

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 +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
 = + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

STALWART

Level
11 On passing a Fortitude or 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

☐ ☐ ☐ ☐ ☐

JUDGEMENT

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

JUDGEMENTS PER DAY Inquisitor Level Misc
 = (÷ 3) + (Round up)
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 + (÷ 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

Armor 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.

+ +