

INKWIZYTOR

Poziom
Czarującego

BÓG



DOMAIN

Doemna

Ofiarowane Moce

CZARY

| Znane Czary | ST Rztu Obronnego | Czary na dzień | = Czary Bazowe | Premiowe Czary |
|-------------|-------------------|----------------|----------------|--------------------------------|
| | | 0 | | RZT - 4 RZT - 8 RZT - 12 |
| | | 1 | | |
| | | 2 | | |
| | | 3 | | |
| | | 4 | | |
| | | 5 | | |
| | | 6 | | |

ST Rz. Obr. = 10 + RZT + Poziom Czaru

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

UMIEJĘTNOŚCI

WIEDZA O POTWORACH

Wiedza + = RZT

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Zastraszanie + } Poziom Inkwizytora
Wycucie Pobudek + } ÷ 2

Poziom 2 Tropienie +

CUNNING INITIATIVE

Initiative + = RZT

ATUTY DRUŻYNOWE

Poziom 3 CURRENT FEATS Poziom Inkwizytora Inne
= (÷ 3) +

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

BANE

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

BANE PER DAY

round = + Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY Poziom Inkwizytora Inne Discern Lies Today
= +

ZNANE CZARY

0

1

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2

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JUDGEMENT

JUDGEMENTS PER DAY

Poziom Inkwizytora Inne
= (÷ 3) +
(Zaokrąglane w górę)

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

Judgements Today
☐
☐
☐

5 POZIOM PREMIA

+ = 1 + (÷ 5)

3-POZIOM PREMIA

+ = 1 + (÷ 3)

Poziom 8 Invoke two judgements at once

Poziom 16 Invoke three judgements at once

SLAYER

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

TRUE JUDGEMENT

Poziom 20 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.

WYTRWAŁOŚĆ SAVE DC

Poziom Inkwizytora
= (÷ 2) + RZT

Destruction

Premia do obrażeń + 3-Level Bonus

Leczenie

Fast healing per round + 3-Level Bonus

Sprawiedliwość

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-Poziom Premia × 2

Smiting

Your weapon counts as magical for bypassing damage resistance.
Poziom Your weapon also counts as aligned, to an alignment that matches your own.
6
Poziom Your weapon also counts as adamantite for overcoming damage resistance.
10

+

+

+