

INQUISITOR

Caster
Level

DEITY



DOMAIN

Domain

Granted Powers

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonuspreuken
		0		WIS - 4 WIS - 8 WIS - 12
		1		
		2		
		3		
		4		
		5		
		6		

Spell Save DC = 10 + WIS + Spell Level

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

SKILLS

MONSTER LORE

Knowledge + = WIS

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidate + } Inquisitor Level
Sense Motive + } ÷ 2

Level 2 Track +

CUNNING INITIATIVE

Initiative + = WIS

TEAMWORK FEATS

Level 3 CURRENT FEATS Inquisitor Level Misc
+ = (÷ 3) +

Temporary feat

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BANE

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

BANE PER DAY Inquisitor Level Misc Bane Rounds Today
rds = +

DISCERN LIES

DISCERN LIES PER DAY Inquisitor Level Misc Discern Lies Today
= +

KNOWN SPELLS

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JUDGEMENT

JUDGEMENTS PER DAY Inquisitor Level Misc
= (÷ 3) +
(Naar boven afgerond)

Level 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 + (÷ 5)

3-LEVEL BONUS Inquisitor Level
+ = 1 + (÷ 3)

Level 8 Invoke two judgements at once

Level 16 Invoke three judgements at once

Level 17 SLAYER Select one judgement at start of combat to apply its bonus at 5 levels higher

TRUE JUDGEMENT Inquisitor Level
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

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.

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.

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