

# 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  = (  ÷ 3 ) +  Misc

Temporary feat

- ☐
- ☐
- ☐
- ☐
- ☐

## BANE

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

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

## DISCERN LIES

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

## KNOWN SPELLS

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## JUDGEMENT

### JUDGEMENTS PER DAY

Inquisitor Level  = (  ÷ 3 ) +  Misc  
(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

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** Armor 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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