

# INQUISITOR

Niveau de  
Lanceur de Sort

DEITE



## DOMAIN

Domaine

Pouvoirs Conférés

## SORTS

Sorts Connus DD sauvegarde = Base Sorts supplémentaires

Sorts Connus	DD sauvegarde	Sorts par jour	Base Sorts	SAG - 4	SAG - 8	SAG - 12
		0				
		1				
		2				
		3				
		4				
		5				
		6				

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

## 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  
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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