

INQUISITOR

Уровень
Заклинателя

БОЖЕСТВО



СФЕРА

Домен

Дарованные Силы

ЗАКЛИНАНИЯ

Заклинаний КС Спаса
известно заклинаний

Заклинаний Базовый оп. Заклинаний
в день Заклинаний

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

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 = ($\frac{\text{Уровень Инквизитора}}{3}$) + Прочее

Temporary feat

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BANE

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

Уровень
12 BANE PER DAY = ($\frac{\text{Уровень Инквизитора}}{3}$) + Прочее Bane Rounds Today

DISCERN LIES

Уровень
12 DISCERN LIES PER DAY = ($\frac{\text{Уровень Инквизитора}}{3}$) + 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 = ($\frac{\text{Уровень Инквизитора}}{3}$) + Прочее (Округлять вверх)

Judgements Today ☐
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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 + ($\frac{\text{Inquisitor Level} + 5}{5}$)

1 + ($\frac{\text{Inquisitor Level} + 5}{3}$)

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 = ($\frac{\text{Уровень Инквизитора}}{2}$) + МУД

Уровень
Инквизитора

1 + ($\frac{\text{Уровень Инквизитора}}{5}$) (Округлять к меньшему)

1 + ($\frac{\text{Уровень Инквизитора}}{3}$)

Destruction
Damage bonus + 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

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 +

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.

+ +