

# undeFEATable

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## 30: INQUISITOR

### NEW FEATS

#### AGONIZING AURA

You may use your aura to impede and agonize those who have earned your ire.

**Prerequisite(s):** Channel energy class feature.

**Benefit(s):** You may spend a use of your channel energy class feature to subject creatures designated as enemies within the range of your channel energy class feature, to the effects of a slow spell for a number of rounds equal to the number of levels taken in the class which grants you your aura and channel energy class features. The DC is equal to that of your channel energy class feature. Additionally you deal an amount of nonlethal damage equal to that of your channel energy class feature to all creatures of fail their saving throw against this ability.

#### ALLIED INQUISITION

Allies of both you and your faith may share in the blessings granted by your faith.

**Prerequisite(s):** Domain or inquisition class feature.

**Benefit(s):** Once per day, you may select a number of allies equal to either your Wisdom or Charisma modifier, whichever is higher. These chosen allies may gain access to the abilities granted by your domain or inquisition, if any. In addition, your chosen allies may elect to use either your Wisdom or Charisma in place of their own for the purposes of the effects of the abilities granted by your domain or inquisition class feature. If any of your allies have abilities of their own, granted by their own respective domain or inquisition, they must instead choose which domain or inquisition to use for the day, and may not gain the abilities of both simultaneously.

#### ARMORBANE

You may shift the purpose of your ire from damaging your enemies to helping you overcome your enemies' natural defenses,

**Prerequisite(s):** Ability to imbue weapons with the bane weapon special ability.

**Benefit(s):** Instead of imbuing weapons with the bane special ability, you may instead choose to reduce the target creature's damage reduction upon a successful hit, equal to ½ the number of levels taken in the class which grants you the ability to imbue weapons with the bane weapon special ability. This ability lasts for a number of rounds per day equal to the number of levels taken in the class which grants you the ability to imbue weapons with the bane weapon special ability. These rounds do not need to be consecutive.

#### BANEFUL TOUCH

Your touch harms those who have earned your ire.

**Prerequisite(s):** Ability to imbue weapons with the bane weapon special ability.

**Benefit(s):** You now possess the ability imbue your unarmed strikes with bane as a weapon special ability. Additionally, you may also choose to deliver a use of your bane damage as a melee touch attack.

#### CALMING SYMBOL

You may present the symbol of your faith with care and hope in order to calm the anxious and vexed creatures around you.

**Prerequisite(s):** Must worship a deity.

**Benefit(s):** You may as part of a Diplomacy check to improve the attitude of a creature, present the holy symbol of your faith gain a +2 sacred (or profane if worshipping an evil deity) bonus to that check. In addition you may spend one use of channel energy to to gain access to a skill unlock



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for the Diplomacy skill. Against creatures who practice your faith or are of the same alignment as that of your deity, the bonus applied on Diplomacy checks to improve attitude increases to a +4, and you get a 50% chance of improving the attitude of such creatures by two steps.

### **CASTING SMITE**

You may embed additional divine energies into your spells in order to penetrate the defenses of your enemies.

**Prerequisite(s):** Combat casting, channel energy class feature.

**Benefit(s):** Once per round, whenever you make a caster level check to overcome a target creature's spell resistance, you may spend a use of your channel energy class feature in order to grant yourself a sacred (or profane bonus if worshipping an evil deity) to your check, equal to  $\frac{1}{2}$  the number of levels taken in the class which grants you your channel energy class feature.

### **DIVINE ASPECT**

The source of your divine magic imbues you with a spark of its own power.

**Prerequisite(s):** Wisdom 13, ability to cast divine spells, divine vessel.

**Benefit(s):** If the source of your divine magic is a deity choose any domain attributed with that deity. You gain use of the 1st level domain spell associated with that domain as a spell-like ability, usable a number of times per day equal to your Wisdom modifier. If the source of your divine magic is an oracle mystery or shaman spirit, you gain use of the 1st level mystery spell associated with that oracle mystery or shaman spirit.

### **DIVINE CONDUIT**

You channel a stream of energy which leaps from one target to the next.

**Prerequisite(s):** Channel Energy class feature, divine vessel.

**Benefit(s):** You may choose to use this feat whenever you channel energy; the effect is changed from a burst to a ray. This ray ignores concealment, automatically striking the first target within a range of 30 ft. It then flows to the next target within 15 feet of the first, continuing to flow from one target to the next. All targets must be within a 30 foot radius of the first target affected by this ability and each target ability can only be struck once each time this ability is used. Allies within range of the first target with ability to channel energy may expend one use to add their channel energy dice to your own for this purposes of this ability.

### **DIVINE TOUCH**

You may now channel divine energies through your weapon and use it to deliver your might.

**Prerequisite(s):** Weapon Focus with your deity's favored weapon, ability to cast divine spells, divine vessel.

**Benefit(s):** Like the magus' spell strike class feature, you may now channel a divine spell through your deity's favored weapon. The spell must not have a target limited to you and must have a duration of instant.

### **DIVINE VESSEL**

Your body becomes so inundated with divine energies you are a divine focus for your spells.

**Prerequisite(s):** Ability to cast divine spells of at least 3rd level or higher, Wisdom 13

**Benefit(s):** You may now use your physical body as a divine focus in any spells that would require such instead of needing a focus. Once per day if the spell allows or requires an additional material focus, you may substitute your own body and the gold piece value of all items on your person.

### **EXALTED ONE**

Given enough use, your body has become a power conduit for divine energies and you can channel the divine energies for the use of others.

**Prerequisite(s):** Ability to cast divine spells of at least 5th level or higher, channel energy class feature, divine vessel, divine conduit.

**Benefit(s):** A number of times per day equal to your levels taken in the class which grants your channel energy class feature + your Wisdom modifier, you may transfer the use of any one 1 unused prepared spell or transfer the use of an unused spell slot to a willing recipient who is within one alignment step of the deity you follow and is also able to use divine magic of a spell level more than or equal to the level of spell transferred to them. The intended recipient must be within range of your channel energy class feature. This otherwise functions as the imbue with spell ability spell, except in that the level of spell is not limited by the hit dice of the recipient and the effect does not require 10 minutes to prepare but instead 1 full round action. However the recipient may not be imbued by more than one spell by this ability, until they have used the spell.

### **EXORCISING TOUCH**

You may drive out spirits that possess others with your touch.

**Prerequisite(s):** Wisdom or Charisma 13, disruptive, character level 5th, ability to cast spells and or one or more the following: arcane pool, ki pool, mental focus, phrenic pool.

**Benefit(s):** As a full-round action, by sacrificing the use of either a prepared spell, spell per day or by expending a point from a pool you have, such as a ki point, you may attempt to exorcise a spirit from a touched creature. You can use this ability to expel any creature that is possessing the target (such as a ghost or a creature under the effects of the possession or magic jar spells and/or similar abilities). The possessing creature must succeed on a Will save or be immediately cast out of its host (DC 10 + ½ your character level + your Wisdom or Charisma modifier(whichever is higher)). If sacrificing the use of a prepared spell or spell per day, add the level of the spell to the total DC of the Will save that the possessing creature must make. If expending a point from a pool you have, such as ki point, add +2 as well as an extra +2 exponentially multiplied, for every point expended in this way, to the total DC of the Will save that the possessing creature must make.

## HOLY/UNHOLY/SENSES

You use your aura to gain advanced spatial perception and detect potentially hidden foes.

**Prerequisite(s):** Channel energy class feature.

**Benefit(s):** You may spend a use of your channel energy class feature to gain blindsense for a number of rounds equal to the number of levels taken in the class which grants you your aura and channel energy class features, up to a range equal to that of your channel energy class feature.

## ICONOCLASTIC REWARD

Destroying icons of opposing faiths may earn you divine favors.

**Prerequisite(s):** Must worship a deity.

**Benefit(s):** Once per day, whenever you encounter an object bearing a likeness, icon or symbolic representation of either an opposing deity to the one you worship or the symbolic antithesis to one or more of your deity's values, you can as part of a 10 minute ritual, sacrifice and destroy the object in the name of the deity you worship in order to earn some of their divine favor in the form of a temporary spell-like ability based on the approx. value of the object in gold pieces. You may not gain additional divine favors until the previous one(s) have been spent or have gone unused for 1 full day since being granted. (See Table: Divine Favors)

**Table 1-1: Divine Favors**

Approx. gp of object	Spell-like ability granted
1 gp - 25 gp	Any 1st level cleric spell of your choice 1/day
26 gp - 50 gp	Any 1st level cleric spell of your choice 3/day
51 gp - 100 gp	Any 2nd level cleric spell of your choice 1/day
101 gp - 250 gp	Any 2nd level cleric spell of your choice 3/day
251 gp - 500 gp	Any 3rd level cleric spell of your choice 1/day
501 gp - 1000 gp	Any 4th level cleric spell of your choice 1/day
1001 gp - 2500 gp	Any 4th level cleric spell of your choice 3/day
2501 gp - 5000 gp	Any 5th level cleric spell of your choice 1/day
5001 gp - 7500 gp	Any 5th level cleric spell of your choice 3/day
7501 gp - 10,000 gp	Any 6th level cleric spell of your choice 1/day
10,001 gp - 15,000 gp	Any 6th level cleric spell of your choice 3/day
15,001 gp - 25,000 gp	Any 7th level cleric spell of your choice 1/day
25, 000 gp - 50,000 gp	Any 7th level cleric spell of your choice 3/day
50,000 gp - 100,000 gp	Any 8th level cleric spell of your choice 1/day
100,001 gp and up	Any 8th level cleric spell of your choice 3/day

## ICONIC SYMBOL

Over time and repeated use you are now able to turn objects of divine focus into divine vessels.

**Prerequisite(s):** Ability to cast divine spells of 3rd level or greater, Wisdom 13, Knowledge (religion) 5 ranks.

**Benefit(s):** Through repeated channeling your divine focus has been imbued with divine power. Any object that is able to be designated as your divine focus for the purposes of casting spells, now gains a strong aura matching your own.

This divine focus may now be treated as a ring of spell storing except in that it is limited to holding one spell of 1st level or below. Any creature within one alignment step of you who wields your holy symbol, may access and cast the spells stored within as their own.

### **MENACING SYMBOL**

You are able to use your holy symbol to intimidate and strike fear into the hearts of those who may oppose you and/or your faith.

**Prerequisite(s):** Must worship a deity

**Benefit(s):** You may as part of an Intimidation check to demoralize a creature of your choice, present the holy symbol of your faith and gain a +2 sacred (or profane if worshipping an evil deity) bonus to that check. In addition you may spend one use of channel energy to gain access to a skill unlock for the Intimidation skill. Against creatures who oppose your faith or are of an opposing alignment to that of your deity, the bonus applied on Intimidate checks to demoralize increases to a +4, and such creatures who are successfully demoralized by your Intimidation attempts now have a 50% chance of becoming frightened instead of shaken.

### **MIRACULOUS JUDGEMENT**

You can now use your judgment to aid you in skill checks both in and out of combat.

**Prerequisite(s):** Judgement class feature.

**Benefit(s):** Taking this feat grants you the following type of judgement to be used with your judgment class feature:

- **Miraculous:** This judgment grants you a +1 sacred bonus to skill checks. This bonus increases by +1 for every three levels taken in the class which grants you your judgment class feature. This bonus may also be applied outside of combat, and lasts a number of minutes equal to the number of levels taken in the class which grants you your judgment class feature, per use.

### **SPELLBANE**

You may shift the purpose of your ire from damaging your enemies to helping you overcome your enemies' magical defenses.

**Prerequisite(s):** Ability to cast divine spells, ability to imbue weapons with the bane weapon special ability.

**Benefit(s):** Instead of imbuing weapons with the bane special ability, you may instead choose to gain a holy (or profane if of an evil alignment) bonus to your caster level checks for the purposes of overcoming the spell resistance

of creatures targeted by the divine spells you cast, for an amount equal to  $\frac{1}{2}$  the number of levels taken in the class which grants you the ability to imbue weapons with the bane weapon special ability. This ability lasts for a number of rounds per day equal to the number of levels taken in the class which grants you the ability to imbue weapons with the bane weapon special ability. These rounds do not need to be consecutive.

### **UNIMPEDED WRATH**

You may envelop your weapon in divine energies to help push through your enemy's defenses.

**Prerequisite(s):** Channel smite, channel energy class feature.

**Benefit(s):** Whenever you make use of your channel smite combat feat, your melee attack may bypass an amount of the target creature's damage reduction equal to  $\frac{1}{2}$  the number of levels taken in the class which grants you your channel energy class feature.

### **WARDING JUDGMENT**

You now use your judgment to ward yourself against harmful magics with your judgments, and eventually be able to dispel them completely.

**Prerequisite(s):** Judgement class feature.

**Benefit(s):** Taking this feat grants you the following type of judgement to be used with your judgment class feature:

- **Warding:** This judgement grants you spell resistance 5. This spell resistance increases by 2 for every three levels taken in the class that grants you your judgement class feature. At 10th level you may use this ability to immediately dispel any magical effects currently affecting you as a dispel magic spell would.

### **WARDING TOUCH**

You may temporarily shield those whom you touch from magical powers.

**Prerequisite(s):** Wisdom or Charisma 13, disruptive, character level 10th, ability to cast spells and/or one or more the following: arcane pool, ki pool, mental focus, phrenic pool

**Benefit(s):** As a full-round action, by sacrificing the use of either a prepared spell, spell per day or by expending a point from one pool you possess, such as a ki point, you can grant a creature, an amount of spell resistance equal to 10+ your  $\frac{1}{2}$  your character level + your Wisdom or Charisma modifier(whichever is higher).



If sacrificing the use of a prepared spell or spell per day, add the level of the spell to amount spell resistance you grant can grant the target If expending a point from a pool you have, such as ki point, add +2 as well as an extra +2 exponentially multiplied for every point expended in this way, to the total amount of spell resistance you can grant the target. Spell resistance granted in this way does not stack with other forms of spell resistance including subsequent uses of this ability. The ward lasts for a number of hours equal the level of the spell sacrificed or the number of points from a pool, such as a ki pool, expended in this way.

### **ZEALOUS FURY**

Being a conduit for divine energies for so long, you've opened your body to the influence and control of other stronger divine forces.

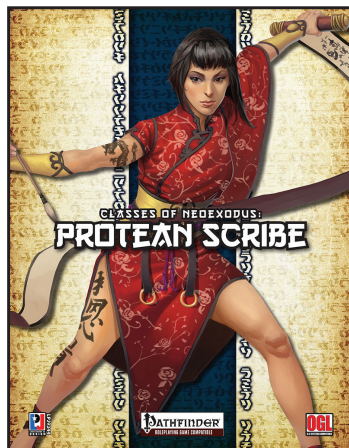
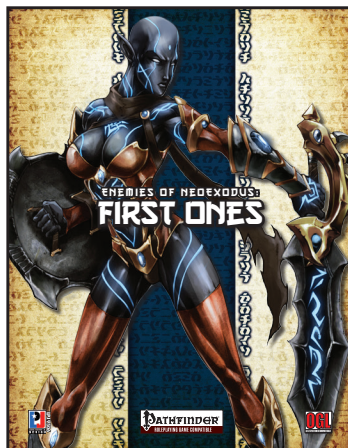
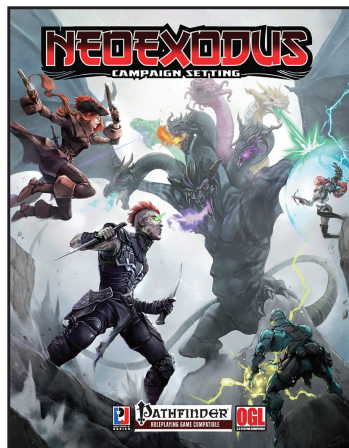
**Prerequisite(s):** Wisdom or charisma 13, ability to cast divine spells of at least 3rd level or higher, divine vessel.

**Benefit(s):** You gain the use of a version of the barbarian's rage class feature, except in that you use either your Wisdom or Charisma modifier (whichever is higher) to determine how many rounds of rage you have access to. Rounds of rage gained in this way do not stack with rounds of rage gained from taking levels in another class which grants you the rage class feature. Additionally, during this time, pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are under a rage effect as a result of this feat, you can only speak and understand the selected language.

# NEOEXODUS

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