

BAB Low

HP per Lv 6(d8)

Weapon Proficiency 2 groups (+0 group on multiclass)

Armor Proficiency Light, Medium, Shield

Saving Throw Proficiency Fort, Will

Lv	Class Ability
1st	Domain , judgment 1/day , monster lore , stern gaze
2nd	Cunning initiative , detect alignment , track
3rd	Solo tactics , teamwork feat
4th	Judgment 2/day
5th	Bane , discern lies
6th	Teamwork feat
7th	Judgment 3/day
8th	Second judgment
9th	Teamwork feat
10th	Judgment 4/day
11th	Stalwart
12th	Greater bane , teamwork feat
13th	Judgment 5/day
14th	Exploit weakness
15th	Teamwork feat
16th	Judgment 6/day , third judgment
17th	Slayer
18th	Teamwork feat
19th	Judgment 7/day
20th	True judgment

Spells An inquisitor casts divine spells drawn from the inquisitor spell list. Her casting type is Known 6th casting, and her casting ability is Wisdom.

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, evil, good and lawful descriptors in their spell descriptions.

Domain: Like a 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, 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 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 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 level when determining the power and effect of her domain powers. If the inquisitor has cleric levels, one of her two domain selections must be the same domain selected as an inquisitor. Levels of cleric and inquisitor stack for the purpose of determining domain powers and abilities, but not for bonus spells.

Judgment (Su): Starting at 1st level, an inquisitor can pronounce judgment upon her foes as a free action on her turn. 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, panicked, paralyzed, stunned, 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 free action on her turn, she can change this judgment to another type.

Destruction: The inquisitor is filled with divine wrath, gaining a +2 class 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 5. This causes the inquisitor to heal 5 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 class bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses.

Piercing: This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 class bonus on concentration checks, spell penetration checks and spell attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses.

Protection: The inquisitor is surrounded by a protective aura, granting a +1 class bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels she possesses.

Purity: The inquisitor is protected from the vile taint of her foes, gaining a +1 class bonus on all saving throws. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: This judgment makes the inquisitor resistant to harm, granting DR 5/magic. This DR increases by 1 for every five levels she possesses. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's. If she is neutral, the inquisitor does not receive this increase.

Resistance: The inquisitor is shielded by a flickering aura, gaining 10 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 5 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. At 6th level, the inquisitor's weapons also count as an alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the inquisitor's alignments. If the inquisitor is neutral, she does not receive this bonus. At 10th level, the inquisitor's weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

Monster Lore (Ex): The inquisitor adds her Wisdom modifier as a class bonus on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Stern Gaze (Ex): Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a class bonus on all Intimidate and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1).

Cunning Initiative (Ex): At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks as a class bonus, in addition to her Dexterity modifier.

Detect Alignment (Sp): At will, an inquisitor can use detect chaos, detect evil, detect good, or detect law. She can only use one of these at any given time.

Track (Ex): At 2nd level, an inquisitor gains proficiency in Nature. She adds half her level on Nature 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 or link action feats. The inquisitor must meet the prerequisites of the selected bonus feat.

Bane (Su): At 5th level, an inquisitor can imbue all her weapons she is holding with the bane weapon

special ability as a free action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a free 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 (Sp): At 5th level, an inquisitor can 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 free action on her turn, 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 or Will saving throw 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 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 3d6.

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 the target might have(except DR/epic). 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 or require special method to suppress it are immune to this ability. Finally, if the inquisitor deals energy damage to a creature with 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 free action on her turn, 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 the 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. While an inquisitor activates her judgment ability, the inquisitor can invoke true judgment on a foe as part of attack. If the attack hits, it deals damage normally and the target must make a Fortitude save(Wis DC) or die. 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.

Archtypes

Sacred Huntsmaster

Animal Companion (Ex): At 1st level, a sacred huntsmaster forms a bond with an animal companion. This ability works as the hunter class feature of the same name, using her inquisitor level as her hunter level. This ability replaces judgment 1/day.

Hunter Tactics (Ex): At 3rd level, a sacred huntsmaster automatically grants her teamwork feats and link action feats to her animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats. This ability replaces solo tactics.

Animal Focus (Su): At 4th level, a sacred huntsmaster can take on the aspects of an animal as a swift action. This ability works as the hunter's animal focus class feature, with her inquisitor level serving as her hunter level. This ability replaces later iterations of the judgment ability.

Improved Empathic Link (Su): At 8th level, the sacred huntsmaster gains an empathic link with her animal companion. This functions like an empathic link with a familiar, except the sacred huntsmaster can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The sacred huntsmaster is blinded while maintaining this connection. This ability replaces second judgment.

Raise Animal Companion (Sp): At 16th level, a sacred huntsmaster gains raise animal companion as a spell-like ability (not restricted to her own animal companion). Using this ability gives the sacred huntsmaster a negative level that cannot be overcome in any way (including by restoration), but automatically ends after 24 hours. At 16th level, this functions as resurrection instead of raise dead, but otherwise operates as normal. This ability replaces third judgment.

Second Animal Focus (Ex): At 17th level, whenever a sacred huntsmaster uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign two aspects to her companion instead of one. This ability replaces slayer.

Greater Empathic Link (Su): At 20th level, the range of a sacred huntsmaster's empathic link with her animal companion increases to 10 miles. If the animal companion is within 1 mile, it and the sacred huntsmaster can communicate telepathically. This ability replaces true judgment.