

INQUISITOR

Zauber-
stufe

GOTTHEIT



DOMÄNE

Domäne

Granted Powers

ZAUBER

| Bekannte Zauber | RW gegen Zauber | Zauber pro Tag | = Grund- zauber | + 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) +

Temporary feat

☐

☐

☐

☐

☐

BANE

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

Stufe 12 BANE PRO TAG Inquisitor Level Sonstiges Bane Rounds Today Runden = +

DISCERN LIES

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

BEKANNTE ZAUBER

0

1

☐ ☐
☐ ☐
☐ ☐

2

☐ ☐
☐ ☐
☐ ☐

3

☐ ☐
☐ ☐
☐ ☐

4

☐ ☐
☐ ☐
☐ ☐

5

☐ ☐
☐ ☐
☐ ☐

6

☐ ☐
☐ ☐
☐ ☐

URTEIL

URTEILE PRO TAG Inquisitor Level Sonstiges = (÷ 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.

+

+

+