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ABANDONED ARTS<sup>©</sup> PRESENTS:

# **CLASS ACTS: INQUISITORS**

EIGHTEEN NEW INQUISITIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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## INQUISITIONS

As described in the Pathfinder<sup>®</sup> Roleplaying Game: Ultimate Magic <sup>™</sup> sourcebook, an inquisitor may select an inquisition in place of a domain. If an inquisition's granted power calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's class level + his or her Wisdom modifier. Other classes with access to domains may select inquisitions as appropriate to each character's deity, but inquisitions do not grant domain spell slots or domain spells, and therefore are usually poorer choices for members of other classes. These classes use their appropriate class level as their inquisitor level for the purposes of determining the effects of their inquisition granted powers.

#### **ABSOLUTION INQUISITION**

Your divine patron calls for you to play the role of spiritual absolver.

#### **GRANTED POWERS:**

*Forgiven (Ex):* Your past misdeeds have been atoned for, and at great cost. You may add your Charisma modifier (if any) to saving throws against divine spells and against spell effects with the evil descriptor.

Quest for Atonement (Sp): At 8th level, you gain the ability to use lesser geas/quest on a willing creature as a spell-like ability once per day. If the target is successful in carrying out the activity or task specified by your geas/quest spell before the spell's duration expires, the subject benefits from an atonement effect. The task specified must benefit or further the cause of your deity, and must be non-trivial in nature.

#### **BLOOD INQUISITION**

You fight a spiritual war in the name of your god; your divine patron has called you to a bloody crusade against the enemies of your faith.

#### **GRANTED POWERS:**

*To the Sword (Ex):* You count half your inquisitor level as your fighter level for the purposes of qualifying for feats.

*To the Stake (Su):* At 8th level, when you wield the favored weapon of your deity, that weapon gains the *flaming* special property.

#### DOOMSDAY INQUISITION

The end is nigh, and you have been called upon to herald it.

#### **GRANTED POWERS:**

Know the End (Su): You have seen the end in your dreams. You may add +1 to the DC of any spell with the fear descriptor that you cast. Know the Hour (Ex): At 8th level, you become immune to fear.

## **GUIDED INQUISITION**

Your spiritual path is laid out for you; you have but to walk it.

#### **GRANTED POWERS:**

Guided Hand (Ex): You gain Guided Hand as a bonus feat, even if you do not meet the usual prerequisites for that feat (see the Pathfinder<sup>®</sup> Roleplaying Game: Ultimate Combat<sup>™</sup> sourcebook).

Inspired Prayers (Su): At 8th level, you can spend a minute in prayer to add one inquisitor spell of any level that you can cast to your list of spells known for 15 minutes or until you cast that spell, whichever comes first. You can use this ability once per day, plus one additional time per day for every four class levels beyond 8th that you possess.

#### **INCARNATE INQUISITION**

A living vessel for your patron, your body serves as a worldly avatar.

## GRANTED POWERS:

Invested Avatar (Su): Once per day as a full-round action, you can tap into the limitless power of your deity, acting as an avatar of your god for a number of rounds equal to your Wisdom modifier (minimum 1). When you enter this state, you may choose a single domain power associated with your deity which is usable a limited number of times per day. While in this avatar state, you gain the ability to use that domain power at will. In addition, you gain immunity to fear and a +1 sacred bonus (if your deity is non-evil) or a +1 profane bonus (if your deity is evil) on saving throws and on attack rolls and weapon damage rolls with the favored weapon of your deity while in this avatar state.

Stigmata (Su): At 8th level, you gain the ability to manifest a stigmata or sign closely related to your deity as a standard action once per day. The stigmata lasts for a number of rounds equal to your Charisma modifier (minimum 1), and grants you fast healing 2 and immunity to fear effects for the duration of the effect. If you manifest this sign while in an avatar state, you gain fast healing 5 instead.

## JUDGMENT INQUISITION

It is neither your duty nor your inclination to wax philosophical about the divine law laid down by your patron, but to enforce it absolutely.

#### **GRANTED POWERS:**

Spiritual Enforcer (Ex): You gain Enforcer as a bonus feat, even if you do not meet the usual prerequisites for that feat (see the Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide  $^{m}$ ). When your judgment class feature is active, you gain a +2 bonus on Intimidate skill checks.

*Virtuous Judgment (Su):* When you activate a judgment or change an active judgment, you gain a +2 bonus to your Armor Class for 1 round. You can sacrifice this bonus as a move action to gain your choice of fast healing 2 or a *guidance* spell effect for 1 round.

## KARMIC INQUISITION

## Your fate is divinely guarded, and your foes', divinely condemned.

## **GRANTED POWERS:**

Kismet (Su): You are immune to curse effects and to luck effects.

Condemn Fate (Sp): At 6th level, you can cast bestow curse as a spelllike ability once per day, with a caster level equal to your class level. Any time you are the target of an opponent's curse effect, you may recover the use of this ability, if it has been expended for the day.

#### **NIGHTMARE INQUISITION**

The mind is your spiritual battleground.

#### **GRANTED POWERS:**

Intimidating (Ex): You gain Skill Focus (Intimidate) as a bonus feat.

*Cull the Fearful (Su):* At 4th level, against creatures suffering from the shaken, frightened, or panicked conditions, you gain a profane bonus on weapon damage rolls equal to half your class level (minimum 1). *Dreaming Inquisition (Su):* At 10th level, you may add the *dream* and *nightmare* spells to your inquisitor spell list as 4th-level spells.

#### **PESTILENCE INQUISITION**

The enemies of your faith shall submit and succumb to the plague that your divine patron has bid you to spread – a plague of the spirit.

#### **GRANTED POWERS:**

Health (Ex): You gain a +4 bonus on saving throws against disease.

*Spiritual Affliction (Su):* At 8th level, you can cause your mere touch to spread a spiritual affliction to your enemies. This ability functions like a *contagion* spell, except that the target is entitled to a Will saving throw to negate the effect, not a Fortitude saving throw. Additionally, this effect inflicts a disease of the spirit, not of the body, although the symptoms manifested are much the same. Creatures with immunity or resistance to disease may not apply such immunities or resistances to this effect. The spiritual affliction affects only living creatures, but afflicts the target with disease as a *contagion* effect normally would. This is a mind-affecting ability. You can use this ability once per day at 8th level, plus one additional time per day for every four class levels beyond 8th that you possess.

#### **REDEMPTION INQUISITION**

Even the most dedicated enemy of the faith can be made to see the light. You are that light, embodied; your enemies shall see you well.

#### **GRANTED POWERS:**

Speak to the Heart (Ex): You gain a +4 competence bonus on Diplomacy and Intimidate skill checks made against any creature that you have identified as evil with the *detect alignment* class feature or a *detect evil* spell. Additionally, you are never at risk of being stunned by an overwhelming aura of evil (although you are aware that you would otherwise have been when you detect such an aura of evil).

Advocate (Ex): At 4th level, you gain a +4 competence bonus on Sense Motive skill checks against any creature you have identified as evil with the *detect alignment* class feature or a *detect evil* spell. If you possess the Leadership feat, you take no penalty to your leadership score for choosing cohorts with alignments different from your own.

Mark of Justice (Sp): At 10th level, you gain the ability to use mark of justice as a spell-like ability with a caster level equal to your class level, once per day. A creature that has lied to you within the previous 24 hours takes a -2 penalty on its saving throw against this ability.

#### **RIGHTEOUS INQUISITION**

Your virtuous cause is a moral sacrament, and the will of your patron.

## **GRANTED POWERS:**

*Smite Evil (Su):* You can smite evil once per day as a paladin with a class level equal to your inquisitor level.

Righteous Cause (Ex): At 6th level, you gain Leadership as a bonus feat.

#### SLAYER INQUISITION

The aim of your spiritually-inspired inquisition is simple: to put your blasphemous enemies down wherever they dare to rear their heads.

#### **GRANTED POWERS:**

Favored Foe (Ex): You have trained against one favored foe. Unlike a ranger's favored enemy, a favored foe is not a set of race or kind, but is of a specific religious following. You gain a +2 sacred (if your deity is non-evil) or profane (if your deity is evil) bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks and on attack and weapon damage rolls against the worshipers of a selected deity with an alignment or portfolio which is in some way directly opposed to that of your own deity.

Anointed Slayer (Su): At 8th level, worshippers of the deity that you selected as your favored foe treat the results of any opposed Stealth skill check that you make as though the result were increased by an amount equal to your Wisdom bonus. In addition, whenever you hit a favored foe who is denied its Dexterity bonus against your attacks, you gain a sacred (if your deity is non-evil) or profane (if your deity is evil) bonus on weapon damage rolls equal to half your class level.

#### SILVER INQUISITION

Your god has called you to wield the silvered weapons of the pure.

#### **GRANTED POWERS:**

Silver Smite (Su): You can perform a silver smite once per day as a paladin with a class level equal to your inquisitor level. This smiting ability works like a paladin's smite evil ability, except that it affects only creatures with a vulnerability to silver, or damage reduction that can be overcome with a silver weapon. Other creatures take no extra damage from your smite attack. The alignment of your target is not relevant to the use of this ability.

*Trueshape (Su):* At 4th level, you gain the ability to cause one creature within 30 feet to revert to its true form. If the creature is using any voluntary shapechanging ability such as an *alter self* spell, the change shape special ability, or a *beast form* spell or effect (or similar), that creature immediately reverts to its natural form unless it succeeds on a Fortitude saving throw. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Silvered Flames (Su): At 10th level, you may add flame strike to your inquisitor spell list. The flames generated by this spell take on a silvery appearance, and creatures that take damage from your flame strike spell are affected as though by your trueshape special ability.

#### SPIRIT INQUISITION

Yours is the power to drive out vengeful ghosts, to lay mournful spirits to rest, and to absolve the dead of the eternal burdens of their sins.

## **GRANTED POWERS:**

Lay to Rest (Su): You gain a bonus on Knowledge skill checks equal to half your class level when attempting to research or determine the circumstances surrounding the unfinished business of a restless spirit, such as a ghost or a revenant. In addition, you gain the ability to ward a dead creature by touching it as a standard action. If you do, that creature may not rise as an undead creature as the result of another undead creature's create spawn ability. This protection fades once 24 hours have passed since the last time you laid hands on the body.

*Ethereal Steel (Su):* At 8th level, when you wield the favored weapon of your deity, that weapon gains the *ghost touch* special property.

#### TRANSCENDENT INQUISITION

The path you walk begins and ends with divine enlightenment.

## **GRANTED POWERS:**

*Illuminated Sight (Su):* As a standard action, you can manifest a *light* effect as a spell-like ability, centered on you, with a caster level equal to your class level. Only you can see the light radiated by this effect.

*Transcendent Projection (Su):* At 8th level, you gain the ability to see and hear (but not interact with) the environment even while dying, sleeping, or otherwise unconscious. In such a state, your illuminated sight benefits from constant *detect magic* and *see invisibility* effects.

#### WISDOM INQUISITION

It is not heresy or monsters or divine vengeance that you pursue. You are bid to seek spiritual insight, and the wisdom to comprehend it.

#### **GRANTED POWERS:**

Spiritual Awareness (Su): You gain Alertness as a bonus feat. As long as you have at least as many divine spell levels prepared as you have ranks in the Perception and Sense Motive skills, you gain a +1 insight bonus to both skills for each rank that you possess in each.

Words of Wisdom (Ex): At 4th level, any divine conjuration (healing) spells that you cast which restore hit points to one or more targets can be augmented with a few choice words of wisdom. The spell must have a verbal component in order for your words of wisdom to take effect. This inspirational component empowers your healing spells, causing each affected target to recover an additional number of hit points equal to your Wisdom modifier.

Shared Wisdom (Su): At 10th level, you can grant a single ally within 30 feet of you a single teamwork feat that you possess whenever you activate your judgment class feature. Your ally retains the benefits of that feat for as long as you maintain your judgment.

#### WITCHBANE INQUISITION

Thou shalt not suffer a witch to live.

#### **GRANTED POWERS:**

Cursebane (Su): You are immune to curse effects and to hexes.

Sunder Coven (Su): At 8th level, you gain the ability to dissolve the coven abilities of any creature with access to such powers. You can make a severing strike against such a creature as a standard action. This melee attack is resolved normally, except that a creature that takes damage from your attack must succeed on a Fortitude saving throw or lose the ability to be part of a coven for 24 hours.

#### WRATH INQUISITION

Your wrath is divinely inspired, justified by that of your patron deity.

### **GRANTED POWERS:**

Wrathful Judgment (Ex): You may choose a rage power from the list of rage powers available to members of the barbarian class. The rage power that you select must have no special level requirements. You may use the rage power that you select any time your judgment class feature is active. Rage powers usable a limited number of times per rage are instead usable the same number of times per judgment.

You qualify for the Extra Rage Power feat (see the Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide <sup>™</sup>), but you may never select a rage power with special level requirements in this way. If you possess rage powers gained from levels in the barbarian class, you may use those powers any time your judgment class feature is active.

*Furious Bane (Ex):* At 8th level, you can use your bane and greater bane class features to deadly effect against creatures that you have caught lying to you within the past 24 hours by using the *discern lies* class feature or spell. Against such creatures, your bane and greater bane abilities deal 2d8 and 4d8 points of damage, respectively.

## The following table lists the deific themes and portfolios suitable for each inquisition described above.

INQUISITION	DEIFIC PORTFOLIOS
Absolution	atonement, fate, forgiveness, mercy, or redemption
Blood	battle, blood, fire, vengeance, or war
Doomsday	fear, destruction, disaster, or prophecy
Guided	divination, possession, prophecy, or insight
Incarnate	awareness, chaos, elements, evil, good, law, possession, or power
Judgment	balance, judgment, justice, or law
Karmic	balance, enlightenment, fate, or karma
Nightmare	dreams, disaster, fear, madness, or nightmares
Pestilence	disaster, disease, or plague
Redemption	atonement, forgiveness, justice, liberation, mercy, or redemption
Righteous	battle, bravery, community, good, leadership, or nobility
Slayer	death, murder, shadows, trickery, or war
Silver	fire, shape-shifters, or silver
Spirit	ghosts, possession, repose, or spirits
Transcendent	awareness, knowledge, light, perception, self-perfection, or sight
Wisdom	awareness, community, language, or wisdom
Witchbane	battle, blood, or superstition
Wrath	chaos, destruction, rage, or wrath

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