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The feats in the "30 New Feats for Inquisitors" section are open content. All other material — including commentary, descriptions, proper names, characters, story elements, designer's notes, setting material, flavor text, and society information — is product identity.

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# Expanded Options and Builds for the Inquisitor

# Introduction

More than just a list of new feats, the Inquisitor's Edge digs in to the gritty details of the inquisitor's many talents while offering 30 new feats selected with the inquisitor in mind. It then shows you how to use what you have learned to bring the pain with 3 heretic hunting bad ass builds from levels 1 to 20. For the advanced player, we hope to spark your imagination. For the casual player we hope to show you the path to making fun characters. For the game master Advanced Feats provides feats that

your players can use without slowing down or unbalancing your adventures. For the advanced player, we hope to spark your imagination. For the casual player, we hope to show you the path to making fun characters. For the GM, Advanced Feats provides feats your players can use without slowing down or unbalancing your adventures.

Advanced Feats draws heavily upon the Netbook of Feats, an open gaming license publication for d20 system feats. As its chief editor I have more than 10 years of experience crafting and editing feats for playability, accuracy and

balance. Before publication NBOF feats are reviewed by a panel of experienced rules experts and only a select number are accepted for publication.

Advanced Feats takes this process another step forward by selecting the best and most applicable feats for the class highlighted. Each feat in this book has been carefully re-worked to be fully pathfinder compatible, or created specifically for this book based on the new Advanced Players Guide classes.

# Examining the Inquisitor

A spy, a bounty hunter, a man of god who can break all the rules; the inquisitor is all kinds of cool! This class is a wonderful mix of skills, martial prowess, and divine inspiration. A bit like a bard in that it is a jack of all trades, but \_\_\_\_\_as where the bard is something of a pack

leader, the inquisitor is more the lone wolf with abilities focused squarely on enhancing their own prowess.

### Judgment

This is the inquisitors signature ability and it is an extremely versatile one. Whatever the combat challenge is, there is a judgment that can help overcome it. This leaves the inquisitor with very few weaknesses and the ability to shift offensive strategies to counter enemies.

### Spell Casting

While their spell list is varied and useful, their limited selection of spells known will force most inquisitor's to make difficult choices or rely heavily on scroll use. Using wisdom as their casting ability score is also a challenge. None of their combat abilities key off of wisdom and it is not much help in the skill department either so investing heavily there is costly. Most inquisitors will use their spell list kind of like

a utility belt rather than as their build's offensive focus.

### Domain

With a wide range of domain powers to choose from you should be able to find one that works nicely for nearly any sort of inquisitor. Freedom and Destruction jumped out at me as particularly good for inquisitors but nearly all of them have cool flavor and a couple of handy powers. Selecting a mystery is likely your first choice when creating a new Inquisitor.





Teamwork feats tend to be a bit more powerful than normal feats so getting them as a bonus and being able to use them even when other allies don't have them can be a huge boon. The ability to swap out your most recently acquired one whenever you like... that can be straight up amazing. Its also a great way to "try before you buy." Keeping a list of all the teamwork feats acceptable to your GM is a must for taking full advantage of this ability. The only current limitation is the small selection of teamwork feats in the game so a specialized build may only have a few choices that support their character's strategy.

### Discern Lies & Detect Alignment

Always a bane for crafty GMs and a boon for astute players. This really gives an inquisitor the ability to cut to the chase when dealing with deceptive sorts.

### Bane & Greater Bane

This is a potent damage dealing ability. With swift action to shift its type it is pretty much always applicable to the foes at hand. It is especially potent for inquisitors who can attack multiple times with a single weapon.

### **Stalwart**

Sort of the flip side of evasion, stalwart is a decent power if a bit less commonly applicable. Mixing inquisitor with an evasion class like hhrogue or monk lets you have great all around save defenses that are very difficult to breach making for a great anti-caster build.

### <u>Skills</u>

The inquisitor is by far the strongest skill class in the APG. Not only do they get a solid 6 points per level, they also get a great selection of social, physical, and mental skills to choose from. Due to the Stern Gaze ability, the inquisitor is a true master of intimidate and sense motive, perfect for long interrogation sessions. Their Track ability grants a hefty bonus to finding targets making them excellent hunters of man and beast.

### **Defensive Potential**

The inquisitor is pretty solid defensively. They don't get heavy armor proficiency but are a rare class that can make good use of medium armors. Their Judgment offers a wide range of defensive options and an unusual AC bonus that stacks with a good number of spell AC bonuses. With access to self healing, inquisitors are never easy marks. Their only soft spot is their reflex saves making traps and area spells a real threat.

### **Offensive Potential**

Inquisitors have great offensive potential. Their destruction judgment and bane ability can deliver some significant pain and their justice judgment easily compensates for their <sup>3</sup>/<sub>4</sub> base attack bonus. They can also select from a number of nice divine combat buffing spells and at higher levels receive a couple of potent damage dealing spells in flame strike and blade barrier.

### Multi Classing

Inquisitors multi-class pretty well so long as you don't mind the loss in spell casting prowess, you just have to make sure your other classes are adding to the inquisitor's strengths and aren't trying to take you in another direction. Rogue and Monk seems one of the most likely candidates shoring up the weakness in reflexes while adding combat benefits.

### Summary Summary

The inquisitor is incredibly well rounded with strong combat potential, an arsenal of skill options, and a pretty versatile selection of spells. I think the class is best built to be versatile and shift its focus to the enemies' weakness. Judgment and its Tactics are where the inquisitor shines in combat, quickly shifting gears to whatever works best in the situation. Over specializing would make it hard to take advantage of their wide array of talents.

# 30 New Feats for the Inquisitor

While the following feats are especially useful for Inquisitor, most can be chosen by any PC. The exceptions are, of course, those that have a Inquisitor class features as a requirement.

### Cautious Trip (Combat)

You cannot fall prone when making a trip attempt.

**Benefit**: When you fail a trip maneuver by 10 or more you do not fall prone.

*Commentary* – Ensuring you land your trips is the best defense against falling prone but it always remains a distinct possibility and can badly disrupt your plans if it happens. Having been there and done that myself, I felt some trip insurance would be a nice option.

### Coordinated Fire (Teamwork)

You and an ally gain damage bonuses on ranged attacks.

Prerequisite: Point Blank Shot, Precise Shot

**Benefit**: If you hit an opponent with a ranged attack, until your next turn, the next successful ranged attack





Feat Name	Prerequisites	Benefit
Cautious Trip	-	You cannot fall prone when making a trip attempt.
Coordinated Fire	Point Blank Shot, Precise Shot	You and an ally gain damage bonuses on ranged attacks.
Defensive Disarm	Int 13, Combat Expertise, Improved Disarm	When attacked and missed you may attempt a disarm maneuver.
Defensive Insight	Wis 13, trained in Sense Motive	You gain a bonus to armor class when missed
Draw Strike	Quick Draw, BAB +3	You can draw and strike in one fluid motion.
Ducking Shot	Point Blank Shot	You are skilled at dodging while using your ranged weapon.
Eschew Divine Focus	Extra Turning	You can cast spells without a divine focus.
Extended Use	-	Extends the use of a given class ability.
Extra Judgment	Judgment	You can use your judgment ability one additional time per day.
Fencing Stance	Dex 13, Dodge	You gain a dodge bonus when in a fencing stance.
Fast Track	Track	You suffer fewer penalties while tracking and moving quickly.
Fearsome	Cha 13	Enemies shaken by you suffer additional penalties.
Friend and Foe	Cha 13, trained in Bluff	You and an ally can manipulate attitudes by playing friend and foe.
Gotcha	Dex 13	You can stop an ally from falling or being moved.
Grudge	-	You gain combat bonuses against a race or organization.
Hammer and Anvil	Str 13, Power Attack	You deal extra damage to flanked opponents.
Improved Judgment	Judgment	Multi-class inquisitors gain a bonus to their judgment ability.
Magical Insight	trained in Spellcraft	Opponents affected by your spells suffer reduced saving throws.
Magical Savant	-	You reduce the ability score requirement to learn and cast spells.
Misdirected Strike	Dex 13, Int 13, Dodge, Combat Expertise, Combat Reflexes, BAB +6	You can cause opponents to attack one another.
Meddlesome	-	Threatened opponents suffer a penalty when casting defensively.
Offensive Insight	Wis 13, trained in Sense Motive	You gain a bonus to attack rolls against opponents you have already hit.
Parrying Stance	Dex 15, Two Weapon Fighting, Two Weapon Defense	You can use an off hand weapon to block attacks.
Persistent Judgment	Judgment	Your judgments persist when you are incapacitated.
Ranged Maneuvers	Agile Maneuvers	You can perform certain combat maneuvers with ranged weapons.
Shared Judgment	Second Judgment	You grant your judgment bonus to an adjacent ally.
Shared Magic	ability to cast spells, Spellcraft 5 ranks	You can use an allies spell slots to cast your spells.
Subdue	-	You are not penalized when dealing nonlethal damage.
Team Defense	Int 12 Combat Exportisa	You gain a dodge bonus when adjacent to an ally.
	Int 13, Combat Expertise	Tou gain a douge bonus when aujacent to an any.





made by any ally with the Coordinated Fire feat against the same opponent deals +2 damage.

**Special**: You are not considered to be an ally of yourself for purposes of this feat and do not gain bonuses based on your own attacks.

*Commentary* – Teamwork feats that require two people to perform the same action as a cooperative effort are challenging due to the way the initiative mechanic works. This kind of tag team system seems the best solution to that.

### Defensive Disarm (Combat)

When attacked and missed you may attempt a disarm maneuver.

**Prerequisite**: Int 13, Combat Expertise, Improved Disarm

**Benefit**: If you are attacked by an opponent using a melee weapon and the attack misses you may make a Disarm attempt against the opponent as an Attack of Opportunity.

*Commentary* – This is a potentially powerful feat as on-miss effects can be very good in the right build. I think what keeps it in check is that it only works on armed opponents and most adventures feature a lot of monsters using natural weapons.

### Defensive Insight (Combat)

You gain a bonus to armor class against opponents that have missed you.

Prerequisite: Wis 13, trained in Sense Motive

**Benefit**: If you are attacked and missed you gain a +2 insight bonus to AC against that opponent and any opponent identical to it until the end of the combat.

**Special**: A creature is considered identical if it is using an identical stat block.

*Commentary* – I was concerned about this stacking with other defensive bonuses but the wisdom requirement helps ensure that if they do stack them, they are likely spreading their stats widely. While this feat is most ideal for a monk, it is a good feat to make additional use of the wisdom investment inquisitors need for spell casting but for little else.

### Draw Strike (Combat)

You can draw and strike in one fluid motion.

Prerequisite: Quick Draw, BAB +3

**Benefit**: You may draw a weapon as an immediate action, allowing you to take attacks of opportunity. So long as you have an available melee weapon to draw and a free hand(s) you may treat squares in your available weapon's reach as threatened. Once per round, if you

draw a melee weapon you receive a +2 circumstance bonus to the next attack roll made during the same turn using that weapon.

*Commentary* – This feat began as a way to capture iaijutsu which is the martial art of drawing a sword. It was developed for unarmored combat and often begins from a seated position. The more fantastical side is the idea of drawing a sword and killing a foe with a single lightning quick strike. For the game I simply considered what advantages would stem from a very fast draw speed on both offense and defense.

### **Ducking Shot (Combat)**

You are skilled at dodging while using your ranged weapon.

Prerequisite: Point Blank Shot

**Benefit**: You receive a +4 dodge bonus to Armor Class against attacks of opportunities you provoke when making a ranged attack.

*Commentary* – From the APG, Point Blank Mastery lets you utterly ignore such attacks, but with weapon specialization as a prerequisite its use is very restrictive. I tend to like feats to be as non-restrictive as possible while maintaining balance.

### **Eschew Divine Focus**

Your strong faith allows you to cast spells without a divine focus.

Prerequisite: Extra Turning

**Benefit:** You do not need to use a divine focus for spells or class abilities that normally require one.

*Commentary* – A lot of the spell casting components tend to get glossed over in play and the divine focus is certainly one of them. The description of the inquisitor as a clergyman that operates outside the bounds of his usual faith suggests he may often need to go incognito. Certainly the wolf in sheep's clothing I present in the builds section would find it hard to blend in while waving holy symbol of Asmodeus around. This feat lets you pray in a more ambiguous way and also avoids a potential vulnerability should your focus be stolen or destroyed in combat.

### Extended Use

Extends the use of a given class ability.

**Benefit**: When taking extended use, select a single class ability which is limited to a number of rounds equal to your class level. You can now use this power for a





number of rounds equal to twice your class level.

**Special**: You may take Extended Use more than once but must choose a different class ability each time.

Commentary  $\mathbb{R}$  ounds per level is a common mechanic for potent combat class powers. For the inquisitor the prime candidate is the bane ability which is a great damage booster. I think simply using feats to extend and enhance class abilities is as great way to strengthen class flavor and the inquisitor provides a lot of nice hooks for doing so.

### Extra Judgment

You can use your judgment ability one additional time per day.

Prerequisite: Judgment

**Benefit:** You may use judgment one additional time per day.

*Commentary* In evalue of this feat will vary a bit depending on what level the inquisitor is and the pace at which your game master runs encounters. If your group tends to only have a small number of encounters per day and/or your inquisitor is high level, it's not likely needed. If you are lower level and/or your party runs many encounters before resting, it is a very nice benefit.

### Fencing Stance (Combat)

You gain a dodge bonus when in a fencing stance. **Prerequisite:** Dex 13, Dodge **Benefit:** You gain a +2 dodge bonus to AC when

### Feats vs Class Abilities

I added the special section to fencing stance because I imagine this would be a likely ability for a swashbuckler style class and because dodge bonuses stack. Gaining two stacking bonuses for the same thing is something I try to avoid when creating feats.

The difference between a class ability and a feat is often very narrow and as the the game grows in both areas, overlap is inevitable. One of the traditional mechanical differences is that class abilities can grow as the character levels as where feats tend to offer a static bonus. Another is simply that class abilities can vary wildly in power as where each feat should be roughly balanced with every other feat in the game. wielding a one handed melee weapon and not wielding a shield or off hand weapon.

**Special**: This benefit is not intended to stack with any class abilities that grant a dodge bonus under the same restricted conditions.

Commentary  $\boxtimes$  My own experience with martial arts is that there is a marked benefit to concentrating on one thing. Two weapon and sword and shield fighting are actually harder to do well because of that lack of focus. One advantage of the classic fencing stance is it presents less of a target to your opponent, and this is what I am trying to model here.

### Fast Track

You suffer fewer penalties while tracking and moving quickly.

### Prerequisite: Track

**Benefit:** You do not suffer a penalty while using Track and moving at normal speed, and only suffer a -10 when tracking while moving up to twice your speed. You can also cover your parties tracks without moving at half speed (this adds +5 to the difficulty of tracking your party as per the survival skill.)

Commentary  $\boxtimes$  I began with a feat that simply helps you cover tracks, but that is a pretty rare situation as the players are more often hunter than prey. I think being able to quickly follow an enemy is far more valuable and likely to come up during play.

### Fearsome

Enemies shaken by you suffer additional penalties. **Prerequisite:** Cha 13

**Benefit**: Any time you cause an opponent to be shaken, increase the penalty for the shaken condition to -3.

Commentary  $\boxtimes$  I used up some of my ideas for intimidate in Cavalier's Creed, but this one seems about perfect for the inquisitor who has a very powerful intimidate ability and which also has access to fear spells.

### Friend and Foe (Teamwork)

You and an ally can manipulate attitudes by playing friend and foe.

Prerequisite: Cha 13, trained in Bluff

**Benefit:** You and an ally with this feat play friend and foe, where one of you appears helpful and the other dangerous. It can be used with either diplomacy or intimidate when attempting to adjust attitude. For diplomacy the friend makes a diplomacy check with a DC of 15 + targets Wisdom bonus. If successful the





targets attitude moves up for the friend and down for the foe. If the foe's starting attitude is hostile it simply remains hostile. For intimidate the foe makes the check but the target's hit dice is not added to the DC. If successful, in addition to the usual temporary attitude shift and cooperation, the target's attitude is shifted up one step towards the friend.

*Commentary* – This is of course, good-cop/bad-cop rendered as a feat. I really wanted to think of a teamwork feat that was more social than combat oriented and this is what came to mind. It's also perfect for the wolf in sheep's clothing build. As an inquisitor, solo tactics lets you rope in allies as a somewhat unwitting bad cop who takes the attitude hit for the good of the team.

### Gotcha

You can stop an ally from falling or being moved. **Prerequisite**: Dex 13

**Benefit**: When an ally in reach is knocked prone, pushed, pulled, or is falling you can make a DC 10 strength or dexterity check as an immediate action to keep them standing or prevent the movement. In the case of falling allies you must keep hold of them. You must have a free hand to perform this action but you may drop an item as part of this action before making the ability score check.

**Special**: You cannot use this ability if you are also falling or being moved.

*Commentary* – This was the result of trying to come up with teamwork feats but ultimately it just made more sense as a general feat that helps defend allies against various maladies. While the special section should go without saying, I find it is best not to leave illogical rules loopholes if you can help it.

### Grudge

You gain a damage and maneuver bonus against members of a given race or organization.

**Benefit**: When taking grudge you must select a race or organization against which you hold your grudge. You gain a +1 moral bonus to damage rolls and +1 morale bonus to CMB against

**Special**: Whenever you gain a character level you may change the race or organization against which you hold your grudge. You need not do this immediately upon leveling but it must be done outside of combat and only once per character level.

Commentary - I have a soft spot for feats that come with a role playing hook. It treads a bit in the territory of favored enemy, but the targets are narrower and the benefit is far more modest.

### Hammer and Anvil

You deal extra damage to flanked opponents.

Prerequisite: Str 13, Power Attack

Benefit: When you and an ally with this feat are flanking an opponent and you are using power attack, you gain an additional +2 bonus to damage against the flanked opponent. The bonus changes to +3 with a two handed weapon and to +1 with an offhand weapon.

*Commentary* – While precise strike does offer a damage bonus for flanking, I found there just weren't enough offensive options among teamwork feats to support a strength based inquisitor. I designed this feat to help fill that gap.

### Improved Judgment

Multi-class inquisitors gain a bonus to their judgment ability.

Prerequisite: Judgment

**Benefit**: For purposes of determining the bonuses from your judgment ability, treat your inquisitor level as if it were 5 levels higher, but no higher than your character level. This does not grant extra uses, only enhances the bonuses of the specific judgments.

*Commentary* – I like multi-classing and I felt that judgments were so essential to the class that there was need of a feat to help shore them up when multi classing. Five levels was the mark I chose because that would increase any judgment by one step, but no judgment by two steps. The net result is you get +1 to the effect of any given judgment. Of course as further judgments are created, this may not always hold true.

### Magical Insight

Opponents affected by your spells suffer reduced saving throws.

Prerequisite: trained in Spellcraft

**Benefit**: Any opponent who has failed a saving throw against one of your spells suffers a -2 penalty to save against any further spells you cast in this combat. This penalty does not stack from repeated failed saves.

*Commentary* – I like how this opens up some interesting tactics in sizing up enemies with a weaker spell and then following up with something stronger. It certainly gives an expanded use for some of the cantrips that become all but pointless at higher levels.

### Magical Savant

You reduce the ability score requirement to learn and cast spells.

**Benefit**: When taking this feat select one ability score. Treat that ability score as if it were 4 points higher for purposes of learning and casting spells only. This





does not affect DC values, durations or other spell traits of the spells you cast.

*Commentary* – This feat arose out of the act of making the builds for this book. I think the inquisitor class is a little bit flawed in that wisdom is critical for spell casting and for little else. I felt that 4pts was about right, not so much that a full caster could get away with spending nothing on the ability, but enough that it was a decent saving in ability score points.

### **Misdirected Strike**

You can cause opponents to attack one another.

**Prerequisite**: Dex 13, Int 13, Dodge, Combat Expertise, Combat Reflexes, Base attack bonus +6

**Benefit**: When an opponent attacks you and misses with a melee attack, you may, as an attack of opportunity make a combat maneuver check against the attacker. If successful you may redirect the attack to another opponent who is adjacent to you and in reach of the attacker. Use the same attack roll, including modifiers when checking to see if the attack hits the second opponent.

*Commentary* – A simple idea, but not one that is easy to represent in the rules. It's also potentially very powerful so I tried to put in a lot of limitations. The use of the combat maneuver mechanics is one such limitation, using it as an attack of opportunity is another. Keeping the attack roll made against you both helps balance the feat and keeps down the number of extra rolls being made.

### Meddlesome

Threatened opponents suffer a penalty when casting defensively.

**Benefit**: Anyone you threaten suffers a -5 penalty on concentration checks to cast defensively.

*Commentary* – Due to Stalwart ability and good saves, inquisitors make good caster hunters, especially vs enemy priests. This feat helps ensure your targets don't have an easy out for spell casting.

### Offensive Insight (Combat)

You gain a bonus to attack rolls against opponents you have already hit.

Prerequisite: Wis 13, trained in sense motive

**Benefit**: You gain a +1 insight bonus to attack rolls against opponents who you successfully hit in a previously during this combat..

*Commentary* – As with defensive insight I wanted a mechanism where the inquisitors investment in wisdom



### **Parrying Stance**

You can use an offhand weapon to block attacks.

**Prerequisite**: Dex 15, Two Weapon Fighting, Two Weapon Defense

**Benefit**: At the beginning of your turn when wielding a weapon in your off hand, you may choose gain a shield bonus equal to 2 + the offhand weapon's enhancement bonus to your armor class against melee attacks. If you do so you may not make off hand attacks until your next turn.

**Note:** This does not stack with the shield bonus from Two Weapon Defense

*Commentary* – I think the cost of this feat limits it to those who want a defensive option available but for whatever reason don't want to actually use a shield. Mechanically it isn't quite as good as using a shield because you only get the bonus against melee attacks. This could be attractive for monks to get a shield bonus, but the feat requirements are not useful for most monks in pathfinder.

### Persistent Judgment

Your judgments persist when you are incapacitated. **Prerequisite:** Judgment

**Benefit**: You do not loose the benefit of your judgments if you are taken out of the fight for any reason other than being killed.

**Normal**: You do not receive judgment bonuses if frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat.

*Commentary* – I didn't especially care for the rule this feat circumvents. Since judgments are generally only applied to hthe inquisitor. I think since judgment calls on divine power it's reasonable to say that the benefit can persist so long as the inquisitor lives and foes threaten him.

### Ranged Maneuvers (Combat)

You can perform certain combat maneuvers with ranged weapons.

Prerequisite: Agile Maneuvers

**Benefit**: You may perform the dirty tricks, disarm, and trip combat maneuvers using a ranged weapon, and you may perform the sunder combat maneuver using a thrown weapon.



**Normal**: Disarm, trip and sunder can only be performed as melee attacks. Dirty tricks is more ambiguous but the attack of opportunity presumes you are in a threatened square when performing it.

**Note**: This feat does not remove the attack of opportunity provoked when performing these maneuvers, but it would not be applicable if you are not threatened by the target.

*Commentary* – One of the challenges of this feat is a narrative one; how do you disarm someone with an arrow? You could shoot them in the hand, but that would probably deal damage. Perhaps you are only nicking them but then why is that better than hitting dead on? As a GM or player I try not to sweat that too much and I find a rationale that makes sense in the context at hand. A few slightly odd situations are well worth the dramatic arrow in the floor that trips the enemy barbarian as he charges the helpless wizard.

### Shared Judgment

You grant your judgment bonus to an adjacent ally. **Prerequisite:** Second Judgment

**Benefit**: Rather than apply two judgments to yourself you can apply one chosen judgment to you and one adjacent ally. If you have Third Judgment you can apply a single judgment to two adjacent allies and yourself rather than apply three different judgments to yourself. Your allies loose the bonus as soon as they are no longer adjacent to you. You may switch between target allies or from sharing to not as a swift action.

*Commentary* – I kicked around a few different mechanics to grant judgments to others and I liked this one the best. It has some limitations but can be very helpful.

### Shared Magic (Teamwork)

You can use an allies spell slots to cast your spells.

**Prerequisite**: ability to cast spells, Spellcraft 5 ranks **Benefit**: If you are adjacent to an ally who also has this feat and so long as they are willing you can cast a spell using their magical energies instead of yours. Your ally must sacrifice a spell slot or memorized spell of equal level to the one you are casting. In return you may cast your spell without losing the memorized spell or spell slot you are casting from.

*Commentary* – While this feat doesn't actually add any power to the characters that take it, it does come with a lot of versatility benefits. A healer could use another casters offensive magic pool to keep the party on its feet when otherwise the healing well would have run dry.

### Subdue (Combat)

You are not penalized when dealing nonlethal damage.

**Benefit**: When using a weapon that does normal damage to deal nonlethal damage, you do not suffer to the normal -4 penalty to hit.

*Commentary* – Inquisitor really screams out bounty hunter / marshal and that means bringing your target back alive, at least some of the time. I've always found the non-lethal damage penalty to be pretty harsh for an act that is generally done for role playing purposes.

### Team Defense (Teamwork)

You and an ally work to coordinate your defenses.

**Prerequisite**: Int 13, Combat Expertise

**Benefit**: If you or an adjacent ally with this feat is using combat expertise you each receive a additional +1 dodge bonus to armor class. This bonus increases to +2 if you are both using combat expertise.

*Commentary* – I wanted a teamwork feat that wasn't dependent on shields but which helped with armor class defenses. Using this and shield wall together would be pretty beefy but it takes a lot of investment and coordination on the part of two characters to make that work.

### **Track Spirits**

You can track incorporeal entities.

Prerequisite: Track, Knowledge (Religion) 5 ranks

**Benefit**: Using non-traditional techniques based on folklore and the study of spirits in the physical world, you can effectively track the movements of incorporeal entities. The DC to track spirits is 25 and is modified only by the time elapsed since the spirit was present (+1 for each day elapsed). You can trace the path of spirits through the air or solid objects, provided you have some means to follow or circumvent the obstacle.

*Commentary* – The attractiveness of this feat is probably limited to specific campaigns or character concepts but it's full of flavor. If you want to make a ghost hunter, inquisitor is really the perfect class and this feat should come in very handy.





# **Character Builds**

Planning out a character can be a lot of fun and you avoid finding yourself at a loss for what to take at your next level or unable to take what you want because a prerequisite is missing from your build. These builds are handy for players who may not know all the ins and outs of the rules but still want to create a powerful and well thought out character.

These character builds were created using the core rules, advanced players guide and Advanced Feats for source material. Ability scores were purchased using 15 points (Standard Fantasy). I list only those elements of the character where you are making build choices and in the leveling charts only those levels where such choices occur are shown.

### The Bloodhound

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When the church needs a thing found, be it man, beast, or relic of the faith, and they aren't particular on how the finding is done, they call on brother bloodhound. It is said he could track a water elemental in a monsoon and so far he's never failed to return with his target though it's often a bit worse for wear by the time he drags it in.

For the bloodhound I wanted to capture the idea of a tough as nails bounty hunter who can track foes and once caught pummel them into submission. While he serves law and order, his methods are not what you would call civilized. I chose to go with half-orc partly for the tough guy look but also because nightvision seemed especially handy for tracking targets day or night. Combined with Fast Track the bloodhound is sure to catch up to its targets quickly. And of course there is intimidate, the bloodhound's go to social skill. The Fearsome feat is taken early to give it extra bite when demoralizing opponents.

The bloodhound is built to use a two handed sword or great axe (proficiency granted by faith and race respectively). To keep strength high I used Magical Savant at the level where low wisdom would otherwise prevent spellcasting. Power Attack is a given and is nicely supported by the Justice judgment's to hit bonus. Offensive Insight also helps keep attacks accurate, especially during a full attack sequence. Extended Use (bane) is a boon for sustained damage output.

I would have liked to have some of the teamwork feats from Cavalier's Code for this build. As they offer some solid offensive options. As it is there just aren't enough good teamwork feats in pathfinder yet to fully support this class's many bonus feats and the excellent solo tactics ability. I created Hammer and Anvil to help address at least a little.

The spell list for the bloodhound is primarily focused on helping in the hunt, and beefing up for combat. Healing and a bit of damage casting also come in handy. Inquisitor spells really succeed in adding a lot of flavor to the class, though they take a while to mature.

### The Bloodhound Build Details

Race: Half Orc

- Stats: Str: 16 Dex: 09 Con: 14 Int: 10 Wis: 13 Cha: 13
- Skills: Intimidate, Knowledge (dungeoneering), Knowledge (nature), Perception, Sense Motive, Survival
- Favored Class Bonus: +1 hp/level

Deity: Gorum

Domain: Destruction

Judgment Bonus Type: Sacred

Leveling Guild: (class features, feats, and ability

- increase choices per level)
- 1 Fearsome feat\*
- 3 Fast Track feat\*, Lookout teamwork feat
- 4 Str +1
- 5 Power Attack feat
- 6 Paired Opportunists teamwork feat
- 7 Offensive Insight feat\*
- 8 Str +1
- 9 Magical Savant feat\*, Hammer and Anvil teamwork feat\*
- 11 Improved Critical (slashing) feat
- 12 Str +1, Outflank teamwork feat
- 13 Extended Use (bane) feat\*
- 15 Track Spirits feat\*, Coordinated Defense teamwork feat
- 16 Str +1
- 17 Meddlesome feat\*
- 18 (variable) teamwork feat
- 19 Persistent Judgment feat\*
- 20 Str +1
- \* Feats from Advanced Feats: The Inquisitor's Edge

### Spells Known:

- 0 acid splash, brand, create water, daze, detect magic, read magic
- 1 comprehend languages, cure light wounds, disguise self, expeditious retreat, shield of faith, wrath
- 2 bloodhound, cure moderate wounds, follow aura, knock, resist energy, spiritual weapon
- 3 cure serious wounds, deeper darkness, dispel magic, hunter's eye, nondetection, seek thoughts



4 ⊠ cure critical wounds, divine power, freedom of movement, invisibility (greater), rebuke, stoneskin
5 ⊠ flame strike, righteous might, spell resistance, true seeing, unwilling shield
6 ⊠ blade barrier, circle of death, harm, heal, legend lore

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### The History of Inquisition

Inquisition was generally established as an effort to combat heresy and enforce adherence to official church teachings. It is primarily associated with the Catholic Church. While such efforts are found throughout history, Pope Innocent IV changed the nature of the act in 1252 when he authorized and regulated the use of torture in investigating heresy.

Many of the more notorious inquisitions such as the Spanish Inquisition were directed by ruling monarchs rather than the holy seat and were often seen as tools for political control in as much as they were efforts for religious adherence.

That they are infamous for brutality is as much the intent as consequence. The handbook for the Roman inquisition of the 16th century notes, "... for punishment does not take place primarily and per se for the correction and good of the person punished, but for the public good in order that others may become terrified and weaned away from the evils they would commit."



### The Wolf in Sheep's Clothing

Sometimes trust is more powerful than fear, and kind words more influential than a harsh rebuke. When serving an evil god, bending the rules may well involve lending others a helping hand or saving a village from some mindless threat. Rare is the lost soul that truly understands how to show generosity and compassion but this wolf in sheep's clothing does. She uses these tools to slowly draw others to darkness of their own free will, often while they think they are serving the greater good.

By whatever means necessary takes on a very different meaning when you are in fact a member of an evil church laying the groundwork for world domination with a hug and friendly smile. The wolf operates by making trusted friends and allies and then employing them unwittingly in her dark designs. She is also happy to defeat competing evils in the name of Asmodeus's domination of all things.

Crossbow seemed like a good weapon for character that avoids too much direct violence but still does enjoy shedding blood. The classes proficiency with exotic crossbows is handy here letting me focus feats on increasing the number of attacks you can make. Its also a handy weapon in that you can forgo strength. At mid levels I tried to build up the casting side and offer decent DC values for the more powerful enchantment spells. Shared Magic and Shared Judgment highlight the idea that this is a character that supports the team rather than grabs the glory for themselves.

I tried to load up the wolf's spell list with magic that would be helpful to the party in a fight, but could also be put to sinister uses. I've always found the enchantment school to be ripe for committing some pretty heinous acts, or better yet, forcing others to do them for you.

### Wolf In Sheep's Clothing Build Details

Race: Human
Stats: Str: 10 Dex: 16 Con: 10 Int: 10 Wis: 14 Cha: 14
Skills: Bluff, Diplomacy, Heal, Intimidate, Knowledge (religion), Sense Motive, Survival
Favored Class Bonus: +1 hp/level
Deity: Asmodeus
Domain: Trickery
Judgment Bonus Type: Profane

Leveling Guild: (class features, feats, and ability increase choices per level)

 $1\boxtimes$ Eschew Divine Focus feat\*, Point Blank shot feat

- 3 🛛 Precise Shot feat, Coordinate Fire teamwork feat\*
- 4 🛛 Wis +1
- 5 🛛 Rapid Shot feat





- 6 & riend and Foe teamwork feat\*
- 7 🗷 apid Reload feat
- 8 🕸 is +1
- 9 IC rossbow Mastery feat, Shared Magic teamwork feat\*
- 11 D ucking shot feat\*
- 12 W is +1, Shared Judgment feat\*
- 13 🖾 llied Spellcaster teamwork teamwork feat
- 15 M agical Insight feat\*, Lookout teamwork feat 16 🖾 is +1
- 17 Spell Focus (enchantment) feat
- 18 variable) teamwork feat
- 19 MG reater Spell Focus (enchantment) feat 20 🛛 Wis +1
- \* Feats from Advanced Feats: The Inquisitor's Edge

### Spells Known:

- $0 \boxtimes$  create water, detect magic, disrupt undead, light, stabilize
- $1 \boxtimes$  alarm, bless, cure light wounds, expeditious retreat, protection from chaos/evil/good/law, sanctuary
- $2 \boxtimes$  calm emotions, cure moderate wounds, hold person, invisibility, shield other, spiritual weapon
- $3 \boxtimes$  coordinated effort, cure serious wounds, protection from energy, remove curse, defile armor, searing light
- $4 \boxtimes$  cure critical wounds, death ward, hold monster, neutralize poison, restoration, stoneskin
- $5 \boxtimes$  command (greater), cure light wounds (mass), flame strike, geas/quest, unwilling shield
- $6 \boxtimes$  blade barrier, cure moderate wounds (mass), harm, heal, hero's feast

### **Playing Evil Characters**

I have a soft spot for playing evil characters but I have a guiding principle I follow when doing so or when people want to play them in a game I run. The character must have a strong motivation for working with the party, even if they have dramatically different reasons for doing so. The evil character should want the other party members as allies and be working to keep their trust and good will. This should include working with the party towards common goals, even if they seem contrary to an evil perspective. Characters that are hostile to the party are a huge headache and can lead to bitter feelings among the players.

### The Detective

Among the initiates of Irori, not all are content to meditate and exercise for endless hours. Some desire to pit their mind and body against others in an effort to demonstrate their virtue and prowess. The detective has dedicated herself to finding and defeating those who prey upon others, unraveling their plans and bringing them to justice in the divine light of truth. The more cunning and daunting the enemy the better. The path to perfection should never be easy.

My vision for the detective is like a cross between Sherlock Holmes and Jacky Chan. I really wanted to play up the mental side of the Inquisitor as a crime fighter but still have a nice shtick in combat. I was also looking to create a more defensive inquisitor that would combine evasion with stalwart and strong saving throws all around.

I chose half-elf for the perception bonus and resistance to charms, both which seemed helpful for a crime fighter. I wanted the detective to be able to open locks and the free skill focus let me bring that up to par with a class skill. Being able to handle traps for a party is also very nice. Multiclassing with monk offered a lot of benefits. Monk brings evasion and a boost to reflex saves as well as a way to leverage wisdom in combat. It also offers two bonus feats which are much need to put together the feats I needed to take Misdirect Strike. Finally the flurry of blows pairs well with bane to get a lot of strikes with one weapon.

Misdirect Strike is the real signature feat this character was built around on the combat side. It has a big set of prerequisites but they are all helpful for implementing the feat and the stat requirements work nicely for a character that I felt had to have enough intelligence to believably outwit master criminals. Once there it only made sense to keep going with Combat Expertise based combat maneuvers and that developed a strong theme of disabling rather than simply killing opponents.

The inquisitor spells are focused on the crime solving theme as are the characters skills, while the monk splash and judgment helps take care of combat concerns. Like Sherlock Holmes the one thing this character definitely lacks is social grace. She is not interested in making nice or being popular, she only wants to be the best crime fighter possible and defeat those who think they can circumvent law and order.



Advanced Feats: The Inquisitor's Edge



Race: Half Elf Stats: Str: 15 Dex: 13 Con: 11 Int: 14 Wis: 14 Cha: 08

Skills: Disable Device, Knowledge (arcana)\*, Knowledge (local), Knowledge (nature)\*, Perception, Sense Motive, Stealth, Survival

\* This skill is taken and advanced beginning at level 3

Favored Class Bonus: +1 hp/level

Deity: Irori

Domain: Knwoledge

Judgment Bonus Type: Sacred

Leveling Guild: (class features, feats, and ability increase choices per level)

- 1 M onk: Dodge feat, Skill Focus (Perception) feat, Skill Focus (Disable Device)
- 2 M onk: Combat Reflexes feat
- 3 🛛 nquisitor from here on: Combat Expertise feat
- 4 🖾 tr +1
- 5 🛛 mproved Disarm feat, Coordinated Maneuvers teamwork feat
- 7 ☑ efensive Disarm feat\*
- 8 🗹 ex +1, Paired Opportunist teamwork feat
- 9 M isdirect Strike feat\*
- 11 mproved Trip feat, Team Defense teamwork feat\*
- 12 🕸 is +1
- 13 🖾 reater Trip feat
- 14 Ø Precise Strike teamwork feat
- 15 🛛 mproved Judgment feat\*
- 16 🕸 is +1
- 17 🛛 Greater Disarm feat, Duck and Cover teamwork feat
- 19 D efensive Insight feat\*
- 20 🛛 Con +1, (variable) teamwork feat
- \* Feats from Advanced Feats: The Inquisitor's Edge

### Spells Known:

- 0 ⊠ create water, detect magic, detect poison, light, read magic, sift
- 1 ⊠ alarm, command, comprehend languages, cure light wounds, disguise self, sanctuary
- 2 ⊠ bloodhound, cure moderate wounds, find traps, invisibility, perceive cues, zone of truth
- 3 ⊠ banish seeming, blood biography, invisibility purge, locate object, seek thoughts, speak with the dead
- 4 ☑ ure critical wounds, divine power, geas (lesser), hold monster, sending

- 5 🛛 commune (greater), flame strike, ghostbane dirge (mass), true seeing,
- 6 ⊠ blade barrier, cure moderate wounds (mass), heal, legend lore

### Magical Mysteries

Crime and Detective type stories rely on logical deduction which in turn requires known limits on what is, or is not possible. A world of magic tends to make such stories more challenging since with magic, nearly anything is possible. A classic locked room mystery in pathfinder would have far more plausible solutions than in our world. In fantasy settings dead men can tell all kinds of tales.

As tricky as a magical mystery can be, the inquisitor can easily extract the truth from any witness or suspect making simple lies and deception a flimsy veil for crime. As a game master you will need to account for the inquisitor's powers while still making them feel useful in garnering leads and information to continue the story. If you want the plot to be the primary obstacle in an adventure, it will take a lot of work, but if you pull it off a magical mystery can make for a great adventure.





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