ 3) +

Temporary feat

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BANE

Stufe
5 Weapon Enhancement Bonus + 2 + 2 + 2W6 Damage Bonus

Stufe
12 BANE PRO TAG = + Bane Rounds Today ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LIES

DISCERN LIES PRO TAG = + Discern Lies Today ☐ ☐ ☐ ☐ ☐ ☐

STALWART

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

BEKANNTE ZAUBER

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URTEIL

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

URTEILE PRO TAG = (÷ 3) + (aufrunden)

Judgements Today ☐ ☐ ☐ ☐ ☐

Stufe
8 Invoke two judgements at once

Stufe
16 Invoke three judgements at once

SLAYER

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

Stufe
17 1 + (÷ 5)

1 + (÷ 3)

TRUE JUDGEMENT

Stufe
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 = (÷ 2) + WE

Inquisitor
Level

1 + (÷ 5) (abrunden)

1 + (÷ 3)

Zerstörung Schadensbonus + 3-Level Bonus

Heilung Fast healing per round + 3-Level Bonus

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

Piercing Zauberresistenz überwinden + 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 +

Resistenz Energy resistance bonus + 3-Level Bonus × 2

Zerschmettern Your weapon counts as magical for bypassing damage resistance.

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

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

+ +