

# INQUISITOR

Nível do Conjurador

DIVINDADE



## Domínio

Domínio

Granted Powers

## MAGIAS

Magias Conhecidas + Teste de Resistência CD = Magias por dia = Base + Magias Bônus

Magias Conhecidas	Teste de Resistência CD	Magias por dia	Base	Magias Bônus
		0		SAB - 4
		1		SAB - 8
		2		SAB - 12
		3		
		4		
		5		
		6		

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 ÷ 3) + 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

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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

Inquisitor Level

Outros

= ( ÷ 3 ) + (Arredonda para Cima)

Judgements Today ☐  
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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.

+ +