

INQUISITOR

Zauber-
stufe

GOTTHEIT



DOMÄNE

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"/>

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 3 CURRENT TALENTE = (÷ 3) + Sonstiges

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

BANE

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

BANE PRO TAG Inquisitor Level Sonstiges Bane Rounds Today
 Runden = + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LIES

DISCERN LIES PRO TAG Inquisitor Level Sonstiges Discern Lies Today
 = + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

BEKANNTE ZAUBER

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1

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2

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URTEIL

URTEILE PRO TAG Inquisitor Level Sonstiges
 PRO TAG = (÷ 3) + (aufrunden)

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

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

Zähigkeit Inquisitor Level
SG des Rettungswurfs = (÷ 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.

+

+

+