

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
		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"/>
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		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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
Stufe
12 Bonus + 2 + 2 + 4W6 Bonus

BANE
PRO TAG Inquisitor
Level Sonstiges Bane Rounds
Today

Runden

=

+

DISCERN LIES

DISCERN LIES
PRO TAG Inquisitor
Level Sonstiges Discern Lies
Today

=

+

STALWART

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

BEKANNTE ZAUBER

0

1

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2

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3

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6

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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 Inquisitor
Level Sonstiges

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 Inquisitor
Level + 5

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

Zähigkeit
SG des Rettungsw Level

= (÷ 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
From level 10, bonus doubles to confirm critical hits

5-Level
Bonus +

Piercing

Zauberresistenz überwinden

+ 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 +

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.

+ +