

INQUISITOR

Niveau de
Lanceur de Sort

DEITE



DOMAIN

Domaine

Granted Powers

SORTS

Sorts Connus DD sauvegarde = Base Sorts supplémentaires

Sorts Connus	Sort DD sauvegarde	Sorts par jour	Base Sorts	Supplémentaires
		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 + } Inquisitor Level
Psychologie + } $\div 2$

Niveau 2 Traquer + $\div 2$

CUNNING INITIATIVE

Initiative + = SAG

DONS D'EQUIPE

Niveau 3 CURRENT FEATS Inquisitor Level Divers
 $\div 3$

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

BANE

Niveau 5 Weapon Enhancement Bonus + 2 + 2 + 2d6 Damage Bonus
Niveau 12 + 2 + 2 + 4d6

BANE PER DAY Inquisitor Level Divers Bane Rounds Today
trs = + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level Divers Discern Lies Today
= + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SORTS CONNUS

0

1

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☐ ☐
☐ ☐

2

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6

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☐ ☐
☐ ☐

JUDGEMENT

JUDGEMENTS PER DAY Inquisitor Level Divers
 $\div 3$

(arrondi au supérieur)

Niveau 1 Invoke one Judgement on your foes and receive a bonus as long as you are in combat. Judgements Today ☐ ☐ ☐ ☐

5-LEVEL BONUS Inquisitor Level
+ = 1 + $\div 5$

3-LEVEL BONUS Inquisitor Level
+ = 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

TRUE JUDGEMENT Invoke True Judgement before one attack
Niveau 20 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
= $\div 2$ + SAG

Destruction Damage bonus + 3-Level Bonus

Healing Fast healing per round + 3-Level Bonus

Justice Attack bonus + 5-Level Bonus
From level 10, bonus doubles to confirm critical hits

Piercing Overcome spell resistance + 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

Resistance Energy resistance bonus + 3-Level Bonus $\times 2$

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.

+

+

+