

# INQUISITOR

Niveau de  
anceur de Sort

DEITE



## DOMAINE

Domaine

Pouvoirs Conférés

## SORTS

Sorts Connus	Sort DD sauvegarde	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.

## 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 = (  ÷ 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 = (  ÷ 3 ) +  Bane Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## DISCERN LIES

DISCERN LIES PER DAY = (  ÷ 3 ) +  Discern Lies Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## STALWART

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

## SORTS CONNUS

0

1

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2

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3

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4

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5

☐ ☐ ☐ ☐ ☐

6

☐ ☐ ☐ ☐ ☐

## JUDGEMENT

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

JUDGEMENTS PER DAY = (  ÷ 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 Inquisitor Level + 5  
1 + (  ÷ 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 = (  ÷ 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

From level 10, bonus doubles to confirm critical hits

+ Bonus Niveau 5

## Piercing

Vaincre la résistance à la magie

+ Bonus Niveau 3

## Protection

Armour class bonus

From level 10, bonus doubles against critical hits

+ Bonus Niveau 5

## 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.

+ +