

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
Wyczucie Pobudek + } ÷ 2

Poziom 2 Tropienie +

CUNNING INITIATIVE

Initiative + = RZT

ATUTY DRUŻYNOWE

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

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

BANE

Poziom 5 Premia do Broni + 2 + 2 + 2d6 Damage Bonus
Poziom 12 z Wzmocnienia + 2 + 2 + 4d6

BANE PER DAY

round = + Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY Poziom Inkwizytora = + Discern Lies Today

ZNANE CZARY

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DOSTOSOWANIE

OSĄDY NA DZIEŃ

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

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

Osądzienia Dziś
☐
☐
☐

5 POZIOM PREMIA

+ = 1 + (÷ 5) Poziom Inkwizytora

3-POZIOM PREMIA

+ = 1 + (÷ 3) Poziom Inkwizytora

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

PRAWDZIWY OSĄD

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

+ = (÷ 2) + RZT Poziom Inkwizytora

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

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

+

+

+