

# 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 +  }  $\div 2$

Level 2 Track +   $\leftarrow$

### CUNNING INITIATIVE

Initiative +  = WIS

## TEAMWORK FEATS

Level 3 CURRENT FEATS Inquisitor Level Misc  
 =  $(\div 3) +$

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  
 =  $(\div 3) +$   
(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 +  $(\div 5)$

3-LEVEL BONUS Inquisitor Level  
+  = 1 +  $(\div 3)$

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  
 =  $(\div 2) +$  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  $\times 2$

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.

+

+

+