





## INVENTORY

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MONEY

## WANDS

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## ARMOUR

SHIELD



#### Properties

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## Properties

## SCROLLS

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## EQUIPMENT

Headband

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#### Properties

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## Properties

Do-it-yourself

## Properties

Clothes / BodyArms / Wrists

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# 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		
		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

- ☐
- ☐
- ☐
- ☐
- ☐

## 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

0

1

☐  
☐  
☐

2

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☐  
☐

3

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☐  
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4

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☐

5

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☐

6

☐  
☐  
☐

## JUDGEMENT

### JUDGEMENTS PER DAY

Inquisitor Level Misc  
= (  ÷ 3 ) +   
(Round up)

Level 1 Invoke one Judgement on your foes and receive a bonus as long as you are in combat.

Judgements Today  
☐  
☐  
☐

### 5-LEVEL BONUS

+  = 1 + (  ÷ 5 )

### 3-LEVEL BONUS

+  = 1 + (  ÷ 3 )

Level 8 Invoke two judgements at once

Level 16 Invoke three judgements at once

### SLAYER

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

### 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

### 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.

+

+

+

# SPELL BOOK

Spell Level

Spell Level

Spell Level

School

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# CHARACTER BACKGROUND

Name

Origin

## PORTRAIT



## APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

## PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

## ORIGINS

Parents



Country

/ Region

/ Town



## AFFILIATIONS

Religion



Employer



Current Country

/ Region

/ Town



Affiliation



Affiliation



## FRIENDS AND FOES



## PARTY INVENTORY

[illegible]

## CASH

## DEBTS

QUEST

## CONTAINER

Total Weight	lb
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## TOTAL FUNDS

## REGULAR PAYMENTS

ITEMS

## CONTAINER

Total Weight lb