

# 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 Czar

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 = ( ÷ 3 ) +

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 Inne Discern Lies Today

## ZNANE CZARY

0

1

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2

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3

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6

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## DOSTOSOWANIE

### OSĄDY 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.

Osądzienia Dziś  
□□□  
□□□

### 5 POZIOM PREMIA

Poziom Inkwizytora  
+ = 1 + ( ÷ 5 )

### 3-POZIOM PREMIA

Poziom Inkwizytora  
+ = 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

### 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

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 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.

+

+

+