

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 **BANE PER DAY** rds = + Bane Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LIES

DISCERN LIES PER DAY = + 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 + = 1 + (÷ 5) Inquisitor Level

3-LEVEL BONUS + = 1 + (÷ 3) Inquisitor Level

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 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.

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+

+