

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 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

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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.

+ +