

# INQUISITOR

Zauber-  
stufe

GOTTHEIT



## DOMAIN

Domäne

Granted Powers

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- + 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"/>
		4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Zauberrettungs SG = 10 + WE + Zaubergrad

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

## FERTIGKEITEN

### MONSTER LORE

Wissen  +  = WE

When identifying the abilities and weaknesses of creatures.

### STERN GAZE

Einschüchtern  +  } Inquisitor Level  
Motiv erkennen  +  }  ÷ 2

Stufe 2 Spuren suchen  ←

### CUNNING INITIATIVE

Initiative  +  = WE

## GEMEINSCHAFTSTALENTE

Stufe 3 CURRENT TALENTE Inquisitor Level Sonst. Mod.  
 = (  ÷ 3 ) +

Temporary feat

☐

☐

☐

☐

☐

## BANE

Stufe 5 Weapon Enhancement Bonus  + 2  + 2 + 2W6 Damage Bonus  
Stufe 12  + 2  + 2 + 4d6

### BANE PRO TAG

Inquisitor Level Sonst. Mod. Bane Rounds Today  
 Runden =  +  ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## DISCERN LIES

DISCERN LIES PRO TAG Inquisitor Level Sonst. Mod. Discern Lies Today  
 =  +  ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## BEKANNTE ZAUBER

0

1

☐ ☐  
☐ ☐  
☐ ☐

2

☐ ☐  
☐ ☐  
☐ ☐

3

☐ ☐  
☐ ☐  
☐ ☐

4

☐ ☐  
☐ ☐

5

☐ ☐  
☐ ☐

6

☐ ☐  
☐ ☐

## URTEIL

URTEILE PRO TAG Inquisitor Level Sonst. Mod.  
 = (  ÷ 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 + (  ÷ 5 )

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

Zähigkeit SAVE DC Inquisitor Level  
 = (  ÷ 2 ) + WE

Destruction Schadensbonus  +  3-Level Bonus

Heilung 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

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.

+

+

+