INQUISITOR

Livello dell'incantatore

DIVINITÀ

BUONO LEGALE CAOTICO MALVAGIO

DOMAIN

Dominio

Granted Powers

INCANTESIMI

Incantesimi Conosciuti	DC Tiri Salvz.		Incantesimi al giorno	Incantesimi Base +	Incantesimi Bonus SAG – 4	SAG – 8	SAG – 12
		0					
		1					
		2					
		3					
		4					
		5					
		6					

Salvezza Incntsm. = 10 + SAG + Liv Incntsm

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

ABILITÀ

MONSTER LORE

Knowledge + = SAG

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidire +

Intuizione +

Inquisitor Level ÷ 2

Livello 2 Seguire tracce +

CUNNING INITIATIVE

Initiative + = SAG

TALENTO DI SQUADRA

Livello 3

CURRENT FEATS = (Inquisitor Level ÷ 3) + Altro

Temporary feat

☐

☐

☐

☐

☐

BANE

Livello 5 — Weapon Enhancement Bonus + 2 — + 2 + 2d6 — Damage Bonus

Livello 12 — + 2 — + 2 + 4d6

BANE PER DAY rds = Inquisitor Level + Altro

Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY = Inquisitor Level + Altro

Discern Lies Today

INCANTESIMI CONOSCIUTI

0

1

2

3

4

5

6

JUDGEMENT

JUDGEMENTS PER DAY = (Inquisitor Level ÷ 3) + Altro

(Arrotond.per eccesso)

Livello 1 — Invoke one Judgement on your foes and receive a bonus as long as you are in combat.

Judgements Today

5-LEVEL BONUS + = 1 + (Inquisitor Level ÷ 5)

3-LEVEL BONUS + = 1 + (Inquisitor Level ÷ 3)

Livello 8 — Invoke two judgements at once

Livello 16 — Invoke three judgements at once

Livello 17 — **SLAYER** Select one judgement at start of combat to apply its bonus at 5 levels higher

Livello 20 — **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

TEMPRA SAVECD = (Inquisitor Level ÷ 2) + SAG

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.

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

Livello 10 — Your weapon also counts as adamantine for overcoming damage resistance.

+

+

+