

# 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 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

+  = 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

### 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.

+

+

+