

INQUISITOR

Niveau de
Lanceur de Sort

DEITE



DOMAIN

Domaine

Pouvoirs Conférés

SORTS

Sorts Connus DD sauvegarde = Sorts par jour = Base Sorts + Sorts supplémentaires

Sorts Connus	DD sauvegarde	Sorts par jour	Base Sorts	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 + } Niveaux d'Inquisiteur
Psychologie + } ÷ 2

Niveau 2 Traquer +

CUNNING INITIATIVE

Initiative + = SAG

DONS D'EQUIPE

Niveau 3 CURRENT FEATS = (÷ 3) +

Temporary feat

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BANE

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

BANE PER DAY Niveaux d'Inquisiteur Divers Bane Rounds Today
trs = + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LIES

DISCERN LIES PER DAY Niveaux d'Inquisiteur Divers Discern Lies Today
= + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SORTS CONNUS

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JUDGEMENT

JUDGEMENTS PER DAY Niveaux d'Inquisiteur Divers

(÷ 3) + (arrondi au supérieur)

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

5-LEVEL BONUS Niveaux d'Inquisiteur
+ = 1 + (÷ 5)

3-LEVEL BONUS Niveaux d'Inquisiteur
+ = 1 + (÷ 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 Niveaux d'Inquisiteur
= (÷ 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 × 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.

+

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+