

INQUISITOR

Уровень
Заклинателя

БОЖЕСТВО



DOMAIN

Домен

Granted Powers

Заклинания

Заклинаний известно КС спасброска Заклинаний в день Базовых заклинаний Числовых заклинаний

| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | WIS - 4 | WIS - 8 | WIS - 12 |
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КС спаса заклинания = 10 + WIS + Уровень заклятия

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

НАВЫКИ

MONSTER LORE

Knowledge + = **WIS**

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidate + } Inquisitor Level
Чувство мотива + } ÷ 2

Уровень 2 Выслеживание ←

CUNNING INITIATIVE

Initiative + = **WIS**

TEAMWORK FEATS

Уровень 3 CURRENT FEATS = (÷ 3) + Прочее

Temporary feat

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- ☐
- ☐
- ☐
- ☐

BANE

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

BANE PER DAY Inquisitor Level Прочее Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level Прочее Discern Lies Today

Изученные заклинания

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JUDGEMENT

JUDGEMENTS PER DAY

Inquisitor Level Прочее
 = (÷ 3) +
(Округлять вверх)

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

5-LEVEL BONUS + = 1 + (÷ 5)

3-LEVEL BONUS + = 1 + (÷ 3)

Уровень 8 Invoke two judgements at once

Уровень 16 Invoke three judgements at once

Уровень 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
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
 = (÷ 2) + **WIS**

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.

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