

INQUISITOR

Zauber-
stufe

GOTTHEIT



DOMAIN

Domäne

Granted Powers

ZAUBER

Zauber Bekannt	Zauber Rettungs SG	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"/>
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		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Zauber Rettungs SG = 10 + WE + Zaubergrad

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

FERTIGKEITEN

MONSTER LORE

Knowledge + = WE

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Einschüchtern + } Inquisitor Level
Motiv erkennen + } $\div 2$

Stufe 2 Spuren folgen +

CUNNING INITIATIVE

Initiative + = WE

TEAMWORK FEATS

Stufe 3 CURRENT FEATS Inquisitor Level Sonstiges
 = $(\div 3) +$

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

BANE

Stufe 5 Weapon Enhancement Bonus + 2 + 2 + 2d6 Damage Bonus
Stufe 12 + 2 + 2 + 4d6

BANE PER DAY Inquisitor Level Sonstiges Bane Rounds Today
Runden = +

DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level Sonstiges Discern Lies Today
 = +

BEKANNTE ZAUBER

0

1

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☐ ☐

JUDGEMENT

JUDGEMENTS PER DAY Inquisitor Level Sonstiges
 = $(\div 3) +$
(aufrunden)

Stufe 1 Invoke one Judgement on your foes and receive a bonus as long as you are in combat. Judgements Today ☐ ☐ ☐

5-LEVEL BONUS Inquisitor Level
+ = 1 + $(\div 5)$

3-LEVEL BONUS Inquisitor Level
+ = 1 + $(\div 3)$

Stufe 8 Invoke two judgements at once

Stufe 16 Invoke three judgements at once

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

TRUE JUDGEMENT Invoke True Judgement before one attack
Stufe 20 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 Inquisitor Level
 = $(\div 2) + WE$

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 $\times 2$

Smiting 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.

+

+

+