INQUISITOR ABILITIES

4	DOMAIN GRANTED POWER	
	GRANTEN POWER	
	QRARTED TOWER	

NONSTER LORE BONUS

THE INQUISITOR ADDS HIS WISDOM MODIFIER ON KNOWLEDGE SKILL CHECKS IN ADDITION TO HIS INTELLIGENCE MODIFIER, WHEN MAKING SKILL CHECKS TO IDENTIFY THE ABILITIES AND WEAKNESSES OF CREATURES.

STERN GAZE

INQUISITORS ARE SKILLED AT SENSING DECEPTION AND INTIMIDATING THEIR FOES. AN INQUISITOR RECEIVES A MORALE BONUS ON ALL INTIMIDATE

AND SENSE MOTIVE CHECKS EQUAL TO 1/2 HIS INQUISITOR LEVEL (MINIMUM + 1).

CUNNING INITIATIVE

AT 2ND LEVEL, AN INQUISITOR ADDS HIS WISDOM MODIFIER ON INITIATIVE CHECKS, IN ADDITION TO HIS DEXTERITY MODIFIER.

DETECT ALIGNMENT

STARTING AT 2ND LEVEL, AT WILL, AN INQUISITOR CAN USE DETECT CHAOS, DETECT EVIL, DETECT GOOD, OR DETECT LAW. HE CAN ONLY USE ONE OF THESE AT ANY GIVEN TIME.

TRACK

AT 2ND LEVEL, AN INQUISITOR ADDS HALF HIS LEVEL ON SURVIVAL SKILL CHECKS MADE TO FOLLOW OR IDENTIFY TRACKS.

YNINAT OIO?

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. HIS 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. THE INQUISITOR MUST MEET THE PREREQUISITES OF THE SELECTED BONUS

AS A STANDARD ACTION, THE INQUISITOR CAN CHOOSE TO LEARN A NEW BONUS TEAMWORK FEAT IN PLACE OF THE MOST RECENT BONUS TEAMWORK FEAT HE HAS ALREADY LEARNED. IN EFFECT, THE INQUISITOR LOSES THE BONUS FEAT IN EXCHANGE FOR THE NEW ONE. HE CAN ONLY CHANGE THE MOST RECENT TEAMWORK FEAT GAINED. WHENEVER HE GAINS A NEW TEAMWORK FEAT, THE PREVIOUS TEAMWORK FEAT BECOMES SET AND CANNOT BE CHANGED AGAIN. AN INQUISITOR CAN CHANGE HIS MOST RECENT TEAMWORK FEAT A NUMBER OF TIMES PER DAY EQUAL TO HIS WISDOM

LEVEL BONUS TEAMWORK FEAT

3	
6	
9	
12	
15	
18	

BANE

ROUNDS/DAY

AY USED

AT 5TH LEVEL, AN INQUISITOR CAN IMBUE ONE OF HIS WEAPONS WITH THE BANE WEAPON SPECIAL ABILITY AS A SWIFT ACTION. SHE MUST SELECTONE CREATURE TYPE WHEN HE USESTHIS ABILITY (AND A SUBTYPE IF THE CREATURE TYPE SELECTED IS HUMANOID OR OUTSIDER). ONCE SELECTED, THE TYPE CAN BE CHANGED AS A SWIFT ACTION. 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

ROUNDS/DAY USED

AT 5TH LEVEL, AN INQUISITOR CAN DISCERN LIES, AS PER THE SPELL, FOR A NUMBER OF ROUNDS PER DAY EQUAL TO HIS INQUISITOR LEVEL. THESE ROUNDS DO NOT NEED TO BE CONSECUTIVE. ACTIVATING THIS ABILITY IS AN IMMEDIATE ACTION.

SECOND JUDGEMENT

AT 8TH LEVEL, WHENEVER AN INQUISITOR
USES HER JUDGMENT ABILITY, HE SELECTS
TWO DIFFERENT JUDGMENTS, INSTEAD OF

ONE. THIS ONLY CONSUMES ONE USE OF HIS JUDGMENT ABILITY. AS A SWIFT ACTION, HE CAN CHANGE ONE OF THESE JUDGMENTS TO ANOTHER TYPE.

STALWART

AT 11TH LEVEL, AN INQUISITOR CAN USE MENTAL AND PHYSICAL RESILIENCY TO AVOID CERTAIN ATTACKS. IF HE MAKES A FORTITUDE

OR WILL SAVING THROW AGAINST AN ATTACK THAT HAS A REDUCED EFFECT ON A SUCCESSFUL SAVE, HE 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 INQUISITOR DOES NOT GAINTHE BENEFIT OF THE STALWART ABILITY.

GREATER BANE

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

AT 14TH LEVEL, THE INQUISITOR LEARNS TO TAKE ADVANTAGE OF ANY OPPORTUNITY THAT PRESENTS ITSELF. WHENEVER THE

PRESENTS ITSELF. WHENEVER THE INQUISITOR SCORES A CRITICAL HIT, HE IGNORES ANY DAMAGE REDUCTION THE TARGET MIGHT HAVE. IN ADDITION, IF THE TARGET HAS REGENERATION, THE CREATURE LOSES REGENERATION ON THE ROUND FOLLOWING THE CRITICAL HIT AND CAN DIE NORMALLY DURING THAT ROUND. CREATURES WHOSE REGENERATION ALWAYS FUNCTIONS ARE IMMUNETO THIS ABILITY.

FINALLY, IF THE INQUISITOR DEALS ENERGY DAMAGE TO A CREATURE WITH VULNERABILITY TO THAT ENERGY TYPE, HE DEALS + 1 POINT OF DAMAGE PER DIE ROLLED.

THIRD JUDGEMENT

AT 16TH LEVEL, WHENEVER AN INQUISITOR USES HIS JUDGMENT ABILITY, HE SELECTS THREE DIFFERENT JUDGMENTS, INSTEAD OF

THREE DIFFERENT JUDGMENTS, INSTEAD OF JUST TWO. THIS ONLY CONSUMES ONE USE OF HIS JUDGMENT ABILITY. AS A SWIFT ACTION, THE INQUISITOR CAN CHANGE ONE OF THESE JUDGMENTS TO ANOTHER TYPE.

SLAYER

AT 17TH LEVEL, AN INQUISITOR LEARNS TO FOCUS HIS JUDGMENT. WHENEVER AN INQUISITOR USES HIS JUDGMENT ABILITY, HE

MUST SELECT ONE TYPE OF JUDGMENT. HE 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 JUDGEMENT

FORT SAVE DC

AT 20TH LEVEL, AN INQUISITOR CAN CALL TRUE JUDGMENT DOWN UPON A FOE DURING COMBAT. WHENEVER AN INQUISITOR USES HIS 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. ONCE THIS ABILITY HAS BEEN USED, IT CANNOT BE USED AGAIN FOR 1D4 ROUNDS. REGARDLESS OF WHETHER OR NOTTHE SAVE IS MADE, THE TARGET CREATURE IS IMMUNE TO THE INQUISITOR'S TRUE JUDGMENT ABILITY FOR 24 HOURS.

INQUISITOR SPELLS KNOWN

CASTER LEV	VEL AND RANGES	CONCENTRATION	
CASTER LEVEL SHORT RANGE 25 FT + 5 FT/2 LVLS	MEDIUM RANGE LONG RANGE 100 FT + 10 FT LVL 400 FT + 40 FT LVL	CASTER WISDOM MISC. TOTAL BONUS	
MODIFIERS SPELLS PER BONUS DAY SPELLS	2ND LEVEL SPELLS MODIFIERS SPELLS AVE DC SPELLS PER BONUS DAY SPELLS	3RD LEVEL SPELLS MODIFIERS MODIFIERS SPELLS PER BONUS SPELLS AVE SPELLS SPELL SAVE SPELLS SPELL SAVE SPELLS SPELL SAVE SPELLS SPELL SAVE SPELLS	ILLS PER BONUS SPELLS
METAMAGIC FEATS LEVEL ADJUSTMENT	SPELLS USED MODIFIERS MODIFIERS SPELLS PER BONUS SPELLS SPELLS USED	SPELLS AVE SPELLS PER BONUS DAY SPELLS USED	
	SPELLS USED	SPELLS USED	
Potions/Scrolls/Wands			
	JUDGEMENT	SES PER DAY USED BONUS TYPE	
	WHEN THE INQUISITOR USES THIS ABILITY, SHE MUCHANGE THIS JUDGMENT TO ANOTHER TYPE.	JST SELECT ONE TYPE OF JUDGMENT TO MAKE. AS A SWIFT ACTION, HE CAN S VINE WRATH, GAINING A +1 SACRED BONUS ON ALL WEAPON DAMAGE ROLLS.	BONUS/ SLAYER BONU
	POINT OF DAMAGE EACH ROUND AS LONG AS THE INCREASES BY 1 POINT FOR EVERYTHREE INQUISITOR TO JUSTICE: THIS JUDGMENT SPURS THE INQUISITOR TO	O SEEK JUSTICE, GRANTING A +1 SACRED BONUS ON ALL ATTACK ROLLS. THIS	1
	ATTACK ROLLS MADE TO CONFIRM CRITICAL HITS. PIERCING: THIS JUDGMENT GIVES THE INQUISITOR GI SACRED BONUS ON CONCENTRATION CHECKS AND	TOR LEVELS HE POSSESSES. AT 10TH LEVEL, THIS BONUS IS DOUBLED ON ALL REAT FOCUS AND MAKES HIS SPELLS MORE POTENT. THIS BENEFIT GRANTS A + 1 CASTER LEVEL CHECKS MADE TO OVERCOME A TARGET'S SPELL RESISTANCE.	1
		A PROTECTIVE AURA, GRANTING A +1 SACRED BONUS TO ARMOR CLASS. THIS OR LEVELS HE POSSESSES. AT 10TH LEVEL, THIS BONUS IS DOUBLED AGAINST	1
	THIS BONUS INCREASES BY +1 FOR EVERY FIVE IN AGAINST CURSES, DISEASES, AND POISONS.	VILE TAINT OF HIS FOES, GAINING A +1 SACRED BONUS ON ALL SAVING THROWS. NOUISITOR LEVELS HE POSSESSES. AT 10TH LEVEL, THE BONUS IS DOUBLED OF RESISTANT TO HARM, GRANTING DR 1/MAGIC. THIS DR INCREASES BY 1 FOR	1
	EVERY FIVE LEVELS HE POSSESSES. AT 10TH LEVEL LAWFUL) THAT IS OPPOSITE THE INQUISITOR'S. IF HE I RESISTANCE: THE INQUISITOR IS SHIELDED BY A F	, THIS DR CHANGES FROM MAGIC TO AN ALIGNMENT (CHAOTIC, EVIL, GOOD, OR IS NEUTRAL, THE INQUISITOR DOES NOT RECEIVE THIS INCREASE. FLICKERING AURA, GAINING 2 POINTS OF ENERGY RESISTANCE AGAINST ONE OR SONIC) CHOSEN WHEN THE JUDGMENT IS DECLARED. THE PROTECTION	
	INCREASES BY 2 FOR EVERY THREE INQUISITOR LEVE SMITING: THIS JUDGMENT BATHES THE INQUISITOR' FOR THE PURPOSES OF BYPASSING DAMAGE REDI ALIGNMENT TYPE (CHAOTIC, EVIL, GOOD, OR LAWFUI MUST MATCH ONE OF THE INQUISITOR'S ALIGNMENT		1

SPELL DETAIL SHEET

SPELL NAME	School/Subschool	DESCRIPTOR	CASTING TIME	COMPONENTS	RANGE

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TARGET/AREA/EFFECT	DURATION	SAVING THROW	SR	Notes