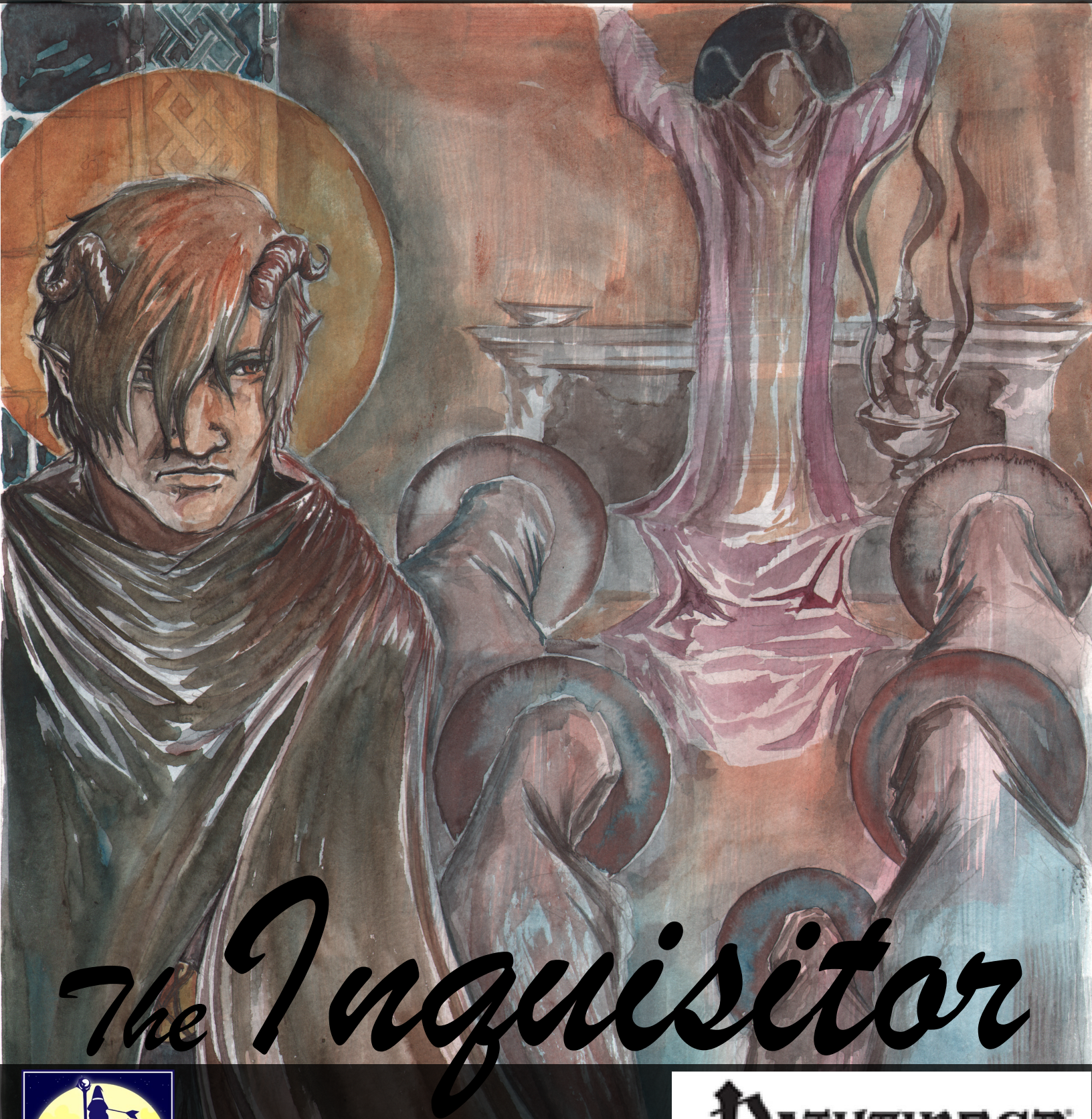


# INTO THE BREACH



## *The Inquisitor*



THE FLYING PINCUSHION

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



*People were always asking  
for good sound proofs;  
doubt springs eternal in the  
human breast, even in  
countries where the  
inquisition can read your  
very thoughts in your eyes.*

*-Thornton Wilder*

# Into the Breach: The Inquisitor

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## About Into the Breach

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Into the Breach is a series of crunch-focused books intended to expand the options available to the Base Classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

For our sixth installment, we pass judgment and mete out zealous punishment with the inquisitor. With nine new archetypes, two new prestige classes, new inquisitions, and more, you are sure to learn who it is you would hunt, if you could.

## Table of contents

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|                       |    |                      |    |
|-----------------------|----|----------------------|----|
| About Into the Breach | 4  | Varying Verdictist   | 12 |
| New Archetypes        | 5  | Alternate Base Class | 13 |
| Circuit Judge         | 5  | Vengeant             | 13 |
| Duplicating Assessor  | 5  | Prestige Classes     | 18 |
| Lineage Master        | 6  | Infernal Enforcer    | 18 |
| Ossuary Chaplain      | 8  | Soul Arbiter         | 22 |
| Relic Seeker          | 9  | New Inquisitions     | 24 |
| Revelator             | 10 | Mundane Gear         | 27 |
| Righteous Assassin    | 11 |                      |    |
| Sacred Commander      | 11 |                      |    |





## New Archetypes

### Circuit Judge

*Appointed as often by a secular power as a religious one, a circuit judge travels to deliver justice to remote areas. While she sometimes brings investigators and lawyers with her, she is just as often alone save for her faithful mount.*

#### Mount (Ex)

A circuit judge gains the service of a loyal and trusty steed to carry her into battle. This ability functions as the cavalier ability of the same name, using the circuit judge's class level as her effective druid level.

This ability replaces an inquisitor's domain.

#### Mounted Tactics (Ex)

At 3rd level, a circuit judge's mount gains, as bonus feats, any teamwork feats the circuit judge has. If the inquisitor's teamwork feat changes, so does her mount's. If the mount is replaced for any reason, the new mount gains the same feats.

This ability replaces solo tactics.

#### Stain of Guilt (Su)

At 5th level, a circuit judge can mark a target with the stain of guilt, turning other creatures against it, as a swift action. The target must succeed at a Will save (DC 10 + 1/2 the circuit judge's level + her Wisdom modifier) or for 1 round it is no longer considered an ally of any other creature for the purposes of all effects, such as flanking, feats, and class abilities. It is considered an enemy to all creatures for the purposes of spell effects, so an ally's prayer spell, for example, would penalize, not aid, it. This is a curse effect.

This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive but must be used in one-round increments. Any feature that adds rounds to an inquisitor's bane, such as Extra Bane, can be used to add rounds to stain of guilt.

This ability replaces bane.

#### Mounted Judgment (Su)

At 12th level, a circuit judge's mount benefits from the effects of any judgment she's pronounced. The mount must participate in the combat to gain these bonuses. If it 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 it can participate in the combat again.

This ability replaces greater bane.



### Duplicating Assessor

*One is never enough for a duplicating assessor. Reaching into herself and the very fabric of the plane her deity occupies she can create a copy of herself. By creating copies of herself or her abilities, she overwhelms her targets.*

#### Never Alone (Sp)

Starting at 1st level, a duplicating assessor may create an exact copy of her base self (excluding temporary bonuses) including abilities, stats, weapons and armor as a standard action. This copy is an illusion (shadow). She may do this a number of times per day equal to one half of her duplicating assessor level, with a minimum of 1 time per day. All copies last for 1 minute per duplicating assessor level. This copy appears in an adjacent square. If no square is available then the copy appears in a random square 10 feet away. A copy uses the duplicating assessor's initiative roll to determine when it acts in combat. A copy can be determined as such by a successful spellcraft check with a DC equal to 10 + the duplicating assessor's level. Controlling and maintaining a copy requires concentration and a standard action to direct all copies.

An illusory copy may only move and attack with their held weapon. They cannot use the duplicating assessor's abilities, spells, or interact with other physical objects (aside from the target of their attack). On a successful attack the target

receives a Will save to disbelieve the illusion with a DC equal to 10 + the duplicating assessor's level.

A duplicating assessor may take Wisdom damage to give her copies added functionality as listed below. She may not use this ability if doing so would bring her Wisdom score below 10. Any Wisdom damage taken from this ability cannot be healed any other way except as listed below, short of a wish or miracle.

1 point of Wisdom damage that heals by resting for 8 hours after all copies disappear. This makes one copy real, possessing half of the duplicating assessor's hit points. Otherwise it is an exact copy without any of the duplicating assessor's class abilities.

2 points of Wisdom damage that heals by resting for 8 hours after all copies disappear. This allows one copy to share any bonuses provided by the duplicating assessor's active judgments.

3 points of Wisdom damage that heals by resting for 8 hours after all copies disappear. This allows one copy to have access to all of her abilities. Any abilities used by a copy count against the duplicating assessor's daily limits for that ability.

Wisdom damage from this ability is not cumulative. Taking three points of Wisdom damage that do not heal until after 8 hours of rest after all copies disappear grants all the benefits as taking two points of Wisdom that does not heal until after 8 hours of rest or one point of Wisdom damage that heals after 8 hours of rest after all copies disappear.

At 4th level and every 3 levels thereafter, a duplicating assessor may create an additional active copy of herself up to a maximum of 5 active copies at 19th level. She may choose to make any number of copies up to her maximum each time she uses this ability.

This ability replaces spells.

### **Lending (Sp)**

Starting at 1st level, a duplicating assessor may touch an ally granting them one of her duplicating assessor class abilities except for the never alone and teamwork feat abilities. This copied ability lasts in the target for one round per duplicating assessor level or once it has been used by the target, whichever comes first. The target

uses the duplicating assessor's level and stats for purposes of determining bonuses, damage die, or DC's of the granted ability.

At 6th level and every four levels thereafter, a duplicating assessor may touch an additional ally to grant temporary access to one of her duplicating assessor class abilities except the never alone and teamwork feat abilities.

This ability replaces domain.

### **Confusing Array (Sp)**

At 3rd level, a duplicating assessor and her clone(s) are harder to tell apart. Anytime a creature targets the duplicating assessor while she is adjacent to a copy from her never alone ability, that creature must make a Will save or a Spellcraft check with a DC equal to 10 + the duplicating assessor's level. Failing the Will save or Spellcraft check results in the creature targeting an adjacent copy instead of the duplicating assessor. This is an illusion [pattern] effect.

This ability replaces solo tactics.

### **Multiplicity (Sp)**

At 20th level, a duplicating assessor may double the number of copies she may create. Any time she or her copies occupy spaces on all four sides adjacent to a creature, that creature must make a Will save with a DC equal to 10 + the duplicating assessor's level + the number of copies occupying the squares or be dazed for 1d4 rounds (even if the target is normally immune to the condition). In addition when she or her copies occupy spaces on all four sides of a creature, the flanking bonus for the duplicating assessor and her copies are doubled.

This ability replaces true judgment.

## **Lineage Master**

*Blood pulses with potential, every drop carrying hidden secrets that only the skilled know how to unlock. This skill is something that lineage masters have trained in. Often holy torturers or bloody crusaders by trade, they are so attuned that they command the blood of those they injure.*

### **Blood Call (Su)**

At 1st level, the lineage master gains an uncanny insight into the secrets carried within blood. She gains a pool of points that refresh each day equal to 3 + her Wisdom modifier.



These points are used to activate her hidden in the veins, blood truth, crimson ward, and ancestral affliction class abilities after she deals damage with a slashing or piercing weapon. Each ability is activated with a swift action after damage from the attack is taken. Targets of each of those abilities must have blood or a similar vital fluids.

In addition, when the lineage master confirms a critical hit, she may spend 1 point of her blood call as an immediate action to deal +1d4 bleed damage. The size of the die used as additional bleed damage increases by one step to 1d6 at 5th level, 1d8 at 10th level, 1d10 at 15th level and 1d12 at 20th level.

This ability replaces the inquisitor's domain.

### Hidden in the Veins (Su)

At 1st level, the lineage master calls upon the blood of an opponent to show her the weaknesses and predilections of her foe. The lineage master may spend 1 point of her blood call to gain the favored enemy class feature against that creature type. The bonuses gained from this ability take effect the following round after activation.

The favored enemy bonuses last for a number of rounds equal to the lineage master's class level. At 5th level and every 5 levels thereafter, the bonus granted by this ability increases by +2. At 1st level, the lineage master may only gain favored enemy bonuses for one creature type at a time. The number of creature types she can gain bonuses for increases by one at 5th level and every five levels after. If she reaches her limit and use this ability to gain another creature type, she may choose which currently active creature type to lose.

This ability replaces monster lore.

### Blood Truth (Su)

At 2nd level, the lineage master may call upon blood spilled within 24 hours to reveal secrets about the creature to which it belonged. She gains the use of *blood biography* as a supernatural ability useable a number of times per day equal to 3 + her Wisdom modifier (minimum 1).

At 10th level, the lineage master may add the following questions to those answered by *blood biography*.

- What is your true name?
- What is your darkest secret?
- What is your alignment?

This ability replaces detect alignment and discern lies.

### Crimson Ward (Su)

At 5th level, the lineage master can spend 1 point of her blood call to turn a victim's blood into a foul ward. Allies of the victim within 30 feet must make a Fortitude save (DC 10 + 1/2 the lineage master's level + her Wisdom modifier) or be sickened as long as they remain within 30 feet of the victim. Creatures that succeed at their initial save must make saving throws each round they are within 30 feet of the victim.

The victim continues to sicken her allies for a number of rounds equal to the lineage master's class level or until the victim dies—whichever comes first. At 12th level, the ward no longer sickens and instead nauseates.

This is a curse effect. A *remove curse* or *break enchantment* cast upon the victim ends the effect prematurely.

This ability replaces bane.



### Ancestral Affliction (Su)

At 8th level, the lineage master may invoke the hidden afflictions in a target's heritage, spending 1 point of her blood call to inflict the *bestow curse* spell on the target. A Will save (DC 10 + 1/2 the lineage master's level + her Wisdom modifier) negates this effect. This affliction lasts for 1 day per lineage master level. A target can only be affected by one use of this ability at a time.

This ability replaces the inquisitor's second judgment and third judgment.

### Bloody Judgment (Su)

At 20th level, a lineage master can wreak bloody havoc on her enemies in combat. Whenever a lineage master uses her judgment ability, instead of selecting a normal judgment type she may instead choose to use bloody judgment, forcing the vital fluids out of the victim. The lineage master makes a single melee attack against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save (DC 10 + 1/2 the lineage master's level + her Wisdom modifier) or die. If the save succeeds, the target creature is immune to the lineage master's bloody judgment ability for 24 hours but still takes the damage. Once this ability has been used, it cannot be used



again for 1d4 rounds. If the target dies and has blood or a similar bodily fluid, the blood is immediately pulled from the target, forming a blood golem under the lineage master's command. The golem lasts until her judgment ends, at which time it flows into the lineage master, returning 1 point of blood call.

This ability replaces true judgment

## Ossuary Chaplain

*Ossuary chaplains bring the thunderous roar of firearms to the fight against threats to the faith. They turn the bones of defeated enemies into potent ammunition to continue their battle against blasphemy.*

### Weapon Proficiency

An ossuary chaplain is proficient with simple weapons and all firearms.

### Diminished Spellcasting

An ossuary chaplain may cast one fewer spell of each level per day than is normal for an inquisitor. If this reduces the number to 0, she may cast spells of that level only if her Wisdom allows bonus spells of that level.

### Sanctified Arsenal

At 1st level, an ossuary chaplain gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The ossuary chaplain also gains Gunsmithing as a bonus feat.

This ability replaces domain.

### Scrimshaw Ammunition (Su)

The ossuary chaplain creates magical ammunition imbued with the favor of her god by inscribing potent runes and symbols on pieces of bone. At 3rd level, she may create one scrimshaw bullet by spending an hour each morning when she regains spell slots. She may craft an additional scrimshaw bullet during this time at 6th level and every three levels thereafter. The number that can be created is also the maximum amount of scrimshaw ammunition that she can carry. The ossuary chaplain has a special pouch with her tools for this (which may be replaced for 5 gp) and is assumed to have necessary bone components as long as she has the pouch.

The ossuary chaplain may, instead of using material from her pouch, use bone from fallen enemies with a CR equal to or greater than one-half the ossuary chaplain's hit dice. These bones must be harvested within 10 minutes of the creature's death in a process that takes 1 minute. Each enemy provides enough bone for one use. Only bodies with an internal skeletal system or exoskeleton may be used. Your GM is the final arbiter of whether a corpse meets these criteria. These bones are considered potent and each type of scrimshaw ammunition also has a potent ability that is only added if made from potent bone.

Scrimshaw ammunition may be loaded into a firearm as a move action. Each type, detailed below, has various abilities but in each case it creates magical copies of itself, negating the need to use normal ammunition or reload for the duration of the encounter. At the end of the encounter, the scrimshaw ammunition is reduced to ash.

**Animal:** The ammunition is eager to track and hunt prey, allowing you to ignore partial cover and concealment. Potent ammunition allows you to track any creature struck by this ammunition as though you had the scent special ability.





**Demon:** Unfettered by natural laws, the demon bone whirls through the air and attacks from unexpected angles, granting a +2 bonus on attack rolls. Potent ammunition also adds +1d6 of precision damage per four ossuary chaplain levels.

**Devil:** Devil bones are infused with the hellfire of their home plane and deal an additional 1d4 fire damage. Potent ammunition deals 1d6 fire damage per four ossuary chaplain levels instead of 1d4 and half that damage is unaffected by fire resistance or immunity.

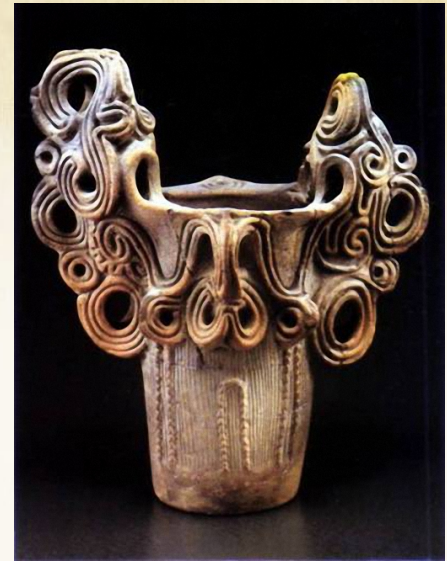
**Dragon:** Dragon bones are deeply infused with elemental magics. When this ammunition is crafted, select acid, cold, electricity, or fire. Shots deal that damage instead of their normal type. Potent ammunition deals the type of damage dealt by the slain dragon's breath weapon plus an additional 1d4 of that type per four ossuary chaplain levels.

**Humanoid or monstrous humanoid:** Filled with the spirit of the deceased, this ammunition deals force damage instead of normal damage. Potent ammunition deals an additional 1d3 force damage per four ossuary chaplain levels.

**Undead:** Bones from undead creatures are tainted by their unnatural existence and deal an additional 1d4 negative energy damage. Potent ammunition deals 1d6 negative energy damage per four ossuary chaplain levels instead of 1d4.

**Vermin:** Disease-carrying vermin continue to spread pestilence even after death. This ammunition causes struck targets to become sickened for 1 round unless they succeed on a Fortitude save (DC 10 + 1/2 the ossuary chaplain's level + her Wisdom modifier). Subsequent hits do not stack but do prolong the duration on failed saves. Potent ammunition causes the target to be sickened for 1d4 rounds unless it succeeds on its Fortitude save. A target that fails twice in one round instead becomes nauseated for 1 round. A target cannot be nauseated more than once in a 24-hour period.

This ability replaces solo tactics and the teamwork feats gained at all levels.



## Relic Seeker

*In all religions, there exist items of particular importance, whether due to their historical significance or their magical power. The relic seeker is an inquisitor whose mission it is to find these objects and return them to the care and safety of their church.*

### Item Lore (Ex)

At 1st level, the relic hunter adds her Wisdom modifier on Appraise checks, Spellcraft checks to identify the properties of magic items, and Knowledge checks related to magic items and items of historical or religious significance.

This ability replaces monster lore.

### Trapfinding (Ex)

At 1st level, the relic seeker gains trapfinding, as the rogue class ability of the same name.

This ability replaces stern gaze.

### Locate Relic (Su)

At 2nd level, the relic seeker can sense the location of nearby objects, allowing him to hunt down specific objects for retrieval. This functions as a *locate object* spell cast at the relic seeker's class level. She can attempt to locate unique items with this ability; attempting to do so requires an appropriate DC 20 Knowledge check. Once this check has succeeded for a particular item, the relic seeker does not need to make it again to search for that item. This ability can be used once per day at 2nd level, and one additional time per day every 4 levels.

This ability replaces detect alignment and track.



**Seeker Talent (Ex)**

At 3rd level and every three levels thereafter, whenever the relic seeker gains a teamwork feat, she may instead select a rogue talent as if she were a rogue of equal class level. At 12th level and above, she can select an advanced rogue talent. If this rogue talent can be used a limited number of times per day, she may expend a judgment to gain another use of that ability.

This ability replaces solo tactics and all bonus teamwork feats.

**Seeker Sight (Sp)**

At 5th level, a relic seeker may use arcane sight, as the spell, for a number of minutes per day equal to her class level. This time does not need to be consecutive, but must be spent in 1-minute increments. Activating this ability is a standard action.

This ability replaces discern lies.

**Wardbreaker (Su)**

At 11th level, the relic seeker learns to cloak herself from, and resist the effects of, magical wards. She gains spell resistance equal to 10 + her class level + her Wisdom modifier against spells of the abjuration school that allow spell resistance. She can lower this spell resistance as a standard action; it remains lowered until her next turn.

This ability replaces stalwart.

## Revelator

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*Some people are more attuned to the words and revelations of gods than others. For some this is a blessing. For some, the connection is so strong that it is a curse. They are a conduit for an increasing number of sometimes contradictory gods. Their mind begins to fracture under the effort of holding so much in a mortal shell.*

**Mystery**

At 1st level, the revelator selects one mystery from the oracle list. This functions as the oracle's mystery ability except that the revelator does not gain any mystery spells. At 5th level and every five levels thereafter, the revelator may select an additional mystery from which to select revelations and gain class skills.

This ability replaces domain, monster lore, bane, and greater bane.

**Revelation**

At 1st level, and every odd level thereafter, the revelator may select one revelation for which she qualifies from any mystery available to her. This functions as the oracle's revelation ability except that she uses her revelator level in place of oracle level and uses her Wisdom instead of Charisma.

This ability replaces stern gaze, track, solo tactics, and all teamwork feats at all levels.

**Fissured Mind**

At 5th level, the revelator's mind begins to struggle under the weight of divine power. She takes a -1 penalty to Will saves. This penalty increases to -2 at 10th level.

**Fractured Mind**

At 15th level, the revelator's mind is well and truly sundered by the constant barrage of divine revelation. The penalty to Will saves increases to -3. However, the mental constructs used by the revelator to shore up her sanity allow her to use revelations more efficiently. She may activate two revelations that require a standard action with a single standard action. If the revelations are attacks, they must be directed at the same target.





## Righteous Assassin

*In some places, orthodoxy is paramount; in others, secret conflicts between holy orders are waged unendingly in the shadows. Righteous assassins are the sanctified killers used in such places; blending unseen into every crowd, passing beneath the most rigorous scrutiny. Their blades are conjured from faith to serve their divine purpose before the righteous assassin fades away into the crowd.*

**Weapon and Armor Proficiency:** The righteous assassin is proficient with all simple and martial weapons. She is also proficient with light armor and shields (except tower shields).

### Blade of the Faith (Su)

At 1st level, the righteous assassin gains the ability to conjure to hand a light or one-handed bladed weapon as a move action. If the weapon leaves the grasp of the righteous assassin, it evaporates and she may conjure forth a new weapon in the following turn to replace it. At 4th level, any conjured weapon counts as a magic weapon for the purpose of overcoming damage reduction. In addition, the weapon's color matches the alignment of the righteous assassin along the good/evil axis (white if good, grey if neutral, or black if evil). All conjured weapons have hardness 10 and 10 hit points and last as long as they are held. Destroyed blades dissolve and may be re-summoned next round.

This ability replaces the monster lore, orisons, and the ability to cast spells.

### Sneak Attack (Ex)

At 3rd level, if the righteous assassin catches an opponent unaware, she can strike a vital spot causing extra damage. The righteous assassin's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the righteous assassin flanks his target. This additional damage is 1d6 at 3rd level, and increases by 1d6 every three levels thereafter. Should the righteous assassin score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

The righteous assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A righteous assassin cannot use sneak attack while striking a creature with concealment.

If a righteous assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

This ability replaces solo tactics and all bonus teamwork feats.

### Enhanced Blade of the Faith (Su)

At 5th level, and every odd level thereafter (7th, 9th, 11th, 13th, 15th, 17th and 19th), the righteous assassin's blade of the faith ability gains a pool of cumulative +1 enhancement bonuses (to a maximum pool of 8 points at 19th level). She may spend this pool to grant her conjured weapon an enhancement bonus, or on magical weapon special abilities such as *frost*, *flaming*, *bane* and so on when conjuring her weapon into existence.

Starting at 7th level, the maximum enhancement bonus that can be spent on a single magical weapon special ability is +1. Every three levels thereafter, the maximum enhancement bonus that can be spent on a single magic weapon special ability increases by +1, to a maximum of +5 at 19th level.

A minimum enhancement bonus of +1 is required before adding any weapon special abilities.

This ability replaces the extra use of judgment the righteous assassin would gain at 4th level and every three levels thereafter.

## Sacred Commander

*While many inquisitors work alone, the sacred commander leads a team of like-minded warriors of faith into battle. Her combination of tactical acumen and divine power turn her and her allies into a force to be reckoned with.*

### Improved Aid (Ex)

At 1st level, when a sacred commander uses the aid another action, or when an ally uses the aid another action to benefit the sacred commander, the bonus granted is increased by 1.

This ability replaces monster lore.

### Tactical Judgments (Su)

At 3rd level, a sacred commander learns to share her tactical understanding with her allies. She gains access to the following additional judgments.

**Assistance:** The sacred commander and her allies within 30 feet that can see and hear her can perform the aid another action as a swift action. At 6th level and every additional six levels, the bonus granted by the aid another action increases by +1, to a maximum of +4 at 18th level, including the bonus from improved aid.

**Tactician:** The sacred commander can select one teamwork feat she possesses. All allies within 30 feet that can see and hear the sacred commander gain this teamwork feat while this judgment is active. Allies do not need to meet the prerequisites of this teamwork feat.

This ability replaces solo tactics.

### Divine Bastion (Su)

At 11th level, the sacred commander learns to bolster the resistance of nearby allies. When an ally adjacent to the sacred commander is forced to make a saving throw while the sacred commander has an active judgment, the sacred commander may assist her ally as an immediate action, adding her Wisdom modifier as a bonus to the save. This bonus is either sacred or profane (depending on the bonus type granted by the inquisitor's judgments). A sacred commander may not use this ability on herself.

This ability replaces stalwart.

do this a number of times per day equal to 3 + her Wisdom modifier. If she shrinks to Tiny size, she gains a +4 size bonus to her Dexterity, a +1 natural armor bonus, and a –2 penalty to her Strength. If she grows to Large size, she gains a +4 size bonus to her Strength, a +4 natural armor bonus, and a –2 penalty to her Dexterity.

At 10th level, she can change her size by two categories, with a maximum of Huge and Diminutive. If she shrinks to Diminutive size, she gains a +6 size bonus to her Dexterity, a +1 natural armor bonus, and a –4 penalty to her Strength. If she grows to Huge size, she gains a +6 size bonus to her Strength, a +6 natural armor bonus, and a –4 penalty to her Dexterity.

This ability replaces judgment, second judgment, third judgment, and slayer.

### A Great Weight (Sp)

At 20th level, a varying verdictist may pool 1/3 of her daily uses of her weight of judgment ability (rounded up) into one use, allowing her to grow to Gargantuan size. Growing to Gargantuan size grants a +10 Strength bonus, a +10 natural armor bonus, and a –6 penalty to the varying verdictist's Dexterity. This does not allow for additional effects from her varying verdicts ability but only the effects listed for growing to a larger size.

This ability replaces true judgment.

## Varying Verdictist

*The weight of judgment is a reality for this inquisitor. By controlling her weight and size for a short time, she can strengthen her judgments or ensure her righteous anger afflicts its target.*

### Diminished Spellcasting

A varying verdictist can cast one fewer spell per day of each level. If this reduces the number to 0, she may cast spells of that level only if her Wisdom score allows bonus spells of that level. Her number of inquisitor spells known is unchanged.

### Weight of Judgment (Su)

Starting at 1st level, a varying verdictist can change her mass, size, and weight as a swift action. She can change her size by one size category, to a maximum of Large or Tiny. She may



## Alternate Base Class

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### Vengeant

For vengeants, wrath is the ultimate expression of faith. These warriors hunt down enemies of the faith and battle them mercilessly. Guided by the power of their gods, vengeants can inflict extreme punishment on their foes with astonishing accuracy. Vengeants often serve as the direct muscle of a church's inquisition. Less subtle than inquisitors, they work to achieve justice and retribution following their own methods.

**Role:** Vengeants assault the enemy directly, preferably in melee combat. Although their tactics often result in single combat against the toughest foes, vengeants appreciate the value of teamwork. Few can withstand the righteous onslaught of a vengeant guided by her deity.

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

**Hit Die:** d10

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The vengeance's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (Religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier

**Table: Vengeant**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special  | Spells per Day |   |   |   |
|-------|-------------------|-----------|----------|-----------|--|----------------|---|---|---|
|       |                   |           |          |           |  | 1              | 2 | 3 | 4 |
| 1st   | +1                | +0        | +2       | +2        | Domain, oath of judgment 1/day, oath strike, righteous armor | —              | — | — | — |
| 2nd   | +2                | +0        | +3       | +3        | Cunning initiative   | —              | — | — | — |
| 3rd   | +3                | +1        | +3       | +3        | Censure  | —              | — | — | — |
| 4th   | +4                | +1        | +4       | +4        | Oath of judgment 2/day                                       | 1              | — | — | — |
| 5th   | +5                | +1        | +4       | +4        | Redirect judgment  | 1              | — | — | — |
| 6th   | +6/+1             | +2        | +5       | +5        | 2nd censure  | 1              | — | — | — |
| 7th   | +7/+2             | +2        | +5       | +5        | Oath of judgment 3/day                                       | 1              | 1 | — | — |
| 8th   | +8/+3             | +2        | +6       | +6        | Righteous mobility   | 1              | 1 | — | — |
| 9th   | +9/+4             | +3        | +6       | +6        | 3rd censure  | 2              | 1 | — | — |
| 10th  | +10/+5            | +3        | +7       | +7        | Oath of judgment 4/day                                       | 2              | 1 | 1 | — |
| 11th  | +11/+6/+1         | +3        | +7       | +7        | Divine aid   | 2              | 1 | 1 | — |
| 12th  | +12/+7/+2         | +4        | +8       | +8        | 4th censure  | 2              | 2 | 1 | — |
| 13th  | +13/+8/+3         | +4        | +8       | +8        | Oath of judgment 5/day                                       | 3              | 2 | 1 | 1 |
| 14th  | +14/+9/+4         | +4        | +9       | +9        | Exploit weakness   | 3              | 2 | 1 | 1 |
| 15th  | +15/+10/+5        | +5        | +9       | +9        | 5th censure  | 3              | 2 | 2 | 1 |
| 16th  | +16/+11/+6/+1     | +5        | +10      | +10       | Oath of judgment 6/day                                       | 3              | 3 | 2 | 1 |
| 17th  | +17/+12/+7/+2     | +5        | +10      | +10       | Supreme mobility   | 4              | 3 | 2 | 1 |
| 18th  | +18/+13/+8/+3     | +6        | +11      | +11       | 6th censure  | 4              | 3 | 2 | 2 |
| 19th  | +19/+14/+9/+4     | +6        | +11      | +11       | Oath of judgment 7/day                                       | 4              | 3 | 3 | 2 |
| 20th  | +20/+15/+10/+5    | +6        | +12      | +12       | Limitless judgment   | 4              | 4 | 3 | 2 |



## Class Features

All of the following are class features of the vengeant.

**Weapon and Armor Proficiency:** A vengeant is proficient with all simple and martial weapons, and the favored weapon of her deity. A vengeant is not proficient with any armor or shields.

## Domain

A vengeant can select one domain from among those belonging to her deity. She can select an alignment domain only if her alignment matches that domain. Each domain grants a number of domain powers, depending on the level of the vengeant. A vengeant does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The vengeant uses her level as her effective cleric level when determining the power and effect of her domain powers. If the vengeant has cleric levels, one of her two domain selections must be the same domain selected as a vengeant. Levels of cleric and vengeant stack for the purpose of determining domain powers and abilities, but not for bonus spells. Like an inquisitor, a vengeant may select an inquisition in place of a domain.

## Oath of Judgment (Su)

At 1st level, a vengeant can pronounce judgment on a single foe that she can see as a swift action once per day. At 4th level and every three levels thereafter, she can use this ability one additional time per day. Once activated, this ability lasts until the affected enemy is dead or dying, or until combat ends. 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. The vengeant gains a +2 bonus to all skill checks and ability checks made against the target of the oath of judgment and can make oath strikes against the target (see below).

## Oath Strike (Su)

Whenever the vengeant attacks the target of her oath of judgment with a melee weapon, she may choose to declare her first attack each round to be an oath strike. Oath strikes require extreme concentration, and provoke attacks of opportunity from all foes except the target of the oath of judgment.

When the vengeant makes an oath strike, she rolls her attack roll twice and selects the higher result (this does not apply to critical hit confirmation rolls).

## Righteous Armor (Su)

At 1st level, when unarmored and unencumbered, the vengeant gains divine protection from her deity, adding her Wisdom bonus (if any) to her AC and her CMD. In addition, a vengeant gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four vengeant levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the vengeant is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. If the vengeant has levels in monk, or another class that grants this type of AC bonus, the vengeant may only add her Wisdom bonus to AC once. Levels of vengeant and monk stack for the purpose of determining the additional AC bonus gained with increasing level.

## Cunning Initiative (Su)

At 2nd level, a vengeant adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

## Censure (Su)

At 3rd level, and every three levels thereafter, the vengeant learns a technique to censure the target of her oath of judgment with divine wrath and selects one censure from the list below. Each time she hits the target with her oath strike, she may select one of the censures she knows to apply to the target in addition to the damage. If the censure requires a saving throw, the DC is equal to 10 + 1/2 vengeant's level + the vengeant's Wisdom modifier. At 3rd level, the vengeant can select from the following censures.

**Duress:** If the target leaves the vengeant's reach within one round of being hit by the oath strike, it becomes sickened for a number of rounds equal to half the vengeant's level (Fortitude negates).

**Fear:** If the target makes an attack within one round of being hit by the oath strike, it becomes shaken for a number of rounds equal to half the vengeant's level (Will negates).

**Harmony:** The vengeant's oath strike deals extra damage equal to half her level if any of her allies threaten the target.

**Revenge:** The first time the vengeant suffers damage from an enemy other than the target within one round of the oath strike, the target of the curse immediately takes damage equal to half the vengeant's level.

At 6th level, a vengeant adds the following curses to the list of those that may be selected.

**Distraction:** If the target casts a spell within one round of being hit by the oath strike, it must make a concentration check (DC 10 + the vengeant's level + the vengeant's Wisdom modifier) or lose the spell.

**Leadership:** For one round, each of the vengeant's allies that strikes the target deals additional damage equal to half the vengeant's level on his or her first attack of the round.

**Might:** Immediately after the oath strike, the vengeant may make a bull rush, drag, or reposition combat maneuver against the target of the curse as a free action that does not provoke attacks of opportunity. She adds half her level to her CMB when making this maneuver.

**Seeking:** If the target moves within one round of being hit by the oath strike, the vengeant may move up to half her speed as an immediate action, provided that she ends this movement within 5 feet of the target. This movement does not provoke attacks of opportunity from the target, but may provoke them from other creatures.

At 12th level, a vengeant adds the following curses to the list of those that may be selected.

**Brilliance:** If the target hits the vengeant with an attack within one round of being hit by the oath strike, it becomes blinded for a number of rounds equal to half the vengeant's level (Fortitude negates).

**Debilitation:** For one round after the oath strike, the target of the curse must roll twice on all attack rolls and saving throws, taking the lower result (Will negates).

**Fury:** Immediately after the oath strike, the vengeant may make an additional attack against the target at her highest attack bonus. This does not stack with attacks granted by *haste* or similar effects.

**Impact:** Immediately after the oath strike, the vengeant may make a disarm, sunder, or trip combat maneuver against the target of the curse as a free action that does not provoke attacks of opportunity. She adds half her level to her CMB when making this maneuver.

## Spells

At 4th level, a vengeant gains the ability to cast a small number of divine spells drawn from the inquisitor spell list. To learn or cast a spell, a vengeant must have a Wisdom score equal to at least 10 + the spell level. She can cast spells she knows without preparing them ahead of time. The DC for a saving throw against a vengeant's spell is 10 + the spell level + the vengeant's Wisdom modifier.

A vengeant can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on **Table: Vengeant**. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells.)

A vengeant's spell selection is limited. At 4th level, a vengeant knows two 1st-level spells of her choice. She gains more spells as she increases in level, as indicated on **Table: Vengeant Spells Known**. (Unlike spells per day, the number of spells an inquisitor knows is not affected by her Wisdom score.)

A vengeant's highest level of spells is 4th. Inquisitor spells of 5th level and above are not on the vengeant class spell list, and a vengeant cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of inquisitor spells of 5th level or higher.

## Redirect Judgment (Su)

At 5th level, as a move action, the vengeant can switch the target of her oath of judgment to a different creature without expending a use of that ability. She cannot do this if she does not already have an oath of judgment active.



**Righteous Mobility (Su)**

At 8th level, if the vengeant is not wearing armor or using a shield, any movement that she makes toward the target of her oath of judgment does not provoke attacks of opportunity.

**Divine Aid (Su)**

At 11th level, when one of the vengeant's allies attacks the target of her oath of judgment, she may use an immediate action to allow the ally to make the attack roll twice and take the higher result. She must decide to use this ability before the attack roll is made. If she does this, she may not make an oath strike on her next turn.

**Exploit Weakness (Su)**

At 14th level, the vengeant learns to take advantage of any opportunity that presents itself. Whenever the vengeant scores a critical hit, she 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 immune to this ability. Finally, if the vengeant deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

**Supreme Mobility (Su)**

At 17th level, if the vengeant is not wearing armor or using a shield, her movement never provokes attacks of opportunity.

**Limitless Judgment (Su)**

At 20th level, the vengeant may roll her first attack every round twice and take the higher result, even if she did not use her oath of judgment on the target. Unlike an oath strike, this does not provoke attacks of opportunity. She still must use her oath of judgment and make an oath strike as usual in order to apply a censure to the target.

| Vengeant Spells Known |   |   |   |   |
|-----------------------|---|---|---|---|
| level                 | 1 | 2 | 3 | 4 |
| 1                     | — | — | — | — |
| 2                     | — | — | — | — |
| 3                     | — | — | — | — |
| 4                     | 2 | — | — | — |
| 5                     | 3 | — | — | — |
| 6                     | 4 | — | — | — |
| 7                     | 4 | 2 | — | — |
| 8                     | 4 | 3 | — | — |
| 9                     | 5 | 4 | — | — |
| 10                    | 5 | 4 | 2 | — |
| 11                    | 5 | 4 | 3 | — |
| 12                    | 6 | 5 | 4 | — |
| 13                    | 6 | 5 | 4 | 2 |
| 14                    | 6 | 5 | 4 | 3 |
| 15                    | 6 | 6 | 5 | 4 |
| 16                    | 6 | 6 | 5 | 4 |
| 17                    | 6 | 6 | 5 | 4 |
| 18                    | 6 | 6 | 6 | 5 |
| 19                    | 6 | 6 | 6 | 5 |
| 20                    | 6 | 6 | 6 | 5 |

**Origin of the Vengeant:**

The vengeant class is inspired by a class called the avenger that appears in a recent edition of the world's most famous tabletop roleplaying game. The overall theme of that class is similar to the inquisitor class in the Pathfinder Roleplaying Game, but the mechanics are quite different, leading to a different play style. The vengeant translates the spirit and utility of the avenger into a Pathfinder RPG class. It fills a niche in the ecosystem of Pathfinder classes that none of the official classes have yet filled.

- Mark Nordheim, developer

## Prestige Classes



### Infernal Enforcer

Amongst the inquisitors of tyrannical societies there is sometimes a “neutral” party. This group is referred to as infernal enforcers for the bold crimson trim and infernal symbol emblazoned on the inquisitor's black cloak. Their origins are a mystery, but they tend to find their way into the secret police of societies based around law and order at the expense of civil liberties. Not much is known of them except for one thing: Their power is infernal and undeniably potent.

**Role:** Infernal enforcers are tactical masters. Able to control the situation and strike at key targets in the middle of nearly any melee, their resilience is only augmented the further down the path they tread.

**Alignment:** Infernal enforcers are almost exclusively lawful evil. Although a rare few are self-serving, most work to further the aims and means of tyranny and oppression. Those rare few lawful neutral infernal enforcers tend to deviate from their secretive order and use their skills to assert their own tyranny and oppression.

**Hit Die:** d8.

#### Requirements

To qualify to become an infernal enforcer, a character must fulfill all of the following criteria.

**Alignment:** lawful evil or lawful neutral.

**Feats:** Improved Unarmed Strike, Stunning Fist.

**Skills:** Intimidate 5 ranks, Sense Motive 5 ranks.

**Special:** Judgment class feature.

**Spells:** Able to cast 2nd-level divine spells.

#### Class Skills

The infernal enforcer's class skills are Escape Artist (Dex), Fly (Dex), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Perception (Wis), Stealth (Dex), Survival (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier



**Table: Infernal Enforcer**

| Level | Attack Bonus | Fort Save | Ref Save | Will Save | Special                         | Spells per Day                  |
|-------|--------------|-----------|----------|-----------|---------------------------------|---------------------------------|
| 1st   | +0           | +1        | +1       | +1        | Cadre regimen, infernal essence | -                               |
| 2nd   | +1           | +1        | +1       | +1        | First circle                    | +1 level of divine spellcasting |
| 3rd   | +2           | +2        | +2       | +2        | Boon, second circle             | -                               |
| 4th   | +3           | +2        | +2       | +2        | Third circle                    | +1 level of divine spellcasting |
| 5th   | +3           | +3        | +3       | +3        | Boon, fourth circle             | -                               |
| 6th   | +4           | +3        | +3       | +3        | Fifth circle                    | +1 level of divine spellcasting |
| 7th   | +5           | +4        | +4       | +4        | Boon, sixth circle              | -                               |
| 8th   | +6           | +4        | +4       | +4        | Seventh circle                  | +1 level of divine spellcasting |
| 9th   | +6           | +5        | +5       | +5        | Boon, eighth circle             | -                               |
| 10th  | +7           | +5        | +5       | +5        | Ninth circle                    | +1 level of divine spellcasting |

**Class Features**

The following are class features of the infernal enforcer prestige class.

**Weapon and Armor Proficiency:**

An infernal enforcer gains no additional weapon and armor proficiencies.

**Spells per Day**

At every even level, an infernal enforcer gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an infernal enforcer, he must decide to which class he adds the new level for purposes of determining spells per day.

**Cadre Regimen (Ex)**

The training received during initiation improves the natural capabilities of the infernal enforcer in ways akin to a monk. Every odd numbered level, his effective monk level increases by one in regards to the following monk class features: AC bonus, fast movement, flurry of blows, Stunning Fist, slow fall, and unarmed strike. He does not gain any additional abilities he did not already have.

**Infernal Essence (Su)**

As part of his ritualized initiation, an infernal enforcer gains an infernal essence pool much like a monk's ki pool. This pool accumulates malefic energy from Hell itself and a majority of the enforcer's training involves learning how to harness this energy to augment his personal power.

The number of points in an Infernal enforcer's infernal essence pool is equal to 1 per class level + his Charisma modifier

**The Circles**

An infernal enforcer venerates archdevils and Hell itself; as he gains experience, he masters new and more powerful techniques each based on the ascending circles of Hell. Using each ability costs 1 point of infernal essence and takes a standard action to use except where noted. The caster level for any spell-based effect is equal to his infernal enforcer level and any DCs are equal to 10 + his infernal enforcer level + his Charisma modifier, unless otherwise specified.

**First:** In the first circle, the infernal enforcer learns control over perception. He gains access to the following special abilities:

**Shadow Cloak (Sp):** As an immediate action, an infernal enforcer gains the effects of a *blur* spell that functions until his next round.

**Terrify (Su):** An infernal enforcer creates a horrifying illusion over his own face. An adjacent target must make a Will save or be frightened for 1 round per infernal enforcer level. This is a mind-affecting, fear effect that can only affect a specific target once in a 24-hour period.

**Vanish (Sp):** An infernal enforcer gains the effects of the spell *vanish*.

**Second:** In the second circle, the infernal enforcer learns to endure. He gains access to the following special abilities:

**Enduring Reign (Sp):** Infernal energy can knit together the flesh of the infernal enforcer, healing a number of hit points equal to  $1d12 + 1/2$  his infernal enforcer level. This costs 2 points of essence.

**Iron Tower (Su):** As an immediate action, an infernal enforcer can gain DR 5/adamantine against attacks until the beginning of his next turn. This costs 2 points of essence.

**Third:** In the third circle, the infernal enforcer learns to ferret out and pursue any target. He gains access to the following special abilities:

**Celerity (Sp):** As a swift action, an infernal enforcer can gain incredible speed. For 1 round, he gains a +30 foot bonus to movement speed and can even run across vertical surfaces so long as he begins and ends on a horizontal surface.

**Precision Perception (Ex):** For 1 hour, infernal energy grants great visual, olfactory, and auditory faculty. This manifests in a +5 competence bonus on Perception checks and Survival checks to track, as well as the Scent special quality.

**Fourth:** In the fourth circle, the infernal enforcer learns that sometimes discretion is the only option. He gains access to the following special abilities:

**Controlled Graces (Su):** While making a Bluff, Diplomacy, or Intimidate check, an infernal enforcer can treat his roll as a 20. This must be declared before the roll is made.

**Mind Grasp (Sp):** As a touch attack, the target is affected by a *hold monster* effect (DC  $14 +$  Wisdom modifier).

**Fifth:** In the fifth circle, the infernal enforcer learns the balance between force and subterfuge. He gains access to the following special abilities:

**Infernal Might (Su):** As part of an action, an infernal enforcer increases his own Strength for an instant. This grants a +5 bonus on his next melee attack, combat maneuver check that relies on Strength, Strength-based skill, or Strength check.

**Poisoned Stinger (Su):** An infernal enforcer can conjure a stinger that can either be used as a hand crossbow bolt or a dart that lasts 1 round. The poison in the stinger is deathblade poison. This costs 2 points of essence.

**Sixth:** In the sixth circle, the infernal enforcer learns to attain tactical superiority by augmenting his own defensive position. He gains access to the following special abilities:

**Aegis Evince (Su):** As an immediate action, an infernal enforcer can erect a crimson barrier that functions as total cover on an edge of his space for the remainder of the round, this can foil line of effect.

**Tactical Acuity (Su):** As long as the infernal enforcer has at least 1 point of infernal essence he gains the improved uncanny dodge rogue class feature, using his infernal enforcer level as his class level. If he already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

**Seventh:** In the seventh circle, the infernal enforcer learns the use of Infernal energy to attain goals in a more roundabout method. He gains access to the following special abilities:

**Coercion (Su):** As a touch attack, an infernal enforcer can force violent energy into a target bestowing a -2 penalty on all checks and rolls. This penalty can stack with itself up to a -6 penalty. This energy dissipates from the target after a number of rounds equal to the infernal enforcer's class level.

**Ephemeral Assassin (Sp):** An infernal enforcer can manifest an invisible stalker that follows his commands. It lasts 1 round per infernal enforcer level, it takes 1 round to summon, and costs 4 points of infernal essence.

**Eighth:** In the eighth circle, the infernal enforcer learns that sometimes the only answer is a dramatic display of power. He gains access to the following special abilities:



**Burning Detonation (Su):** The infernal enforcer can channel flames that deals 5d8 fire damage to all other creatures in a 15-foot burst around him. A successful Reflex save reduces damage to half.

**Ferret Out Deception (Sp):** As long as he has at least 1 point of infernal essence remaining, an infernal enforcer gains the benefits of *detect the faithful* and can spend 1 point of infernal essence to gain *true seeing* for 1 minute.

**Ninth:** In the ninth circle, the infernal enforcer becomes a conduit to the dread and terror that fill the depths of Hell. He gains access to the following special ability:

**Crimson Malice (Sp):** An infernal enforcer can call and unleash Hell's dread in a roiling wave that reaches out 100 feet. Any creature with less than 3 HD is automatically killed (no save). Any creature with 3-6 HD dies on a failed Will save and is panicked on a successful save for 1 minute. Any creature with 7-10 HD is panicked on a failed save and frightened on a successful save for 1 minute. Any creature with 11 HD or more is frightened on a failed save and shaken on a successful save for 1 minute.

## Boon

An infernal enforcer gains certain special boons from infernal patrons on their quest against liberty and freedom. Beginning at 3rd level and every odd level thereafter, choose from the following list to improve an existing circle's special abilities:

**Grand Might (Su):** Improve the infernal might special ability to treat any Strength-based roll or check made to destroy or move a non-living barrier or obstacle as a 20.

**Immortal Reign (Sp):** Improve the enduring reign special ability to heal 2d12 + a number of hit points equal to the infernal enforcer's character level. In addition, once per day it heals 1 point of ability damage.

**Infernal Immolation (Su):** Improve the burning detonation special ability to deal 8d8 fire damage, half of which results from profane power and is not subject to fire resistance, in a 30-foot radius burst.

**Inspired Graces (Su):** Improve the controlled graces special ability to allow the infernal enforcer to affect even those targets immune to fear with Intimidate and his other special abilities, grant a +4 profane bonus to any save against magical lie detection (such as *zone of truth*), and allows a second Diplomacy check against a target in a 24-hour period.

**Inviting Shadows (Su):** Improve the shadow cloak special ability to be able to be used as an immediate action after an attack roll is rolled but before the total result is declared. If the infernal enforcer is in less than normal light, he gains a 50% miss chance instead of the normal 20%.

**Malefic Haste (Su):** Replace the celerity special ability with the ability to gain the benefits of a *haste* spell with the additional benefit of being able to run across vertical surfaces, unstable surfaces (such as water), or even intangible surfaces (such as air) so long as he ends his turn on solid, horizontal ground.

**Rune Tower (Su):** Improve the iron tower special ability to grant damage reduction 10/adamantine and spell resistance 10 + the infernal enforcer's class level until the start of the infernal enforcer's next turn.

**Tactical Acumen (Su):** Improve the tactical acuity special ability to also allow the infernal enforcer to expend 1 infernal essence to not provoke attacks of opportunity in that round. This also removes the minimum infernal essence requirement for retaining improved uncanny dodge.

**Terror's Grasp (Su):** Improve the terrify special ability to have a range of 40 feet. In addition, a failed save deals 1d2 Wisdom damage.

**Torturer's Touch (Su):** Improve the coercion special ability to incurring a -3 penalty on all checks instead of -2, which can stack to -9. Victims also leave a trail of crimson energy that the infernal enforcer can easily follow.

**Virulent Stinger (Ex):** Improve the poisoned stinger special ability to increase the DC of the Deathblade poison by 4. In addition, the stinger can manifest already loaded into a launcher that the infernal enforcer is currently wielding, and can now also be launched using any crossbow, bow, or sling.

## Soul Arbiter

Some seek truth because it leads to knowledge, some seek heretics among the faithful, and some simply enjoy taking secrets from their owners. However there are those who combine these goals and add to them fervent faith and a powerful mind. They call these people soul arbiters, and they combine their psionic abilities with the zeal of inquisitor training to become the hidden hand of their church. Whether for good or evil, the soul arbiter serves her god and church by finding questionable individuals and "seeing what's inside."

**Role:** Spy perhaps is closest to the party role a soul arbiter generally fills. She has access to a number of special abilities that allow her to find threats, learn vital information, and pry secrets from the minds of her enemies.

**Alignment:** Any non-chaotic.

**Hit Die:** d8.

### Requirements

To qualify to become a soul arbiter, a character must fulfill all the following criteria.

**Skills:** Bluff 5 ranks, Diplomacy 5 ranks, Perception 5 ranks, Sense Motive 5 ranks.

**Feats:** Skill Focus (sense motive).

**Psionics:** Manifestor level 3rd, access to the *distract*, *natural linguist*, and *forced sense link* powers.

**Special:** Discern lies class feature, judgment class feature.

### Class Skills

The soul arbiter's class skills and key ability score for each are Autohypnosis (Wis), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

**Skill Ranks at Each Level:** 4 + Int modifier.

**Table: Soul Arbiter**

| Level | Attack Bonus | Fort Save | Ref Save | Will Save | Special                       | Powers Known/Maximum Power & Manifestor Level/Caster Level & Spells per Day/Spells Known | Power Points per Day       |
|-------|--------------|-----------|----------|-----------|-------------------------------|--|----------------------------|
| 1st   | +0           | +1        | +0       | +1        | Implant phobia, piercing mind | +1 level of existing class (psionic)   | +1 level of existing class |
| 2nd   | +1           | +1        | +1       | +1        | Unbearable judgment           | +1 level of existing class (divine)  |                            |
| 3rd   | +2           | +2        | +1       | +2        | Thought cartographer          | +1 level of existing class (psionic)   | +1 level of existing class |
| 4th   | +3           | +2        | +1       | +2        | Soul-piercing gaze            | +1 level of existing class (divine)  |                            |
| 5th   | +3           | +3        | +2       | +3        | Liars guilt, razor mind       | +1 level of existing class (psionic)   | +1 level of existing class |

### Class Features

The following are class features of the soul arbiter prestige class.

#### Weapon and Armor Proficiency:

An soul arbiter gains no additional weapon and armor proficiencies.

#### Powers known & Maximum Power Level/Caster Level & Spells per Day/Spells Known:

A soul arbiter gains additional power points and maximum power level as if she had advanced in one of the psionic classes she belonged to before becoming a soul arbiter. This occurs at odd levels, and if the soul

arbiter belonged to more than one psionic class she must choose which class to apply this bonus to. However, the soul arbiter does not gain any other benefits a character of that class would have gained. At even levels, the soul arbiter gains a caster level and spells per day as if she had gained a level in the inquisitor class or other divine class she belonged to before becoming a soul arbiter. She does not gain any other benefits a character of that class would have gained.

#### Implant Phobia (Su)

At 1st level, a soul arbiter understands the motivational factor of fear. As a standard action, the soul arbiter can attempt to implant a phobia into the mind of a foe or



interrogation subject. The exact nature of the phobia is determined by the soul arbiter at the time the power is used. Generally the object of the phobia is something the soul arbiter has easy access to (snakes, spiders, water, fire, enclosed space, etc). A Will save (DC 10 + the soul arbiter's class level + her Wisdom modifier) negates the effects of this ability.

Those who fail this save are shaken while exposed to the object of the phobia. The target must be exposed to the object of their phobia for at least one full round for this ability to function, and the object must be within 30 feet of the target. In the case of fire, water, and the like, a sufficient quantity must be available, such as a rain barrel full of water or a campfire. The effects of implant phobia last 1 hour per soul arbiter class level, and the ability may be used at will, but no target can be affected by implant phobia more than once every 24 hours.

### **Piercing Mind (Ex)**

At 1st level, a soul arbiter becomes adept at infiltrating the minds of others, and her mental intrusions are difficult to resist. A soul arbiter adds +2 to the save DC of any telepathic power or mind-affecting spell she casts.

### **Unbearable Judgment (Su)**

At 2nd level, whenever a soul arbiter uses the judgment class ability, she adds an additional +1 to the effect beyond the normal bonus based on her total inquisitor class levels. Additionally, levels in soul arbiter are added to inquisitor levels to determine her effective level for the effects of judgments.

### **Thought Cartographer (Ex)**

At 3rd level, when a soul arbiter successfully enters the mind of a target using a telepathic psionic power, the target is no longer able to hide its intentions from the soul arbiter. A target under the effect of a soul arbiter's telepathic psionic power is unable to use the Bluff or Diplomacy skill against the soul arbiter.

Additionally, when the soul arbiter uses the Bluff or Diplomacy skill against a target under the effects of one or more of her telepathic psionic powers, she receives a +4 insight bonus to her skill check.

### **Soul-Piercing Gaze (Ex)**

At 4th level, whenever a soul arbiter uses a psionic power or divine spell that detects alignment, hiding

one's true alignment becomes more difficult. If the soul arbiter succeeds on a caster level or manifester level check against the magical effect (if from an item) or spell, the target's true alignment is revealed.

### **Liar's Guilt (Sp)**

At 5th level, whenever the soul arbiter uses her discern lies ability and the target actively lies, not only does the soul arbiter know a falsehood has been told, but she may rebuke the individual as well. Such a mental rebuke causes 5d6 non-lethal damage and also deals the target 1d4 Wisdom damage. With a successful Will save (DC 10 + 1/2 the soul arbiter's level + her Wisdom modifier), the target takes only half damage and no Wisdom damage. A soul arbiter may use this ability a number of times per day equal to 3 + her Wisdom modifier.

### **RazorMind(Ex)**

At 5th level, a soul arbiter has mastered the art of penetrating a target's mental defenses. A soul arbiter is now able to use psionic and magical mind-affecting powers and spells even against targets that are immune to mind-affecting effects. Mindless creatures however remain immune. Additionally, when the soul arbiter uses soul-piercing gaze, she may roll two caster or manifester level checks and take the higher of the two results.



## New Inquisitions

### Foe Slayer Inquisitions

An inquisitor may specialize in the destruction of particular types of foe. These inquisitions represent the special talents an inquisitor learns to combat these enemies. As with other inquisitions, an inquisitor may select a foe slayer inquisition in place of a domain if the enemy type is appropriate for her deity.

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 inquisitor level + her Wisdom modifier. Unless otherwise stated, the caster level for granted power spell-like abilities is equal to the inquisitor's class level.

### Aberration Slayer Inquisition

*Bizarre creatures from the darkest recesses of reality are anathema to many religions.*

#### Granted Powers

**Alien Insight (Ex):** You may make a Knowledge (dungeoneering) check (including your bonus for monster lore if you have that class feature) in place of Bluff, Diplomacy, Intimidate, Perception, Sense Motive and Survival checks when dealing with aberrations.

**Psychic Defense (Su):** At 8th level, you gain a +2 bonus to saving throws against mind-affecting effects. When you succeed at a saving throw against such an effect, you may use an immediate action to deal damage equal to 1d6 + half your level to the creator of the effect. A creature damaged by this ability must succeed at a Will save or be staggered for one round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### Angel Slayer Inquisition

*Servants of the dark gods often specialize in eliminating their celestial counterparts.*

#### Granted Powers

**Smite Good (Su):** Once per day, you can smite good as the antipaladin ability of the same name, substituting your inquisitor level for the antipaladin level.

**Thwart Protection (Su):** At 6th level, you can create a 30-foot radius aura in which alignment-based protections do not function reliably. Inside the aura, no creature can benefit from alignment-based defensive spells such as *protection from evil*, alignment-based damage reduction, or abilities like an angel's protective aura. When a protected creature first enters the aura, it receives a Will save to maintain its defenses; otherwise they are suppressed as long as the creature remains in the aura. You can use this aura for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive.

### Construct Slayer Inquisition

*Inquisitors of nature deities see artificial creatures as abominations outside the natural order.*

#### Granted Powers

**Sabotage (Ex):** You gain Disable Device as a class skill. As a standard action that does not provoke attacks of opportunity, you can make a Disable Device check against a construct within your reach to sabotage its attacks. If your check result exceeds the construct's AC, the construct suffers a -2 penalty on all attack rolls for 1 round. For every additional 5 points by which your check result exceeds the construct's AC, the penalty to attacks increases by an additional -1. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.



**Destructive Smite (Su):** At 4th level, when you use your smiting judgment, your weapon counts as adamantite, both for overcoming damage reduction and for bypassing hardness.

## Dragon Slayer Inquisition

*Inquisitors sworn to protect civilization from monsters often have to contend with terrifying dragons.*

### Granted Powers

**Resist Breath Weapon (Su):** You gain a +4 bonus to saving throws against all breath weapon attacks. As a standard action, you can grant this bonus to another creature you touch for a number of rounds equal to your level; you can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Earthbind Foe (Ex):** At 6th level, as a standard action, you can make an attack with a ranged weapon targeting a creature that uses wings to fly. If the attack hits, the target must succeed at a Fortitude save or be forced to land on its next turn. If the creature cannot land, it falls. You can use this ability a number of times per day equal to 3 + your Wisdom modifier but may not target a specific creature more than once in a 24-hour period.

## Fiend Slayer Inquisition

*The primary mission of many inquisitors is to seek and destroy demons, devils, and fiends of all types.*

### Granted Powers

**Smite Evil (Su):** Once per day, you can smite evil as the paladin ability of the same name, substituting your inquisitor level for the paladin level.

**Dismissing Blow (Sp):** At 8th level, once per day upon making a successful melee attack, you can affect your target with *dismissal* (Will negates).

## Lycanthrope Slayer Inquisition

*Shapechanging monsters can be insidious and difficult to hunt without the skill of an inquisitor.*

### Granted Powers

**Detect Shapechangers (Ex):** You add your level to Perception and Sense Motive checks made to determine if a creature is not in its natural form, is disguised, or is otherwise impersonating a creature of another type.

**Lunar Smite (Su):** At 4th level, when you use your smiting judgment, your weapon counts as silver. Once per day, while you are using this judgment and your attack hits a creature that has shapechanged into another form, you can force the creature to revert to its natural form (Fortitude negates).

## Undead Slayer Inquisition

*Inquisitors of many deities battle the restless dead frequently.*

### Granted Powers

**Ghostbane Strike (Sp):** Once per day, you may make a single melee attack during which your weapon affects the target as if it had the *ghost touch* property. If the attack hits, you can affect the target with *ghostbane dirge* (Will negates).

**Threnodic Power (Su):** At 8th level, you gain Threnodic Spell as a bonus feat. Once per day, you can use this metamagic feat without increasing the level of the spell. The casting time of the spell still increases as normal.

## Racial Inquisitions

These inquisitions are race specific. An elan can select any inquisition from her former race.

### Human Inquisition

*It is the nature of humanity to be flexible, ever ready to adapt to new challenges and threats.*

#### Granted Powers:

**Uncanny Skill (Ex):** You may make a skill check as if you had a number of ranks in the skill equal to your class level. This includes trained-only skills. You may use this ability a number of times per day equal to your Wisdom modifier.

**Legacy of Heroes (Su):** At 8th level, you channel the essence of humanity's greatest heroes into your form. As a swift action you gain a +4 sacred bonus to every ability score and do not fall unconscious at 0 hp. You may use this ability for a number of rounds each day equal to half of your class level. These rounds do not need to be consecutive.

### Elf Inquisition

*Your legacy is eternal, your history and accomplishments span millennia and you call upon your heritage to sustain it.*

#### Granted Powers:

**Enduring Bulwark (Su):** As a standard action, you may create a 60-ft. aura around you lasting a number of rounds equal to half your class level (minimum 1). All objects within this radius count as attended and use your saving throws (plus your Intelligence modifier) or theirs (whichever is greater) to resist magical and mundane damage and destruction effects. You may choose to extend this effect to target allies and grant them the same benefits as if they were objects. You may only target a number of allies within your aura equal to your Wisdom bonus. This ability is usable once per day.

**Timeless (Ex):** At 8th level, you are able to channel the timeless aspect of your ancestry to affect those around you. While within 30 feet of you, allies who are targeted by any spell, spell-like or supernatural ability effect with a duration of rounds, minutes or hours per level are unaffected by the ongoing effects of those spells until your aura of timelessness ends. At such a time, the duration of the effect begins and the targets must make any saves against the effects as normal. Effects with a duration of instantaneous, or that do not target an individual are unaffected by this ability. You are able to maintain this effect for a number of rounds equal to your inquisitor level per day. These rounds do not need not be consecutive but must be used in 1 round increments. It takes a standard action to activate this ability, which can be ended as a free action.

### Dwarf Inquisition

*The rugged, harsh depths have a certain beauty, supplying artifice hewn from stone and metal by your race.*

#### Granted Powers:

**Mighty Artificer (Ex):** At 1st level, you gain Master Craftsman as a bonus feat.

**Rune Mark (Su):** At 8th level, you may expend a spell slot as a standard action to mark a metal or stone weapon, tool, or armor with your own sigil. You may activate the rune mark to grant a sacred bonus to a single function of that item (AC, attack rolls, damage, skill check, decrease armor check penalty) equal to the level of the spell slot used for a number of rounds equal to half your class level. Inscribing the rune mark takes a full-round action and the sacrifice of the spell slot, after which you can activate it as a standard action to gain its benefits. While you may inscribe different items with different rune effects all as full-round actions, activating each rune takes a separate standard action and the benefits provided by each rune do not stack.

An inscribed rune mark expires when you regain your spell slot or when it has been activated.



## Elan Inquisition

*Psionic essence wrapped in a flesh body, already chosen and enhanced, your inner fire fuels your strength.*

### Granted Powers:

**Reservoir (Su):** As an immediate action you may choose to take 1 point of ability damage to any one ability score to gain 1 power point.

**Magnify (Su):** At 8th level, you may enhance the caster or manifester level of any effect that targets you directly. As an immediate action, for every 2 power points you spend—ignoring normal limitation for how many power points—you may spend you may add 1 to the caster or manifester level of the effect.

## Maenad Inquisition

*Control, discipline, focus. You are the heart of this storm.*

### Granted Powers:

**Erupt (Ex):** When you use your outburst ability or the rage ability, your crystalline-coated skin thickens. Once per round when struck by an unarmed attack, natural attack, or melee weapon without reach, you deal 1d6 + Constitution modifier damage to that attacker. You gain a +1 natural armor bonus to AC vs. ranged attacks during this time, which increases by +1 for every 4 class levels.

**Becalm (Su):** At 8th level, you force your inner calm upon all those within a 20-ft. radius burst within your line of sight. You must make a caster level check against any mind-affecting spells or abilities currently active. If successful, you end those effects. All hostile targets within the burst must succeed at a Will save (DC 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier) or be unable to take hostile actions for a number of rounds equal to 1/2 your class level—they may defend themselves and if forced to do so, this effect ends for that individual. If an affected individual has rounds of rage per day, a failed save makes them lose half of them. This ability may be used a number of times equal to your Wisdom modifier per day. You are immune to your own becalm effect.

## Mundane Gear





| Item               | Cost                              | Weight  |
|--------------------|-----------------------------------|---------|
| Bolt Feed          | 500 gp                            | ¼ lb.   |
| Folding Symbol     | 150% of the original symbol price | ½ lb.   |
| Holy Dust          | 100 gp                            | ½ lb.   |
| Menacing Smoke     | 50 gp                             | 10 lbs. |
| Scroll Gauntlets   | 150 gp                            | 2 lbs.  |
| Traveller's Shrine | 500 gp                            | 3 lbs.  |

### ***Bolt Feed***

**Price:** 500 gp; **Weight:** 2 lbs.

This special under-stock, spring-loaded chamber allows for two crossbow bolts to be stored and loaded automatically when the string is pulled back on a crossbow. A bolt feed can be attached to any light or hand crossbow that has fewer than two bolt feeds attached. As long as there are bolts in the bolt feed, reloading a crossbow is a swift action that does not provoke an attack of opportunity. Adding a bolt to a bolt feed is a full-round action that provokes an attack of opportunity.

### ***Folding Symbol***

**Price:** 150% of the original symbol's price; **Weight:** varies

The cunning use of hinges, miter joints, and collapsible screws allow a holy symbol to be folded into a small circular, square, or triangular shape. When folded, the DC to identify a holy (or unholy) symbol as such is increased by 5. The holy (or unholy) symbol can still be used as a divine focus while folded but the caster must make a successful concentration check as if casting defensively or lose the spell. The weight of a folding symbol is the same as the weight of a non-folding symbol.

### ***Holy Dust***

**Price:** 100 gp; **Weight:** 1 lb.

This waxed-paper wrapped package of dust is infused with the vapor from boiled holy water. When the package is thrown to the ground, it bursts open and fills a 5-foot cube of space with the dust particles for 5 rounds. Any undead or evil outsider creature that comes into contact with the dust particles suffers the direct damage from holy water. Any incorporeal creature that comes into contact with the dust particles suffers direct damage from holy water and is shunted 5 feet in a random direction.

### ***Menacing Smoke***

**Price:** 50 gp; **Weight:** 1 lb.

Each red and black, small, fragile orb of alchemical fluids causes a small shroud of intimidatingly colored smoke to form in the immediate vicinity of where it is shattered. The smoke does not obscure vision and only lasts for a few seconds. When used in conjunction with an Intimidate check, the user gains a +2 circumstance bonus on the result of the die roll.

### ***Scroll Gauntlets***

**Price:** 150 gp; **Weight:** 3 lbs.

These lamellar gauntlets have intricate etchings of holy symbols dedicated to a deity. A hollow tube on the underside of each gauntlet may house a scroll. A scroll held in one of the tubes can be drawn to read by pulling it out with a free hand as a free action. Activating a scroll stored in a scroll gauntlet takes a standard action or the spell's casting time, whichever is longer. Loading a scroll into a scrolled gauntlet takes a move action that provokes an attack of opportunity.

### ***Traveller's Shrine***

**Price:** 500 gp; **Weight:** 5 lbs.

A sacred candle, incense holder, small collapsible table, and altar cloth are contained in this linen rolling pouch covered with holy symbols. Meditating or praying at this shrine allows a divine spellcaster to prepare her spells for the day in 10 minutes less time than normal.



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