

INQUISITOR

Niveau de
Meneur de Sort

DEITE



DOMAINE

Domaine

Pouvoirs Conférés

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	=	Base Sorts	+	Sorts supp. SAG - 4 SAG - 8 SAG - 12
		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.

MONSTER LORE

Knowledge

+ SAG

When identifying the abilities and weaknesses of creatures.

CUNNING INITIATIVE

Niveau
2 Initiative

+ SAG

DETECT ALIGNMENT

Niveau
2 Detect evil, chaos, good or law at will.

DONS D'EQUIPE

Niveau
3 CURRENT FEATS = (Niveaux d'Inquisiteur ÷ 3) + Divers

Temporary feat

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BANE

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

Niveau
12 BANE PER DAY = (Niveaux d'Inquisiteur ÷ 3) + Divers Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY = (Niveaux d'Inquisiteur ÷ 3) + Divers Discern Lies Today

STALWART

Niveau
11 On passing a Fortitude or Will save, avoid all effects.

SORTS CONNUS

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JUDGEMENT

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

JUDGEMENTS PER DAY = (Niveaux d'Inquisiteur ÷ 3) + Divers (arrondi au supérieur)

Judgements Today ☐ ☐ ☐

Niveau
8 Invoke two judgements at once

Niveau
16 Invoke three judgements at once

SLAYER

Select one judgement at start of combat to apply its bonus at 5 levels higher

Niveau
17 1 + (Inquisitor Level + 5 ÷ 5)

1 + (÷ 3)

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 ÷ 2) + SAG

Niveaux
d'Inquisiteur

1 + (÷ 5) (arrondi à l'inférieur)

1 + (÷ 3)

Destruction

Damage bonus

+ Bonus Niveau 3

Healing

Fast healing per round

+ Bonus Niveau 3

Justice

Attack bonus

+ Bonus Niveau 5

From level 10, bonus doubles to confirm critical hits

Piercing

Vaincre la résistance à la magie

+ Bonus Niveau 3

Protection

Armour class bonus

+ Bonus Niveau 5

From level 10, bonus doubles against critical hits

Purity

Saving throw bonus

+ Bonus Niveau 5

Resilience

Damage reduction

+ Bonus Niveau 5

Resistance

Energy resistance bonus

+ 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 adamantite for overcoming damage resistance.