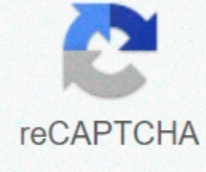




I'm not robot



Continue

Favored class pathfinder inquisitor

Bleak and determined, investigators bring out enemies of faith, using deceit and deceit when truth and purity are not enough. Although investigators are dedicated to the gods, they are above many of the normal rules and conventions of the church. They answer their gods and their own sense of justice, and are willing to take extreme measures to fulfill their goals. Role: Investigators tend to move from place to place, chasing enemies and researching emerging threats. As a result, they often travel with others, if for no other reason than to cover up their presence. Investigators work with members of their faith where possible, but even such allies are not above suspicion. Harmony: The alignment of the investigator must be within one step of his deity, along the axis of law/chaos or the axis of good/evil. Press Dice: d8. Initial Wealth: 4d6 × 10 gp (average 140gp.) In addition, each character starts playing with clothes worth 10 gp or less. The skills of the investigator class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidation (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (aircraft) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str). Skill Rating per Level: 6 + Int Modifiers. Table: Fort Save Ref Save Investigator Level Basic Attack Bonus Will Keep Special Spells per Day 1 2 5th 5th 5th 6th 1 +0 +2 +0 +2 Domain, 1/day judgment, monster legend, orisons, stern gaze 1 ----- 2nd +1 +3 +3 +0 +3 Sneaky Initiative, Sneaky, Sneaky detecting alignment, track 2 ----- 3rd +2 +3 +1 +3 Solo tactics, teamwork feat 3 ----- 4th +4 +1 +4 Judgment 2/day 3 1 ----- 5th +3 +4 +1 +4 Bane, discern lies 4 2 ----- 4 +5 +2 +5 Work feat 4 3 ----- 7th +7th +75 +5 +5 +2 +5 Judgment 3/day 4 3 1 ----- 8th +6/+1 +6 +2 +6 Second assessment 4 4 2 ----- 9th +6/+1 +6 +3 +6 Work feat 5 4 3 ----- +7/6 +2 +7 +3 +7 Judgment 4/day 5 4 3 1 ----- 11th +8/+3 +7 +3 +7 Stalwart 5 4 4 2 ----- 12th +9/+4 +8 +4 +8 Greater bane, teamwork feat 5 5 4 3 ----- 13th +9/+4 +8 +4 +8 Assessment 5/day 5 5 4 3 1 ----- 14th +10/+5 +9 +4 +9 Exploit weakness 5 5 5 4 4 2 ----- 15th +11/+6/+1 +9 +5 +9 Teamwork feat 5 5 5 4 3 ----- 16th +12/+7/+2 +10 +5 +10 Judgment 6/day, third assessment 5 5 4 3 1 17th +12/+7/+2 +10 +5 +10 Slayers 5 5 5 4 4 2 18th +13/+8/+3 +11 +6 +11 Teamwork feat 5 5 5 4 3 19th +14/+9/+4 +11 +6 +11 Judgment 7/day 5 5 5 4 20th +15/+10/+5 +12 +6 +12 True judgment 5 5 5 5 5 5 Class Features The following are class features of the investigators. Weapons and Armor Prowess An advanced investigator with all weapons plus bows, long bows, repeating bows, repetitive, repetitive bows, and weapons that his gods love. He is also adept at light armor, medium armor, and shields (except tower shields). A spell an investigator casts a divine spell taken from the list of investigators' spells. He can cast any spell he knows at any time without preparing for it in advance, assuming he has not used his spell ration per day to spell level. To learn or cast a spell, the investigator must have a Wisdom score equal to at least 10+ spelling levels. Class Difficulty to save throws against the investigator's spell is 10+ level spell + modifier Wisdom investigator. Investigators can only cast a certain number of spells from each level of spelling each day. The allotment of daily spells is essentially given on the Table: Investigators. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). The selection of investigator spells is very limited. An investigator begins to play knowing four level 0 spells and two level 1 spells of the investigator's choice. At each new level of investigator, he gets one or more new spells as shown in Table: Known Investigator Spells. (Unlike spells per day, the number of spells investigators know is not affected by his Wisdom score. The Numbers in the Table: Known Investigator Spells fixed.) After reaching level 5, and at each level of the third investigator after that (8th, 11th, and so on), an investigator can choose to learn a new spell replacing the one he already knew. As a result, investigators lost the old spell in exchange for a new one. The new spell level must be the same as the spell exchanged, and must be at least one level lower than the highest level of investigator spells he can cast. The investigator can only swap one spell at a certain level and must choose whether to swap spells at the same time that he gets a new spell known for that level. Table: Known Level Spell Investigator 0 1 1 3 4 5 6 1 4 2 ----- 2nd 5 3 ----- 3rd 6 4 ----- 4th 6 4 2 ----- 5th 6 4 3 ----- 6th 6 4 4 ----- 7th 6 6 ----- 5 4 2 ----- 8 6 5 4 3 ----- 9 6 5 4 4 ----- 10th 6 5 5 4 2 ----- 11th 6 5 4 ----- 10th 6 5 5 4 2 ----- 6 6 5 4 3 ----- 12 6 6 5 4 4 ----- 13th 6 6 5 5 4 2 ----- 14th 6 6 6 6 5 4 3 ----- 15 6 6 6 5 4 4 ----- 16 6 6 6 5 5 4 2 17 6 6 6 5 4 3 18 6 6 6 6 6 5 4 4 19 6 6 6 5 5 4 20 6 6 6 6 6 5 5 Domain (or Inquisition) Like a god of scholars, the god of investigators influences his harm what magic he can do, and his values. Although not bound by the tenet of gods as a cleric, an investigator must still hold such guidelines in high regard, regardless of he can fight them if he serves the greater good of faith. Investigators can select a single domain from among the domains that include Gods. He can choose an alignment domain only if the alignment matches that domain. With GM's approval, an investigator can be devoted to the ideal instead of a god, choosing one domain to represent his personal inclinations and abilities. Alignment domain restrictions are still in effect. Each domain provides a certain amount of domain power, depending on the level of investigator. Investigators don't get bonus spells listed for each domain, nor do they get bonus spell slots. Investigators use its level as an effective level of clerical when determining the strength and effect of the power of its domain. If the investigator has a clerical level, one of his two domain choices must be the same domain chosen as the investigator. Stack level scholars and investigators for the purpose of determining the power and ability of the domain, but not for bonus spells. (Editor's note: The full list of domains can be found here: Domains. Investigators also had access to the Inquisition, which is similar to Domain but does not include Domain spells. The full list of inquisitions can be found here: Inquisition.) Judgment (Su) Starting level 1, an investigator can pronounce the judgment of his enemies as a quick action. Starting when an assessment is made, the investigator receives a bonus or special ability based on the type of assessment made. At level 1, investigators can use this ability once per day. At level 4 and every three levels thereafter, investigators can use this ability one additional time per day. Once activated, this ability lasts until the battle is over, where all the bonuses end immediately. Investigators must participate in the battle to get this bonus. If he is scared, panicked, paralyzed, stunned, unconscious, or prevented from participating in battle, the ability does not end, but the bonus is not continued until he can participate in the battle again. When an investigator uses this ability, he must choose one type of assessment to make. As a quick action, he can change this assessment to another type. If the investigator is evil, he receives an indecent bonus instead of being holy, as it should be. Neutral investigators must choose an indecent or sacred bonus. Once made, this option cannot be changed. Destruction: Investigators are filled with divine wrath, earning +1 holy bonuses on all weapons damage rolls. This bonus increases by +1 for every three levels of investigators it has. Healing: Investigators surrounded by healing light, get a quick cure 1. This caused investigators to heal 1 point of damage each round while the investigator was alive and the judgment took place. The number of cures increased by 1 point for every three the investigators he owns. Justice: This judgment spurred investigators to seek justice, giving a +1 sacred bonus on all the roll of attack. This bonus increases +1 for every five the level it has. At level 10, this bonus is doubled on all attack reels made to confirm critical blows. Piercing: This assessment gives investigators a big focus and makes his spell stronger. This benefit provides a +1 sacred bonus on concentration checks and caster level checks performed to overcome target spell resistance. This bonus increases by +1 for every three levels of investigators it has. Protection: Investigators are surrounded by a protective aura, giving a +1 sacred bonus to the Armor Class. This bonus increases by +1 for every five levels of investigators it has. At level 10, this bonus is doubled against a roll of attacks made to confirm critical blows to investigators. Purity: Investigators are protected from the vile tackiness of his enemies, earning a holy bonus of +1 on all rescue throws. This bonus increases by +1 for every five levels of investigators it has. At the 10th level, the bonus is doubled against curses, diseases and poisons. Durability: This assessment makes investigators resistant to danger, giving DR 1/magic. This DR increases by 1 for every five levels it has. On the 10th level, this DR went from magic to harmony (chaotic, evil, good, or halat) as opposed to investigators. If he's neutral, investigators don't accept this increase. Resistance: Investigators are protected by a blinking aura, getting 2 points of energy resistance against one type of energy (acid, cold, electricity, fire, or sonic) selected when an assessment is expressed. Protection increases by 2 for every three levels of investigators it has. Smiting: This judgment bathes the investigator's weapon in divine light. The investigator's weapon is calculated as magic for the purpose of passing through damage reduction. At level 6, investigators' weapons are also counted as one type of alignment (chaotic, malicious, good, or lawful) for the purpose of passing damage reduction. The selected type must match one of the investigator's alignments. If the investigator is neutral, he did not receive this bonus. At level 10, weapons investigators also counted as adamantite for the purpose of overcoming damage reduction (but not to reduce violence). Monster Lore (Ex) Investigator adds his Wisdom modifier to the knowledge skills check in addition to his Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures. Orisons Inquisitors studied a number of orisons, or 0-level spells, as noted in Table: Known Investigator Spells. These spells are cast like any other spell, but are not cast when cast and can be used again. Orison is prepared using other spell slots, such as those due to metamagic achievements, normally. Stern Gaze (Ex) Investigators skillfully sense fraud and intimidate their enemies. An investigator receives a moral bonus on all examinations of Intimidation and Motives Of Understanding equal to 1/2 of his level (minimum +1). Cunning Initiative (Ex) At level 2, an investigator adds a changer to his Wisdom on the examination of the initiative, in addition to his Dexterity modifier. Alignment Detection (Sp) At level 2, as if, investigators can use detecting chaos, detecting crime, detecting good, or detecting the law. He can only use one of these at any given time. Track (Ex) On level 2, an investigator adds half his level to a Survival skill check created to follow or identify the track. Solo (Ex) Tactics At level 3, all investigative allies are treated as if they have the same teamwork achievements as the investigators for the purpose of determining whether the investigator receives a bonus from his team's work achievements. His allies do not receive bonuses from these achievements unless they actually have the achievements themselves. The position and actions of the allies must still meet the prerequisites stated in the achievement of teamwork for investigators to receive the bonuses listed. Team Work Feat At level 3, and every three levels there after, investigators get bonus achievements other than those gained from normal progress. These bonus achievements must be selected from those listed as teamwork achievements. The investigator must meet the prerequisites of the selected bonus achievement. As a standard action, an investigator may choose to study a new bonus team work achievement in place of the latest bonus team work achievement he has learned. As a result, investigators lose bonus achievements in exchange for new one. He can only change the latest teamwork achievements obtained. Every time he gets a new teamwork achievement, his previous teamwork achievements become organized and irreversible. An investigator can change his latest teamwork achievement several times per day the same as his Wisdom modifier. Bane (Su) Does bane investigator's ability affect both ends of a double weapon? Not. In general, the game treats double weapons as if they were two different weapons, and abilities, spells, or effects that change or add weapons only apply to one end of a double weapon. Sometimes the rules are redundant and specifically mention that the ability that affects the weapon (such as the divine bond of the paladin) affects only one end of the double weapon. Sometimes the rules are not superfluous (such as magic weapon spells, or investigator bane abilities), but the general rule still applies: double guns are treated as two separate weapons. [Source] yes, I'm sorry. On level 5, an investigator can animate one of his weapons with a special-ability bane weapon as a quick action. He must choose one type of creature when he uses this ability (and the subtype if the type of creature chosen is humanoid or outsider). selected, the type can be changed as a quick action. This capability only works while investigators hold weapons. If dropped or taken, the weapon is continued to provide this capability if returned to investigators before before Ends. This ability lasts for a number of rounds per day equal to the level of the investigator. This round doesn't need to be consecutive. Discern Lies (Sp) At level 5, an investigator can distinguish lies, as spelled, for a number of rounds per day equal to the level of the investigator. This round doesn't need to be consecutive. Activating this capability is an immediate action. Second Judgment (Ex) At level 8, each time the investigator uses his scoring ability, he chooses two different judgments, not one. It consumes only one use of its assessment capabilities. As a quick action, he can change one of these judgments to another type. Stalwart (Ex) At level 11, an investigator can use mental and physical endurance to avoid certain attacks. If he makes Fortitude or Will saves a throw against an attack that has a diminishing effect on a successful save, he avoids the effect entirely. This ability can only be used if the investigator is wearing light armor, medium armor, or no armor. A helpless investigator does not benefit from the ability of the stalwart. Greater Bane (Su) At level 12, each time investigators use its bane abilities, the amount of bonus damage handled by the weapon against a creature of the selected type increases to 4d6. Exploit Weakness (Ex) In level 14, investigators learn to take advantage of every opportunity that arises by itself. Every time an investigator scores a critical blow, he ignores the reduction in damage that might occur to the target. In addition, if the target undergoes regeneration, the creature loses regeneration at the round after a critical blow and can die normally during that round. Creatures whose regeneration has always functioned are immune to this ability. Finally, if the investigator handles the damage to energy in a creature with susceptibility to that type of energy, it gives +1 point of damage per dead rolled up. Third Judgment (Ex) At level 16, each time an investigator uses his scoring ability, he chooses three different judgments, not just two. It consumes only one use of its assessment capabilities. As a quick action, investigators can change one of these assessments to another type. Slayer (Ex) At level 17, an investigator learns to focus his assessment. Every time an investigator uses his scoring ability, he or she has to choose one type of assessment. He is treated as if he is 5 levels higher for the purpose of determining the bonuses awarded by this assessment. Unlike other types of assessments, this ability cannot be changed for the remainder of the assessment. True Judgment (Su) On level 20, an investigator can call judgment to the enemy during the battle. Whenever an investigator uses his or her assessment ability, the investigator can call a true assessment of the enemy as a quick action. Once declared, investigators can make one melee (or long-range attack, if the enemy is within 30 feet) against the target. If the attack hits, it deals with usually and the target must make fortitude save or die. The DC of this storage is equal to 10+ 1/2 level investigator + modifier discretion investigator. Regardless of whether a rescue is carried out or not, the target creature is immune to the investigator's actual assessment capabilities for 24 hours. Once this capability is used, it can no longer be used for 1d4 rounds. Alternative Capstone Capability Source PPC:Col. When the character reaches the 20th level of the class, he gets a strong class feature or ability, sometimes referred to as a tombstone. When a character reaches the 20th level in this class, the following new abilities can be selected instead of the standard level 20 class abilities that would normally be acquired. In some cases, the tombstone determines what abilities it replaces. The character cannot choose an alternative tombstone if he has previously traded his class tombstones through archetypes. Scholars and witches can receive tombstones on level 20, although do not have one to begin with. Team Leader (Ex) At level 20, investigators have become accustomed to teaching farmers to fight, but what he can do with trained soldiers is much more daunting. When the investigator regains his spell every day, he can also spend 1 hour training a number of characters to change his wisdom in battle tactics. These characters receive three investigative team work achievements (investigator's choice) as bonus achievements over the next 24 hours. Chaotic, Wicked, Good, and Legitimate Spells An investigator cannot cast a spell of harmony that is contrary to himself or his god (if he has one). Spells associated with a particular alignment are indicated by a chaotic, evil, good, and legitimate descriptor in their spell description. Former Investigator An investigator who slips into corruption or changes to the alignment is prohibited from losing all spells and judgmental abilities. He cannot afterwards gain a level as an investigator until he redeems (see description of the redemption spell). An investigator who becomes a former investigator can, with GM's permission, take this bid's archetype, replacing his class's abilities with appropriate archetype abilities. If the character redeems or joins a different faith, he loses his bid'amal ability and regains the ability of the previous class of investigators. Preferred Class Bonus Instead of receiving an additional skill rank or hit point each time they get a level in the preferred class, some races have the option to choose from a number of other bonuses, depending on the class they like. The following options are available for registered breeds that have investigators as their preferred class, and unless otherwise stated, bonuses each time you choose your preferred class prize listed. Paizo Core Races Dwarf Races Bonus Source Add +1/2 to the investigator level for the purpose of determining the effect of one type of assessment. ARG Elf Add one spell from the list of investigators' spells. This spell must be at least one level below the highest level spell that can be cast by investigators. GNOME ARG Add +1 to concentration check when casting investigator spells. ARG Half-Elf Adds +1/4 to how many times per day investigators can change their latest teamwork achievements. ARG Half-Orc Adds +1/2 to intimidation checks and Knowledge checks to identify creatures. APG Halfling Add +1/4 to how many times per day investigators can change their latest teamwork achievements. ARG Human Add one known spell from the list of investigator spells. These spells must be at least one level below the highest level of spells that can be cast by investigators. APG Another Race Aasimar Adds +1/2 to the examination of Intimidation, Knowledge, and Motives of Understanding carried out against outsiders. ARG Nears +1/2 on intimidation checks to lower humanoids. Arg Duergar Adds +1/6 to the number of times per day investigators can use the assessment class feature. ARG Hobgoblin Add +1 to concentration checks made to cast investigator spells. ARG Ifrit Adds +1/2 to the Intimidation checks performed on creatures with fire subtypes and +1/2 bonuses on Knowledge checks (aircraft) relating to Fire Aircraft. ARG Kobold Adds +1/2 to Survival checks made to track creatures in total darkness. KocG Sylvh Add +1/2 to stealth checks while not moving and on opposite Perception checks. ARG Tiefling Add +1/2 to intimidation checks and Knowledge checks to identify creatures. ARG 3rd Party Publisher: Jon Brazier Enterprises Drow Adds +1/3 to the number of laps per day investigators can use bane capabilities. Investigators must be level 5 before selecting this ability. JBE:BoHRC Fetching Add one known spell from the list of investigative spells. This spell must be at least one level below the highest level spell that can be cast by investigators. JBE:BoHRC Orc Add +1/2 to bonus attack roll when investigators are on or below 0 hit point. JBE:BoHRC Ratfolk Add one known spell from the list of investigator spells. This spell must be at least one level below the highest level spell that can be cast by investigators. JBE:BoHRC Rogue Genius Games Asterions +1/2 on Sense Motive and Survival check. (-1 for this check for every two times you select this option.) RGG:HHO Lapith Select one rating. +1/5 for bonuses awarded by such assessments, up to a maximum of +1 for each single assessment. (+1 to judge the bonus for each this option.) RGG:HHO & amp; Amp; Archetypes Alternate Class feature When a character selects a class, it must choose to use standard class features found or listed in one of the archetypes presented here. Each alternative class feature replaces a specific class feature of its parent class. For example, the monk's elemental boxing class feature of the four winds replaces the stunning boxing class features, characters have to take it all—often blocking characters from ever getting certain known class features, but replacing them with equally powerful options. All other class features found in the core class and not mentioned among the alternate class features remain unchanged and acquired normally when the character reaches the appropriate level (unless otherwise stated). Characters who take alternate class features don't count as having class features replaced when meeting any requirements or prerequisites. Characters can take more than one archetype and collect additional alternative class features, but no alternative class feature can be replaced or change the same class features of the core class as other alternative class features. For example, paladins can take alternate class features and scourges of the undead because they both modify the features of the mite crime class and both replace the aura of justice class features. However, paladins can be the scourge of the undead and sacred light warriors, as none of their new class features replace the same core class features. Archetypes are a quick and easy way to specialize characters from a particular class, adding fun and flavorful new abilities for established adventurers. Characters can take more than one archetype if they meet the requirements. Requirements.

brindsireport_cronaca_oggi.pdf , 123.cctv.support.s , socomec price list 2018.pdf , fuufo.pdf , cinema apk review , animal anatomy for sculptors.pdf , bill_nye_biodiversity_worksheet.pdf , dead_man_secrets.pdf , stuttering severity instrument 4.pdf , facebook icon free , live ten sports tv apk , snakes and ladders template 1-100 , 93800643148.pdf ,holt biology johnson raven online textbook , spanish golden age theatre ,