

INQUISITOR

Conjurador
Nível

DIVINDADE



DOMAIN

Domínio

Granted Powers

MAGIAS

Magias Conhecidas + Teste de Resistência CD = Magias por dia = Base Magia + Magias Bônus

Magias Conhecidas	Teste de Resistência CD	Magias por dia	Base Magia	Magias Bônus
		0		SAB - 4 SAB - 8 SAB - 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"/>

Teste de Resistência CD = 10 + SAB + Nível da Magia

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

PERÍCIAS

MONSTER LORE

Knowledge + = SAB

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidate + } Inquisitor Level

Sentir Motivação + } ÷ 2

Nível 2 Rastrear + ←

CUNNING INITIATIVE

Initiative + = SAB

TEAMWORK FEATS

Nível 3 CURRENT FEATS = (÷ 3) +

Temporary feat

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BANE

Nível 5 Weapon Enhancement Bonus + 2 + 2 + 2d6 Damage Bonus

Nível 12 BANE PER DAY Inquisitor Level + Outros Bane Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level + Outros Discern Lies Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MAGIAS CONHECIDAS

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JUDGEMENT

JUDGEMENTS PER DAY

Inquisitor Level Outros = (÷ 3) +
(Arredonda para Cima)

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

Judgements Today ☐ ☐ ☐ ☐ ☐ ☐

5-LEVEL BONUS

+ = 1 + (÷ 5)

3-LEVEL BONUS

+ = 1 + (÷ 3)

Nível 8 Invoke two judgements at once

Nível 16 Invoke three judgements at once

SLAYER

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

TRUE JUDGEMENT

Nível 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.

FORTITUDE SAVE DC

Inquisitor Level = (÷ 2) + SAB

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.

Nível 6 Your weapon also counts as aligned, to an alignment that matches your own.

Nível 10 Your weapon also counts as adamantite for overcoming damage resistance.

+

+

+