

INQUISITOR

Niveau de
Lanceur de Sort

DEITE



DOMAINE

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 PER DAY Niveaux d'Inquisiteur Divers Discern Lies Today

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

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

3-LEVEL BONUS Niveaux d'Inquisiteur

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

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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