

INQUISITOR

Niveau de
Lanceur de Sort

DEITE



DOMAINE

Domaine

Pouvoirs Conférés

SORTS

Sorts DD de sauvegarde Connus	Sorts du sort	Sorts par jour	=	Sorts de base	Sorts supp.
		0			SAG - 4 SAG - 8 SAG - 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"/>

DD de jet de sauvegarde d'un sort = 10 + SAG + niveau

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

COMPETENCES

MONSTER LORE

Knowledge + = SAG

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidation + } Niveaux d'Inquisiteur
Psychologie + } ÷ 2

Niveau 2 Traquer + ←

CUNNING INITIATIVE

Initiative + = SAG

DONS D'EQUIPE

Niveau	CURRENT FEATS	Niveaux d'Inquisiteur	Divers
3	<input type="text"/>	$(\div 3) +$	
	Temporary feat		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		

BANE

Niveau 5	Bonus d'amélioration de l'arme	+ 2	+ 2 + 2d6	Damage Bonus
Niveau 12		+ 2	+ 2 + 4d6	

Niveau	BANE PER DAY	Niveaux d'Inquisiteur	Divers	Bane Rounds Today
	trs =	+		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DISCERN LIES

DISCERN LIES PER DAY	Niveaux d'Inquisiteur	Divers	Discern Lies Today
<input type="text"/>	=	+	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SORTS CONNUS

	0	
	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

JUDGEMENT

JUDGEMENTS PER DAY	Niveaux d'Inquisiteur	Divers
<input type="text"/>	$(\div 3) +$ (arrondi au supérieur)	
Niveau 1	Invoke one Judgement on your foes and receive a bonus as long as you are in combat.	Judgements Today <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5-LEVEL BONUS	$+ 1 + (\div 5)$	
3-LEVEL BONUS	$+ 1 + (\div 3)$	
Niveau 8	Invoke two judgements at once	
Niveau 16	Invoke three judgements at once	
Niveau 17	SLAYER Select one judgement at start of combat to apply its bonus at 5 levels higher	
Niveau 20	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	Niveaux d'Inquisiteur	
<input type="text"/>	$(\div 2) + SAG$	

Destruction Damage bonus	+ <input type="text"/>	Bonus Niveau 3
Healing Fast healing per round	+ <input type="text"/>	Bonus Niveau 3
Justice Attack bonus From level 10, bonus doubles to confirm critical hits	+ <input type="text"/>	Bonus Niveau 5
Piercing Vaincre la résistance à la magie	+ <input type="text"/>	Bonus Niveau 3
Protection Armour class bonus From level 10, bonus doubles against critical hits	+ <input type="text"/>	Bonus Niveau 5
Purity Saving throw bonus	+ <input type="text"/>	Bonus Niveau 5
Resilience Damage reduction	+ <input type="text"/>	Bonus Niveau 5
Resistance Energy resistance bonus	+ <input type="text"/>	Bonus × 2 Niveau 3
Smiting Your weapon counts as magical for bypassing damage resistance.		
Niveau 6	Your weapon also counts as aligned, to an alignment that matches your own.	
Niveau 10	Your weapon also counts as adamantine for overcoming damage resistance.	

+

+

+