

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
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		2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3		<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"/>

RW gegen Zauber (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 lesen + ←

CUNNING INITIATIVE

Initiative + = WE

GEMEINSCHAFTSTALENTE

Stufe CURRENT TALENTE Inquisitor Level Sonst. Mod.

3 = (÷ 3) +

Temporary feat

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BANE

Stufe 5 Weapon Enhancement Bonus + 2 + 2 + 2W6 Damage Bonus

Stufe 12 + 2 + 2 + 4W6

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

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URTEIL

URTEILE PRO TAG Inquisitor Level Sonst. Mod.

PRO TAG = (÷ 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 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) + WE

Zerstörung 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 Zauberresistenz überwinden + 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

Resistenz 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.

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