

# 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.

## 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

☐ ☐  
☐ ☐  
☐ ☐

3

☐ ☐  
☐ ☐  
☐ ☐

4

☐ ☐  
☐ ☐  
☐ ☐

5

☐ ☐  
☐ ☐  
☐ ☐

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 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.

+

+

+