(/)

Inquisitor

Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile when righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. They answer to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their goals.

Role: Inquisitors tend to move from place to place, chasing down enemies and researching emerging threats. As a result, they often travel with others, if for no other reason than to mask their presence. Inquisitors work with members of their faith whenever possible, but even such allies are not above suspicion.

Alignment: An inquisitor's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Dice: d8.

Starting Wealth: 4d6 × 10 gp (average 140gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The inquisitor's class skills are Bluff (http://www.d20pfsrd.com/skills/bluff) (Cha (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)), Climb (http://www.d20pfsrd.com/skills/climb) (Str (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Strength-Str-)), Craft (http://www.d20pfsrd.com/skills/craft) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Diplomacy (http://www.d20pfsrd.com/skills/diplomacy) (Cha (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)), Disguise (http://www.d20pfsrd.com/skills/disguise) (Cha (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)), Heal (http://www.d20pfsrd.com/skills/heal) (Wis (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-)), Intimidate (http://www.d20pfsrd.com/skills/intimidate) (Cha (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)), Knowledge (http://www.d20pfsrd.com/skills/knowledge) (arcana) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Knowledge (http://www.d20pfsrd.com/skills/knowledge) (dungeoneering) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Knowledge (http://www.d20pfsrd.com/skills/knowledge) (nature) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Knowledge (http://www.d20pfsrd.com/skills/knowledge) (planes) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Knowledge (http://www.d20pfsrd.com/skills/knowledge) (religion) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Perception (http://www.d20pfsrd.com/skills/perception) (Wis (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-)), Profession (http://www.d20pfsrd.com/skills/profession) (Wis (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-)), Ride (http://www.d20pfsrd.com/skills/ride) (Dex (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-)), Sense Motive (http://www.d20pfsrd.com/skills/sense-motive) (Wis (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-)), Spellcraft (http://www.d20pfsrd.com/skills/spellcraft) (Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-)), Stealth (http://www.d20pfsrd.com/skills/stealth) (Dex (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-)), Survival (http://www.d20pfsrd.com/skills/survival) (Wis (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-)), and Swim (http://www.d20pfsrd.com/skills/swim) (Str (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Strength-Str-)).

Skill Ranks per Level: 6 + Int (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-) modifier.

Table: Inquisitor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st Spells per Day	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Domain, judgment 1/day, monster lore, orisons, stern gaze	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Cunning initiative, detect alignment, track	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Solo tactics, teamwork feat	3	—	—	—	—	—
4th	+3	+4	+1	+4	Judgment 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bane, discern lies	4	2	—	—	—	—
6th	+4	+5	+2	+5	Teamwork feat	4	3	—	—	—	—
7th	+5	+5	+2	+5	Judgment 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Second judgment	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Teamwork feat	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Judgment 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Stalwart	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater bane, teamwork feat	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Judgment 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Exploit weakness	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Teamwork feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Judgment 6/day, third judgment	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Slayer	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Teamwork feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Judgment 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True judgment	5	5	5	5	5	5

Class Features

The following are class features of the inquisitor.

Weapon and Armor Proficiency

An inquisitor is proficient with all simple weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and the favored weapon of her deity. She is also proficient with light armor, medium armor, and with shields (except tower shields).

Spells

An inquisitor casts divine spells drawn from the inquisitor spell list (http://www.d20pfsrd.com/magic/spell-lists-and-domains/spell-lists-inquisitor). She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, an inquisitor must have a Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) score equal to at least 10 + the spell level. The Difficulty Class for a saving throw (http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws) against an inquisitor's spell is 10 + the spell level + the inquisitor's Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) modifier.

An inquisitor can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table: Inquisitor. In addition, she receives bonus spells per day if she has a high Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) score (see Table: Ability Modifiers and Bonus Spells (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Abilities-and-Spellcasters)).

An inquisitor's selection of spells is extremely limited. An inquisitor begins play knowing four 0-level spells and two 1st-level spells of the inquisitor's choice. At each new inquisitor level, she gains one or more new spells as indicated on Table: Inquisitor Spells Known. (Unlike spells per day, the number of spells an inquisitor knows is not affected by her Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) score. The numbers on Table: Inquisitor Spells Known are fixed.)

Upon reaching 5th level, and at every third inquisitor level thereafter (8th, 11th, and so on), an inquisitor can choose to learn a new spell in place of one she already knows. In effect, the inquisitor "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level inquisitor spell she can cast. The inquisitor may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Table: Inquisitor Spells Known

Level	Spells Known 0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—

| Level | Spells Known | | | | | |
	0th	1st	2nd	3rd	4th	5th	6th
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	5	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Domain (or Inquisition)

Like a cleric (http://www.d20pfsrd.com/classes/core-classes/cleric)'s deity, an inquisitor's deity influences her alignment, what magic she can perform, and her values. Although not as tied to the tenets of the deity as a cleric (http://www.d20pfsrd.com/classes/core-classes/cleric), an inquisitor must still hold such guidelines in high regard, despite that fact she can go against them if it serves the greater good of the faith. An inquisitor can select one domain (http://www.d20pfsrd.com/classes/core-classes/cleric/domains) from among those belonging to her deity. She can select an alignment domain only if her alignment matches that domain. With the GM's approval, an inquisitor can be devoted to an ideal instead of a deity, selecting one domain to represent her personal inclination and abilities. The restriction on alignment domains still applies.

Each domain (http://www.d20pfsrd.com/classes/core-classes/cleric/domains) grants a number of domain powers, depending on the level of the inquisitor. An inquisitor does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The inquisitor uses her level as her effective cleric (http://www.d20pfsrd.com/classes/core-classes/cleric) level when determining the power and effect of her domain powers. If the inquisitor has cleric (http://www.d20pfsrd.com/classes/core-classes/cleric) levels, one of her two domain selections must be the same domain selected as an inquisitor. Levels of cleric (http://www.d20pfsrd.com/classes/core-classes/cleric) and inquisitor stack for the purpose of determining domain powers and abilities, but not for bonus spells.

(Editor's Note: A complete listing of domains can be found here: Domains (http://www.d20pfsrd.com/classes/core-classes/cleric/domains). Inquisitors also have access to Inquisitions, which are similar to Domains but do not include Domain spells. A complete listing of Inquisitions can be found here: Inquisitions (inquisitions).)

Judgment (Su)

Starting at 1st level, an inquisitor can pronounce judgment upon her foes as a swift action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions). Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made.

At 1st level, an inquisitor can use this ability once per day. At 4th level and every three levels thereafter, the inquisitor can use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is frightened (http://www.d20pfsrd.com/gamemastering/conditions#TOC-Frightened), panicked (http://www.d20pfsrd.com/gamemastering/conditions#TOC-Panicked), paralyzed (http://www.d20pfsrd.com/gamemastering/conditions#TOC-Paralyzed), stunned (http://www.d20pfsrd.com/gamemastering/conditions#TOC-Stunned), unconscious (http://www.d20pfsrd.com/gamemastering/conditions#TOC-Unconscious), or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions), she can change this judgment to another type. If the inquisitor is evil (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), she receives profane bonuses instead of sacred, as appropriate. Neutral (http://www.d20pfsrd.com/alignment-description/additional-rules) inquisitors must select profane or sacred bonuses. Once made, this choice cannot be changed.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Sacred-Bonus) on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

Healing: The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts. The amount of healing increases by 1 point for every three inquisitor levels she possesses.

Justice: This judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Sacred-Bonus) on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Piercing: This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 sacred bonus (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Sacred-Bonus) on concentration (http://www.d20pfsrd.com/magic#TOC-Concentration) checks and caster level (http://www.d20pfsrd.com/magic#TOC-Caster-Level) checks made to overcome a target's spell resistance (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Spell-Resistance). This bonus increases by +1 for every three inquisitor levels she possesses.

Protection: The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Sacred-Bonus) to Armor Class (http://www.d20pfsrd.com/gamemastering/combat#TOC-Armor-Class). This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, the bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

Purity: The inquisitor is protected from the vile taint of her foes, gaining a +1 sacred bonus (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Sacred-Bonus) on all saving throws (http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws). This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled against curses, diseases, and poisons.

Resiliency: This judgment makes the inquisitor resistant to harm, granting DR (http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Damage-Reduction-Ex-or-Su-) 1/magic. This DR (http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Damage-Reduction-Ex-or-Su-) increases by 1 for every five levels she possesses. At 10th level, this DR (http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Damage-Reduction-Ex-or-Su-) changes from magic to an alignment type (chaotic (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Chaotic), evil (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), good (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Good), or lawful (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Lawful)) that is opposite the inquisitor's. If she is neutral (http://www.d20pfsrd.com/alignment-description/additional-rules), the inquisitor does not receive this increase.

Resistance: The inquisitor is shielded by a flickering aura, gaining 2 points of energy resistance (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Energy-Resistance) against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 for every five inquisitor levels she possesses.

Smiting: This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Damage-Reduction). At 6th level, the inquisitor's weapons also count as one alignment type (chaotic (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Chaotic), evil (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), good (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Good), or lawful (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Lawful)) for the purpose of bypassing damage reduction (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Damage-Reduction). The type selected must match one of the inquisitor's alignments. If the inquisitor is neutral (http://www.d20pfsrd.com/alignment-description/additional-rules), she does not receive this bonus. At 10th level, the inquisitor's weapons also count as adamantine for the purpose of overcoming damage reduction (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Damage-Reduction) (but not for reducing hardness).

Monster Lore (Ex)

The inquisitor adds her Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) modifier on Knowledge (http://www.d20pfsrd.com/skills/knowledge) skill checks in addition to her Intelligence (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-) modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Orisons

Inquisitors learn a number of orisons, or 0-level spells, as noted on Table: Inquisitor Spells Known. These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, such as those due to metamagic (http://www.d20pfsrd.com/feats#TOC-Metamagic-Feats) feats, are expended normally.

Stern Gaze (Ex)

Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a morale bonus (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Morale-Bonus) on all Intimidate (http://www.d20pfsrd.com/skills/intimidate) and Sense Motive (http://www.d20pfsrd.com/skills/sense-motive) checks equal to 1/2 her inquisitor level (minimum +1).

Cunning Initiative (Ex)

At 2nd level, an inquisitor adds her Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) modifier on initiative (http://www.d20pfsrd.com/gamemastering/combat#TOC-Initiative) checks, in addition to her Dexterity (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-) modifier.

Detect Alignment (Sp)

At will, an inquisitor can use detect chaos (http://www.d20pfsrd.com/magic/all-spells/d/detect-chaos), detect evil (http://www.d20pfsrd.com/magic/all-spells/d/detect-evil), detect good (http://www.d20pfsrd.com/magic/all-spells/d/detect-good), or detect law (http://www.d20pfsrd.com/magic/all-spells/d/detect-law). She can only use one of these at any given time.

Track (Ex)

At 2nd level, an inquisitor adds half her level on Survival (http://www.d20pfsrd.com/skills/survival) skill checks made to follow or identify tracks.

Solo Tactics (Ex)

At 3rd level, all of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Teamwork Feat

At 3rd level, and every three levels thereafter, the inquisitor gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats (http://www.d20pfsrd.com/feats/teamwork-feats). The inquisitor must meet the prerequisites of the selected bonus feat.

As a standard action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions), the inquisitor can choose to learn a new bonus teamwork feat (http://www.d20pfsrd.com/feats/teamwork-feats) in place of the most recent bonus teamwork feat (http://www.d20pfsrd.com/feats/teamwork-feats) she has already learned. In effect, the inquisitor loses the bonus feat in exchange for the new one. She can only change the most recent teamwork feat (http://www.d20pfsrd.com/feats/teamwork-feats) gained. Whenever she gains a new teamwork feat (http://www.d20pfsrd.com/feats/teamwork-feats), the previous teamwork feat (http://www.d20pfsrd.com/feats/teamwork-feats) becomes set and cannot be changed again. An inquisitor can change her most recent teamwork feat (http://www.d20pfsrd.com/feats/teamwork-feats) a number of times per day equal to her Wisdom (http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) modifier.

FAQ

Does an inquisitor's bane ability affect both ends of a double weapon?

No. In general, the game treats double weapons as if they were two different weapons, and an ability, spell, or effect that changes or augments "a weapon" only applies to one end of a double weapon. Sometimes the rules are redundant and specifically call out that an ability that affects "a weapon" (such as a paladin's (http://www.d20pfsrd.com/classes/core-classes/paladin) divine bond) only affects one end of a double weapon. Sometimes the rules aren't redundant (such as the *magic weapon* (http://www.d20pfsrd.com/magic/all-spell/magic-weapon) spell, or the inquisitor's bane ability), but the general rule still applies: the double weapon is treated as two separate weapons.

Bane (Su)

At 5th level, an inquisitor can imbue one of her weapons with the bane weapon special ability (http://www.d20pfsrd.com/magic-items/magic-weapons/magic-weapon-special-abilities/bane/) as a swift action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions). She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) or outsider (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider)). Once selected, the type can be changed as a swift action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions). This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

Discern Lies (Sp)

At 5th level, an inquisitor can discern lies (http://www.d20pfsrd.com/magic/all-spells/d/discern-lies), as per the spell, for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Second Judgment (Ex)

At 8th level, whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. This only consumes one use of her judgment ability. As a swift action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions), she can change one of these judgments to another type.

Stalwart (Ex)

At 11th level, an inquisitor can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude (http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) or Will (http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) saving throw (http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws) against an attack that has a reduced effect on a successful

save, she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless (http://www.d20pfsrd.com/gamemastering/conditions#TOC-Helpless) inquisitor does not gain the benefit of the stalwart ability.

Greater Bane (Su)

At 12th level, whenever an inquisitor uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

Exploit Weakness (Ex)

At 14th level, the inquisitor learns to take advantage of any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Damage-Reduction) the target might have. In addition, if the target has regeneration, the creature loses regeneration (http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Regeneration-Ex-) on the round following the critical hit and can die normally during that round. Creatures whose regeneration (http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Regeneration-Ex-) always functions are immune to this ability. Finally, if the inquisitor deals energy damage to a creature with vulnerability (http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Energy-Immunity-and-Vulnerability) to that energy type, she deals +1 point of damage per die rolled.

Third Judgment (Ex)

At 16th level, whenever an inquisitor uses her judgment ability, she selects three different judgments, instead of just two. This only consumes one use of her judgment ability. As a swift action (http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions), the inquisitor can change one of these judgments to another type.

Slayer (Ex)

At 17th level, an inquisitor learns to focus her judgment. Whenever an inquisitor uses her judgment ability, she must select one type of judgment. She is treated as if she were 5 levels higher for the purposes of determining the bonus granted by this judgment. Unlike other types of judgment, the one enhanced by this ability cannot be changed for the remainder of the judgment.

True Judgment (Su)

At 20th level, an inquisitor can call true judgment down upon a foe during combat. Whenever an inquisitor uses her judgment ability, the inquisitor can invoke true judgment on a foe as a swift action. Once declared, the inquisitor can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier. Regardless of whether or not the save is made, the target creature is immune to the inquisitor's true judgment ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds.

Chaotic, Evil, Good, and Lawful Spells

An inquisitor can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Chaotic), evil (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), good (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Good) and lawful (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Lawful) descriptors in their spell descriptions.

Ex-Inquisitors

An inquisitor who slips into corruption or changes to a prohibited alignment loses all spells and the judgment ability. She cannot thereafter gain levels as an inquisitor until she atones (see the atonement (http://www.d20pfsrd.com/magic/all-spells/a/atonement) spell description). An inquisitor who becomes an ex-inquisitor can, with the GM (http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Game-Master-GM-)'s permission, take the heretic archetype (archetypes/inquisitor-archetypes-paizo/heretic), replacing her class abilities with the appropriate archetype abilities. If the character atones or joins a different faith, she loses her heretic (archetypes/inquisitor-archetypes-paizo/heretic) abilities and regains her previous inquisitor class abilities.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have fighters as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Race	Bonus	Source
Paizo		
Core Races		
Dwarf (http://www.d20pfsrd.com/races/core-races/dwarf)	Add +½ to the inquisitor's level for the purpose of determining the effects of one type of judgment (inquisitor552c?pli=1#TOC-Judgment-Su-).	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Elf (http://www.d20pfsrd.com/races/core-races/elf)	Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Gnome (http://www.d20pfsrd.com/races/core-races/gnome)	Add a +1 on concentration (http://www.d20pfsrd.com/magic?TOC-Concentration) checks when casting inquisitor spells.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Half-Elf (http://www.d20pfsrd.com/races/core-races/half-elf)	Add +¼ to the number of times per day the inquisitor can change her most recent teamwork (inquisitor#TOC-teamwork-Feat) feat.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Half-Orc (http://www.d20pfsrd.com/races/core-races/half-orc)	Add +½ on Intimidate (http://www.d20pfsrd.com/skills/intimidate) checks and Knowledge (http://www.d20pfsrd.com/skills/knowledge) checks to identify creatures.	APG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Halfling (http://www.d20pfsrd.com/races/core-races/halfling)	Add +¼ to the number of times per day the inquisitor can change her most recent teamwork (inquisitor#TOC-teamwork-Feat) feat.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Human (http://www.d20pfsrd.com/races/core-races/human)	Add one spell known from the inquisitor (inquisitor) spell list. This spell must be at least one level below the highest spell level the inquisitor (inquisitor) can cast.	APG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Other Races		
Aasimar (http://www.d20pfsrd.com/other-races/featured-races/arg-aasimar)	Add +½ on Intimidate (http://www.d20pfsrd.com/skills/intimidate), Knowledge (http://www.d20pfsrd.com/skills/knowledge), and Sense Motive checks made against outsiders.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Dhampir (http://www.d20pfsrd.com/other-races/featured-races/arg-dhampir)	Add a +½ on Intimidate (http://www.d20pfsrd.com/skills/intimidate) checks to demoralize humanoids (http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types).	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Duergar (http://www.d20pfsrd.com/races/uncommon-races/arg-duergar)	Add +¼ to the number of times per day the inquisitor can use the judgment (inquisitor552c?pli=1#TOC-Judgment-Su-) class feature.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Hobgoblin (http://www.d20pfsrd.com/races/other-races/featured-races/arg-hobgoblin)	Add a +1 on concentration (http://www.d20pfsrd.com/magic?TOC-Concentration) checks made to cast inquisitor spells.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Ifrit (http://www.d20pfsrd.com/races/other-races/featured-races/arg-ifrit)	Add a +½ on Intimidate (http://www.d20pfsrd.com/skills/intimidate) checks made against creatures with the fire subtype and a +½ bonus on Knowledge (http://www.d20pfsrd.com/skills/knowledge) (planes) checks relating to the Plane of Fire.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Kobold (http://www.d20pfsrd.com/races/other-races/featured-races/arg-kobold)	Add +½ to Survival (http://www.d20pfsrd.com/skills/survival) checks made to track creatures in total darkness.	KoG (http://www.amazon.com/gp/product/1601253128/tag=httpwwwd20pfs-20)
Sylph (http://www.d20pfsrd.com/races/other-races/featured-races/arg-sylph)	Add a +½ on Stealth (http://www.d20pfsrd.com/skills/stealth) checks while motionless and on opposed Perception (http://www.d20pfsrd.com/skills/perception) checks.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
Tiefling (http://www.d20pfsrd.com/races/other-races/featured-races/arg-tiefling)	Add a +½ on Intimidate (http://www.d20pfsrd.com/skills/intimidate) checks and Knowledge (http://www.d20pfsrd.com/skills/knowledge) checks to identify creatures.	ARG (http://www.amazon.com/gp/product/1601252463/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601253907&linkCode=as2&tag=httpwwwd20pfs-20)
3rd Party Publishers		
Jon Brazer Enterprises		
Drow (http://www.d20pfsrd.com/races/other-races/featured-races/arg-drow)	Add +½ to the number of rounds per day the inquisitor can use the bane ability. The inquisitor must be 5th level before selecting this ability.	JBE:BoHRC (http://www.opengamingstore.com/collections/jon-brazer-enterprises/products/book-of-heroic-races-compendium-pfrpg)
Fetchling (http://www.d20pfsrd.com/races/other-races/featured-races/arg-fetchling)	Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.	JBE:BoHRC (http://www.opengamingstore.com/collections/jon-brazer-enterprises/products/book-of-heroic-races-compendium-pfrpg)
Orc (http://www.d20pfsrd.com/races/other-races/featured-races/arg-orc)	Add +½ to the attack roll bonus when the inquisitor is at or below 0 hit points.	JBE:BoHRC (http://www.opengamingstore.com/collections/jon-brazer-enterprises/products/book-of-heroic-races-compendium-pfrpg)
Ratfolk (http://www.d20pfsrd.com/races/other-races/featured-races/arg-ratfolk)	Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.	JBE:BoHRC (http://www.opengamingstore.com/collections/jon-brazer-enterprises/products/book-of-heroic-races-compendium-pfrpg)
Wayang (http://www.d20pfsrd.com/races/uncommon-races/arg-wayang)	Add a +1 bonus on concentration check when casting inquisitor spells.	JBE:BoHRC (http://www.opengamingstore.com/collections/jon-brazer-enterprises/products/book-of-heroic-races-compendium-pfrpg)
Rogue Genius Games		
Asterions (http://www.d20pfsrd.com/races/super-genius-games/asterion)	+½ on Sense Motive (http://www.d20pfsrd.com/skills/sense-motive) and Survival (http://www.d20pfsrd.com/skills/survival) checks. (+1 to these checks for every two times you select this option.)	RGG:HHO
Lapith (http://www.d20pfsrd.com/races/super-genius-games/lapith)	Select one judgment. +½ to the bonus provided by that judgment, to a maximum of +1 for any single judgment. (+1 to judgment bonus for every five times you select this option.)	RGG:HHO

Archetypes & Alternate Class Features

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the elemental fist class feature of the monk of the four winds replaces the stunning fist class feature of the monk. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a paladin could not be both a hospitaler and an undead scourge since they both modify the smite evil class feature and both replace the aura of justice class feature. A paladin could, however, be both an undead scourge and a warrior of the holy light, since none of their new class features replace the same core class feature.

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype if they meet the requirements.

Table: Archetypes / Alternate Class Features

Archetype / Alternate Class Feature (http://www.d20pfsrd.com/classes/base-classes/inquisitor/archetypes/)	Class Features Changed or Replaced																												
	Class Skills	Weapon & Armor	Spells	Orisons	Domain	Judgment							Monster Lore	Stern Gaze	Cunning Initiative	Detect Alignment	Track	Solo Tactics	Teamwork Feat					Bane	Discern Lies	Second Judgment	Stalwart	Greater Bane	Exploit Weakness	Third Judgment	Slayer	True Judgment
						1	4	7	10	13	16	19							3	6	9	12	15	18									
Paizo (archetypes/inquisitor-archetypes-paizo)																																	
Cloaked Wolf (archetypes/inquisitor-archetypes-paizo/cloaked-wolf-inquisitor-archetype)	C												X	X	X			X	X	X	X	X	X									
Cold Iron Warden (archetypes/inquisitor-archetypes-paizo/cold-iron-warden)													X	X	X	X	X	X	X	X	X	X	C	X									
Exorcist (archetypes/inquisitor-archetypes-paizo/exorcist)																											X				X	X	X
Expulsionist (archetypes/inquisitor-archetypes-paizo/expulsionist-inquisitor-archetype)				X										X										X									

(http://fatecoresrd.opengami
Starjammer SRD
(http://www.starjammersrd.co
OGN Articles
(http://articles.opengamingn

Class Features Changed or Replaced

Archetype / Alternate Class Feature	Class Skills	Weapon & Armor	Spells	Orisons	Domain	J1	J4	J7	J10	J13	J16	J19	Monster Lore	Stern Gaze	Cunning Initiative	Detect Alignment	Track	Solo Tactics	TF3	TF6	TF9	TF12	TF15	TF18	Bane	Discern Lies	Second Judgment	Stalwart	Greater Bane	Exploit Weakness	Third Judgment	Slayer	True Judgment
Paizo (archetypes/inquisitor-archetypes-paizo)																																	
Faith Hunter					X	C	C	C	C	C	C	C						X								C							
Green Faith Marshal					C								X	X												X		X					
Heretic						C	C	C	C	C	C	C	X																				
Hexenhammer			C		C								X	X	X				X	X	X	X	X	X									
Iconoclast													X			X										X			X				X
Infiltrator													X	X			X									X							
Keeper of the Current			C															X								X							
Living Grimoire			C	C		X	X	X	X	X	X	X	X			X										X		X		X		X	X
Monster Tactician						X	X	X	X	X	X	X														X	X				X	X	X
Preacher																		X	(X)	(X)	(X)	(X)	(X)	(X)									
Ravener Hunter			C		X													C	X														
Reaper of Secrets													X	X				X															
Relic Hunter			C		X	X	X	X	X	X	X	X														X		X		X		X	
Royal Accuser	C												X			X		X	X	X	X	X	X										
Sacred Huntsmaster						X	X	X	X	X	X	X							C	C	C	C	C				X				X	X	X
Sanctified Slayer						X	X	X	X	X	X	X														X					X	X	X
Secret Seeker													X													X			X	X			
Sin Eater					X																					X				X			
Spellbreaker													X						X	X	X	X	X	X									X
Suit Seeker						C	C	C	C	C	C	C				C										C				C	C	
Tactical Leader													X						X	X	X	X	X	X							X		
Traceless Operative													X	X		X									X			X					
Umbral Stalker	C				C								X																X				
Urban Infiltrator	C												X														X						
Vampire Hunter						C	C	C	C	C	C	C				X									C								
Vigilant Defender						C	C	C	C	C	C	C	X																X				C
Witch Hunter													X			X	X								X			X				X	
Racial Archetypes – The following class archetypes are available to members of the listed race.																																	
Exarch (http://www.d20pfsrd.com/races/core-races/dwarf/exarch-inquisitor-dwarf) (Dwarf (http://www.d20pfsrd.com/races/core-races/dwarf))			C										X			X			C				X		X		X						

Class Features Changed or Replaced

Archetype / Alternate Class Feature	Class Skills	Weapon & Armor	Spells	Orisons	Domain	Judgment							Monster Lore	Stern Gaze	Cunning Initiative	Detect Alignment	Track	Solo Tactics	Teamwork Feat						Bane	Discern Lies	Second Judgment	Stalwart	Greater Bane	Exploit Weakness	Third Judgment	Slayer	True Judgment
						1	4	7	10	13	16	19							3	6	9	12	15	18									
Paizo (archetypes/inquisitor-archetypes-paizo)																																	
Immolator (Ifrit)			C	C	C	C	C	C	C								X									X					C
Kinslayer (Dhampir)			C	C	C	C	C	C	C					X	(X)	(X)	(X)	(X)	(X)	(X)									
3rd Party Publishers																																	
Ascension Games, LLC (archetypes/ascension-games-llc)																																	
Rune Binder (ascension-games-llc/rune-binder)	X	X				C	C	C	C	C	C	C													X		X		X		X	X	
Everyman Gaming, LLC (everyman-gaming-llc-inquisitor-archetypes)																																	
Community Guardian		X				C	C	C	C	C	C	C						X								X	X				X	X	X
Fire Mountain Games (fire-mountain-games-inquisitor-archetypes)																																	
Torture Master (fire-mountain-games-inquisitor-archetypes/torture-master)																		X	X	X	X	X	X	X					X				
Flaming Crab Games (inquisitor-archetypes-flaming-crab-games)																																	
Spellhound (inquisitor-archetypes-flaming-crab-games/spellhound)					X	X	X	X	X	X	X	X														X	X				X		X
Witchknight (inquisitor-archetypes-flaming-crab-games/witchknight)	C			X		C	C	C	C	C	C	C					X	X	X	X	X	X	X	X					X				
Radiance House (inquisitor-archetypes-radiance-house)																																	
Occult Abolisher (inquisitor-archetypes-radiance-house/occult-abolisher)			X			C	C	C	C	C	C	C					X	X									C				C		
Occult Sadist (inquisitor-archetypes-radiance-house/occult-sadist)				C	C													X	X	X	X	X	X	X									
Pact Protector (inquisitor-archetypes-radiance-house/pact-protector)				X	X	X	X	X	X	X	X	X						X									X					X	X
Rite Publishing (inquisitor-archetypes-rite-publishing)																																	
Grand Inquisitor (inquisitor-archetypes-rite-publishing/grand-inquisitor)	C			C		C	C	C	C	C	C	C						X	X	X	X	X	X	X	X		C		X	X	C		
Rogue Genius Games																																	
Blacksnake	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]
Cloakfighter	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]
Harrier	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]
Physical Exemplar	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]
Spellhammer	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]
Weapon Champion	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]
Youxia	X[2]	X[2]				X[1]	X[1]	X[1]	X[1]	X[1]	X[1]	X[1]															X[1]				X[1]		X[1]

X=replaced, (X)=optional replacement, C=changed, [1]=archetype package 1, [2]=archetype package 2

(https://www.opengamingstore.com/collections/pathfinder/all.atom) **Latest Pathfinder products in the Open Gaming Store** (https://www.opengamingstore.com/collections/all)

- Racial Profiles Expanded: Hungry Souls (https://www.opengamingstore.com/products/racial-profiles-expanded-hungry-souls)
- Legendary Shifters (https://www.opengamingstore.com/products/legendary-shifters)
- Pathfinder Campaign Setting: Ruins of Azlant Poster Map Folio (https://www.opengamingstore.com/products/pathfinder-campaign-setting-ruins-of-azlant-poster-map-folio)
- Pathfinder Adventure Path #126: Beyond the Veiled Past (Ruins of Azlant 6 of 6) (https://www.opengamingstore.com/products/pathfinder-adventure-path-126-beyond-the-veiled-past-ruins-of-azlant-6-of-6)
- Pathfinder Player Companion: Disciple's Doctrine (PFRPG) (https://www.opengamingstore.com/products/pathfinder-player-companion-disciples-doctrine-pfrpg)

(https://www.etsy.com /listing/473899135 /ddpathfinder-spell-templates?ref=shop_home_active_1)   (http://www.dinglesgames.com /tools/NPCGenerator /pathfinder/)   (http://www.cityofbrass.org)   (http://www.meezermobiles.com /fizzleboom.jpg)   (http://www.kickstarter /projects /1584169644/scroll-and-codex-dice-tower-and-rolling-tray/)

(http://www.d20pfsrd.com/dragons-and-stuff)

Open Gaming Network BLOG! (http://articles.opengamingnetwork.com/)

Support Open Gaming (http://www.opengamingstore.com/)

Subscribe to Our Newsletter (http://eepurl.com/bNgnPH)

Sell in the Open Gaming Store (http://www.opengamingstore.com/pages /publisher-information)

Report a Bug or Issue (http://opengamingnetwork.com/report-problem/)

Check out our other SRD sites! Traveller SRD (http://www.traveller-srd.com) | Swords and Wizardry SRD (http://www.d20swsrd.com) | 5th Edition SRD (http://www.5esrd.com) | Dungeon World SRD (http://www.dungeonworldsrd.com) | 13th Age SRD (http://www.13thagesrd.com) | d20HeroSRD (http://www.d20herosrd.com) | The Modern Path SRD (http://www.d20modernpf.com) | d20PFSRD (http://www.d20pfsrd.com) | 3.5e SRD (http://www.35srd.com) | GumshoeSRD (http://gumshoesrd.opengamingnetwork.com) | FateCoreSRD (http://fatecoresrd.opengamingnetwork.com) | Starjammer SRD (http://www.starjammersrd.com) | OGN Articles (http://articles.opengamingnetwork.com)

OGN SRD v1.2.4 using Bootstrap (http://getbootstrap.com/)