

# INQUISITOR

Caster  
Level

DEITY



## DOMAIN

Domain

Granted Powers

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		WIS - 4 WIS - 8 WIS - 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"/>

Spell Save DC = 10 + WIS + Spell Level

The inquisitor cannot cast spells of an alignment opposed to her own or her deity's.

## MONSTER LORE

Knowledge

+ WIS

When identifying the abilities and weaknesses of creatures.

## CUNNING INITIATIVE

Level  
2 Initiative

+ WIS

## DETECT ALIGNMENT

Level  
2 Detect evil, chaos, good or law at will.

## TEAMWORK FEATS

Level  
3 CURRENT FEATS = (  ÷ 3 ) +  Misc

Temporary feat

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## BANE

Level  
5 Weapon Enhancement Bonus + 2 + 2 + 2d6 Damage Bonus

Level  
12 BANE PER DAY Inquisitor Level Misc Bane Rounds Today

## DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level Misc Discern Lies Today

## STALWART

Level  
11 On passing a Fortitude of Will save, avoid all effects.

## KNOWN SPELLS

0

1

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2

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3

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4

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5

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6

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## JUDGEMENT

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

JUDGEMENTS PER DAY Inquisitor Level Misc

Judgements Today ☐ ☐ ☐ ☐ ☐

Level  
8 Invoke two judgements at once

Level  
16 Invoke three judgements at once

## SLAYER

Select one judgement at start of combat to apply its bonus at 5 levels higher

Level  
17 Inquisitor Level + 5

1 + (  ÷ 3 )

## TRUE JUDGEMENT

Level  
20 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 Inquisitor Level

= (  ÷ 2 ) + WIS

Inquisitor  
Level

1 + (  ÷ 5 ) (Round down)

1 + (  ÷ 3 )

## Destruction

Damage bonus

+  3-Level Bonus

## Healing

Fast healing per round

+  3-Level Bonus

## Justice

Attack bonus

From level 10, bonus doubles to confirm critical hits

5-Level Bonus +

## Piercing

Overcome spell resistance

+  3-Level Bonus

## Protection

Armour class bonus

From level 10, bonus doubles against critical hits

5-Level Bonus +

## 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.

Level  
6 Your weapon also counts as aligned, to an alignment that matches your own.

Level  
10 Your weapon also counts as adamantite for overcoming damage resistance.

+  +