Rite Publishing Presents

The Secrets of the Inquisitor



By Steven D. Russell



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Herons of the Fountain

"By Our Smiling Lady of Hearth and Home, We vow that before we pass beyond the veil for the final time we shall break every curse, abolish every disease, poisons, and madness; while ending the abusive vices of both the alcoholic and the chemical. We shall do everything and stop at nothing, by her heron and her fountain, this we so vow!"- Dame Nicola Bittern, Heron of the Fountain

Yes, I am a Heron of the Fountain; our name comes from the belief that all you need to find happiness is drink water from a pure clean fountain. Those who love the bottle and the herb, especially those in my home city of Questhaven, refer to us disparagingly as Bitterns-we accept their distain and move on. In truth we are part of the Temperance Inquisition primarily serving Our Smiling Lady of Hearth and Home. She is the patron deity of bakers, chefs, children, communities, construction, controlled fire, cooking, families, halflings, homes, inns, kale, masonry, menstruation, pregnant women, purity, temperance, warmth, and women. However there are several members of our inquisition that profess their faith to other deities yet have joined simply because they believe as I do in the value of an unsullied life. Nevertheless, regardless of the deity our members profess their faith in, Herons of the Fountain believe in creating a sober and pure world. We practice moderation in all things healthful and total abstinence from all things harmful.

We are zealous reformers who want to change the world for the better, to protect women and children, promote property rights, custody rights, and universal suffrage for all people, prevent arranged marriages and forced prostitution, along with promoting arbitration, children's education, and the rights of laborers. We are seldom welcome in non-democratic states, though some theocracies, monarchies, and oppressive governments, which seek to suppress alcohol or drug use, make use of us. Others seek us out as custom officials so they can gain revenue from the heavy taxation of these social ills, we assist them regardless of political ideology because it does help suppress these terrible vices. Questhaven itself makes use of us in the oppression of harmful drugs and the enforcement of taxes codes especially upon rumrunners. However we are a much larger political force in smaller towns and villages especially in the outer reaches of the Protectorate that have suffered various forms of social ills that were caused (or at least perceived to be caused) by a lack of temperance and/or purity on the part of the population.

We provide a number of services curing the sick, the poisoned, the cursed and the insane, but what often creates the most trouble for our order is our stance on various forms of intoxicants. The more foolish majority of the order look upon alcohol and drugs themselves as being the sin, and that the person themselves needs help and understanding. The smaller but more enlightened minority to which I belong focus on the reforming of social ills, we view blaming the drink or drug like unto



blaming food for the sin of gluttony. We view the abuser as the source of evil. The first faction marks themselves with emblems of a stone grey heron and they act as no better than brigand or pirates when they raid and destroy a warehouse of ale, a vineyard, and your favorite tavern (etcetera). Yet many folk see them as saviors when they open up sanatoriums to help those who seek to break the cycle of their addiction. The second faction, my faction is marked by emblems of a fiery red heron. You call us vigilantes when we hang someone accused of committing domestic violence while under the heavy influence of drugs and/or alcohol. Yet later you praise us when we defend your personal property, or build orphanages and public schools. Public schools are one of my favorite projects and long-term strategies for we can get to the children we can create a sentiment supporting their cause leading to purification and total abstinence.

Our order's membership ranges from wild-eyed idealists, extremist true believers, and the occasional, yet quickly excommunicated out-right hypocrite. We can be found working as custom officials hutting smugglers, wild-eyed bounty hunters seeking out vindictive spellcasters who cast baneful curses, private investigators helping find lost and wayward souls consumed by their additions, compassionate healers who run sanitariums for the insane, or religious fanatics hell-bent on the prohibition of alcohol and other chemical intoxicants. **Heron of the Fountain (Ex):** At 1st level, a heron of the fountain adds Disable Device and Knowledge (local) to her list of class skills yet removes Knowledge (arcana) and Knowledge (planes) from her list of class skills.

Domain (Ex) At 1st level, a heron of the fountain must take the Temperance Inquisition Domain This ability replaces the inquisitor's normal domain ability.

Underworld Lore (Su) At 1st level, the heron of the fountain adds her Wisdom modifier on Knowledge (local) skill checks in addition to her Intelligence modifier, when making Knowledge (local)skill checks to identify legends, personalities, organizations, factions, houses of ill repute, inhabitants, laws, customs, traditions, and the abilities sand weakness of humanoids. This ability replaces monster lore.

Detect Affliction (Sp) At 2nd level, the heron of the fountain can determine whether a creature, object, or area has been subject to an affliction or can cause an affliction. You can determine the exact type of affliction with a DC 20 Wisdom check. In all other respects this functions as the spell *detect poison* with a caster level equal to the inquisitor's level.

Trapfinding (Ex) At 2nd level, a heron of the fountain adds 1/2 her inquisitor class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). She can use Disable Device to disarm magic traps. This ability replaces cunning initiative.

Bane (Su) At 5th level, a heron of the fountain can imbue one of her weapons with the bane weapon special ability as a swift action. She must select an organization instead of a creature type when she uses this ability (she can use her underworld lore to help identify the organization the creature belongs too). For example, she might select a particular thieves' guild, merchant house, or even the city guard. The bane bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype. Once selected, the organization can be changed as a swift action. This ability only functions while the heron of the fountain wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to her before the duration expires. This ability lasts for a number of rounds per day equal to her inquisitor class level. These rounds do not need to be consecutive. This ability replaces the normal inquisitor's bane ability.

Thief-Jaker

"I want a drink, I want to love to grow old, I want a holiday in a country manor, I want a lot more gold. What I have is a cloak, a swordbreaker and a gun. "- Than of the Mar, Thief-Taker General of Questhaven

Now understand that I am a thief-taker, I am a private individual hired to capture criminals, this means the people who do the hiring decide who the criminals are. Rare is the place where in our world where professional watchmen exist. Often times rising crime rates in these unpoliced urban regions, along with bards, criers, and printed news sheets bringing shocking crimes create enough public outcry that the churches have stepped in to help. Recruiting from the devoted who recover stolen reliquary items and rogue's seeking atonement, various allied churches helped bring about the rises of we, the thief-takers. We are closely related to bounty hunters, but rather than open bounties we are hired directly by those who believe they are the victims of crime. Though we will not squabble about collecting bounties if they present themselves, it is not our stock and trade. Often being former criminals ourselves, or having close relations with criminal crews, we act as go-betweens, negotiating the return of stolen goods for a fee. Trust me, some thief-taker are far less morale than myself, they run extortion schemes, allowing criminals to pay them off rather than taking them before a magistrate. It is also much easier to earn our privately funded rewards by taking a patsy rather than the real harden criminal; I of course would never stoop to such scandalous activities. Regardless of what you have been told I do not run a gang of thieves, I have never arranged the return



of property stolen by my own underlings, and I would never hand over members of my own gang to prove my legitimacy. Nor did the magistrates try to hang me. Trust me, I am your best friend when dealing with the underworld.

Thief-Taker: At 1st level, a thief-taker adds Knowledge (local) to her list of class skills and removes Survival from her list of class skills.

Empathetic Gaze (Ex): At 1st level, thief-takers are skilled at looking into the hearts of people earning their trust and sensing deception. An inquisitor receives a morale bonus on all Diplomacy and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1). This ability replaces stern gaze.

Urban Tracking (Ex): At 2nd level, thief taker can use Diplomacy to gather information to track down a missing person, suspect, or other individual within a community. To find the trail of an individual or to follow it for 1 hour requires a Diplomacy check. You must make another Diplomacy check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions: If you fail a Diplomacy check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so that the thieftaker does not know exactly how long the task will require. This ability replaces the track ability.

| Community Size | DC | Checks Required |
|---------------------------|----|------------------------|
| Thorp, hamlet, or village | 5 | 1d3 |
| Small or large town | 10 | 1d4+1 |
| Small or large city | 15 | 2d4 |
| Metropolis | 20 | 2d4+2 |

| Conditions | DC Modif ier |
|---|--------------------|
| Every three creatures in the group being sought | -1 |
| Every 24 hours party has been missing/sought | +1 |
| Tracked party "lies low" | +5 |
| Tracked party matches community's primary racial demographic | +2 |
| Tracked party does not match community's primary, or secondary racial demographic | -2 |

Thief-Taker's Tracer (Sp): At 2nd level a thief taker can at will, as a standard action, touch a creature or object and for one day per inquisitor class level she possess she remains aware of the distance to and direction of the target's location. She can only use one of these at any given time but she can dismiss it as a free action. Takers often let some suspects go using this ability to trace them to their true prize, or attach them to high-risk thief targets so they can track the object itself. The caster level of this ability is equal to the thief-taker's inquisitor class level. Unlike most effects the target creature is unaware that it has attempted to resist an effect. This ability replaces detect alignment.

Rogue Talents (Ex): At 3rd level a thief-taker can choose to replace her solo tactics, teamwork feats, bane and greater bane class features with rogue talents. Her effective rogue level is equal to her inquisitor class level.

Monster Hunter

"I am not the lamb, here for you to slaughter; I not the shepherd, here to guide or protect you; I am the huntsmen, here to kill the wolf." – Erika of Our Golden Huntress

You called me, I came, and I hunted. It is my mission from our god. The church created us to slay those monsters it deems should not exist, so monsters believe it so, based their personal view of their scriptures. I know it to be so, for my god has granted me a personal revelation. Others join because they see the danger these abominations represent to the innocent, but understand they are slayers, not defenders. Some come only for revenge, having suffered horribly at the hands of supernatural beasts. Finally there are those who hunt only to serve their own egos, but they do our gods work so I do not complain. Regardless you accuse all of us of bigotry and intolerance toward what even you, our accusers, name monsters. We do not usually seek out bounties that these, our accusers offer, but we will accept them when offered, for it furthers our sacred work. Know however that eventually we die, the hunter having become the hunted, or we will fall victim to our own fanaticism and become monsters ourselves, put down by our fellow hunters. We care not.

Monster Slayer (Ex): At 1st level, a monster hunter can attempt a Knowledge check as a free action based on that creature's type to find a monster's weak point (DC 10 + the monster's CR). If she succeeds, she gains a +4insight bonus on rolls to confirm critical hits against that monster, a +1 bonus to the DC of your spells and effects against that monster, or a +2 insight bonus to overcome that monster's spell resistance until the end of



the battle. This effect only works on creatures that possess racial hit dice, creatures defined by their class levels are unaffected. Once an inquisitor fails against a specific creature it cannot try again for that creature until she gains a new inquisitor class level. This ability replaces Stern Gaze. **Monster's Measure (Su):** At 2nd level, the monster hunter learns the relative power of a single monster within 60 ft. he is aware of. Learning the creature's type and subtypes along with its relative Challenge Rating in comparison to the monster hunter based on the chart below. If a creature is disguised and you fail to overcome the creature's Disguise check the target creature can provide whatever information the disguised creature wishes (example dragon (fire) CR 25). This effect only works on creatures that possess racial hit dice, creatures defined by their class levels are usually unaffected (unless disguised).

| Aura | Challenge Rating of Target |
|---------------|---|
| Underwhelming | 8 CR (or more) below your character level. |
| Faint | 3-7 CR below your character level. |
| Moderate | Equal to or 2 CR higher or lower than your character level. |
| Strong | 3-7 CR higher than your character level |
| Overwhelming | 8 CR (or more) higher than your character level. |

This ability replaces detect alignment.

Stalwart of the Supernatural (Ex): At 2nd level, you gain a morale bonus equal to your Wisdom bonus (minimum +1) on Saving Throws against supernatural abilities. This ability replaces Cunning Initiative.

Find Quarry (Sp) At 5th level, a monster hunter can *find quarry*, as per the spell (See Ultimate Combat), she can use this ability a number of times per day equal to her inquisitor level. This effect only works on creatures that possess racial hit dice, creatures defined by their class levels are unaffected. Activating this ability is an immediate action. Her caster level is equal to her inquisitor class level. This ability replaces discern lies.

Questioner of Trail and Tide

"We shall find and purge the corruption from our pathways" –Ducard of The Great Church of the Pantheon

We bring justice and holy vengeance to the brigands, bandits, highwaymen, and pirates we find along our path, by any means necessary. We care not for local laws, for we serve a higher law. This often puts us at odds with watchmen and guards, but they often lend us subtle aid, though there are always those that pursue us vigorously. Some of us refuse to fight these misguided agents of the law; some of us will kill anyone who tries to stop us. There is no mercy for marauders, the only verdict is, guilty; the only sentence, death. We will however go to great effort to avoid harm to the innocent. **Domain (Ex)** At 1st level, a questioner of trail and tide must take the Marauder's Inquisition Domain. This ability replaces the inquisitor's normal domain ability.

Raider's Ill Omen (Su): When you defeat a creature (whether by reducing it to 0 or fewer hit points, taking the creature captive, or accepting a truce) with sneak attack, rogue talents, or creatures a GM designates as a brigand, pirate or enemy privateer you gain an omen point. You can gain a maximum number of omen points in your pool equal to 3+ your Wisdom modifier. If you successfully hit a creature, you believe to be a brigand, pirate, or an enemy privateer you can expend an omen point once per round as a free action. If you do your opponent must make a successful Will Save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or be inflicted with the staggered condition for one round

per inquisitor class level you possess. Creatures that make a successful saving throw are immune to the effects of your Raider's Ill Omen for 24 hours. This ability replaces cunning initiative.

Maurader's Measure (Su): At 2nd level, the questioner learns the relative power of a single humanoid within 60 ft she is aware of. Learning one class the creature possesses along with its relative level in comparison to the questioner based on the chart below. If a creature is disguised and you fail to overcome the creature's disguise check the target creature can provide whatever information the disguised creature wishes (example commoner level 1). This effect only works on creatures that possess class levels, creatures defined by their racial HD are usually unaffected (unless disguised).

| Aura | Character Level of Target |
|---------------|---|
| Underwhelming | 8 levels (or more) below your character level. |
| | character level. |
| Faint | 3-7 levels below your character level. |
| Moderate | Equal to or 2 levels higher or lower than your character level. |
| Strong | 3-7 levels higher than your character level |
| Overwhelming | 8 levels (or more) higher than your character level. |
| | |

This ability replaces detect alignment

Uncanny Dodge (Ex)

Starting at 5the level, a questioner can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses his Dexterity bonus to AC if immobilized. A questioner with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a questioner already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead. This ability replaces discern lies.

Bane (Su) At 5th level, a questioner can imbue one of her weapons with the bane weapon special ability as a swift action. She must select an organization instead of a creature type when she uses this ability. For example, she might select a particular pirate faction, privateers of a particular country, or even the brigands of a particular bandit lord. The bane bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype. Once selected, the organization can be changed as a swift action. This ability only functions while the questioner wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to her before the duration expires. This ability lasts for a number of rounds per day equal to her inquisitor class level. These rounds do not need to be consecutive. This ability replaces the normal inquisitor's bane ability.

Improved Uncanny Dodge (Ex): At 9th level, a questioner can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than she has inquisitor class levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character. This ability replaces the 9th level teamwork feat.

Truth Seeker

"Fear or desire make one believe a lie, I know no fear and desire only truth"- Shin

I seek; I seek the answers to things, things of my own choosing, not that which is chosen by the gods. Some seek answers that help themselves I seek answers that help others. I quest on my own, to go where the truth leads me, to ask the questions I want answers too, to find the right answers to those questions, and do whatever those answers demand. Truth Seekers want to find the truth and act upon it. We seek to abolish ignorance and falsehoods. We are the ultimate and final word on truth. Our righteous anger against such things allows us to fight with great power. We name ourselves truth seekers as only we recognize the manifested qualities necessary. Out of reverence for our legendary services, powers, and rare love of truth, many honor us, follow us, assist us, or hunt us mercilessly.

Full Base Attack Bonus (Ex) At 1st level, a truth seeker gains a Base Attack Bonus equal to his class level

in place of the standard Inquisitor Base Attack Bonus. This ability replaces the inquisitor's spells class feature and orisons class feature. Truth Seekers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Domain (Ex) At 1st level, a true seeker must take the Truth Inquisition Domain as modified below. This ability replaces the inquisitor's normal domain ability.

Truth Inquisition

To find truth, one has to wring honesty from others whether in a friendly or hostile manner.

Justice's True Path (Sp): As a swift action, you can touch a creature, granting an insight bonus on one attack roll, skill check, ability check, or saving throw before your next turn; this bonus is equal to half your inquisitor level (minimum 1) and lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Grasp of Honesty (Su): At 8th level, any creature you grapple or successfully strike with a melee weapon is affected by a permanent *zone of truth* as a curse unless they make a successful Will save (DC 10 +1/2 your inquisitor class level plus your Wisdom modifier). The curse's caster level is equal to your inquisitor class level +5, you can use this ability only once per day but it is only considered used if you successfully curse an opponent, if a creature makes its saving throw that creature is immune to your use of this ability for 24 hours.

The curse bestowed by this ability cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish, miracle, remove curse*, or *wish* spell.

Discerning Insight (Ex): The truth seeker doubles her Wisdom bonus (minimum +2) to Perception and Sense Motive skill checks. This ability replaces Monster Lore.

Ring of Truth (Ex): A truth seeker gains quick draw as a bonus feat, once per combat encounter when she draws her weapon using this feat her weapon creates a very distinctive, unique noise. Opponents within 30 ft. who hear this sound must make a successful Will save (DC 10 +1/2 her inquisitor class level + her Wisdom modifier) or become frightened for 1d4 rounds, if the save is successful the opponent is shaken for 1 round. A successful save make that creature immune to that true seeker's ring of truth for 24 hours. This ability replaces stern gaze.

Righteous Rage: A truth seeker gains the rage class feature as a barbarian. Her effective barbarian class level is equal to her inquisitor class level. All rage powers, feats, and prerequisites for feats that are normally based on Constitution are instead based on Wisdom. This ability replaces solo tactics.

Rage Powers: At 3rd level, and every three levels thereafter, a truth seeker gains a rage power as a barbarian. Her effective barbarian class level is equal to her inquisitor class level. She gains an additional rage power.

As a standard action, the truth seeker can choose to learn a new rage power in place of the most recent rage power she has already learned. In effect, she loses the rage power in exchange for the new one. She can only change the most recent rage power gained. Whenever she gains a new rage power, the previous rage power becomes set and cannot be changed again. An inquisitor can change her most recent rage power a number of times per day equal to her Wisdom modifier. This ability replaces teamwork feats.

Light of Truth (Su): At 5th level, a truth seeker can imbue one of her melee or ranged weapons with the *light of truth* special ability as a swift action. This ability persists even when she is not holding the weapon. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be



consecutive. At 12th level, the number of rounds per day doubles.

Light of Truth: This weapon has its significant portion transformed into light (ranged weapon's also transform their ammunition when shot) although this does not modify the item's weight. It always gives off light as a torch (20-foot radius, color of the wielder's choice). Resolve all attacks made with this weapon as touch attacks.

This ability replaces bane and greater bane.

Seeker's Legacy (Su): At 2nd level, a truth seeker can call upon the battle knowledge of all the truth seekers who have ever lived, as a swift action. From this, she gains a +2 competence bonus to attack and damage rolls, as well as a +2 dodge bonus to Armor Class. The competence bonus and dodge bonus increase to +4 at 11th level, and +6 at 14th level. This ability lasts for a number of rounds per day equal to double her inquisitor class level. These rounds do not need to be consecutive. This ability replaces cunning initiative, track, stalwart, and exploit weakness.

Purifiers of the Burning Pentagram

"Let them burn!"- Torquemada of Their Dark Lord of Fire.

Our Dark Lord of Fire who you, in your blasphemy name Asmodeus, he who the great injustice was committed against by the false and weak powers of heaven, He who is the greatest power in the universe. He is our master, for we are the Purifiers of the burning pentagram. All must serve our The All-Father of Contracts without question. If a command or contract states you shall do a deed in such a manner or you are given a command in the name of the Dark Lord of Fire, you do it without question. Failure will result in purification. If you are a servant, you must obey those mightier than you. Failure will result in purification. You shall only find true life through the attainment and exercise of great power. There is no room for questions with power; repeated failures to attain power will result in purification.

Domain (Ex) At 1st level, a purifier must take the Asmodeus Inquisition Domain. This ability replaces the inquisitor's normal domain ability.

Purity of Hellfire (Su): At 1st level a purifier gains resistance to fire, and alignment based damage equal to her inquisitor class level, at 10th level this becomes immunity to fire and alignment based damage.

Purifying Flame of Hell (Su): You cause pain and damage to one non-lawful evil living creature within 30 ft. Your opponent must make a successful Will save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or suffer wracking pains that inflict a penalty on attack rolls, skill checks, and ability checks equal to your Wisdom modifier and also suffer 1d6 points of hellfire damage each round for 1 round per inquisitor class level you posses . You can use this ability a number of times per day equal to 3 + your Wisdom bonus. This ability replaces cunning initiative.

Hellfire Weapon: At 5th level, a purifier of the Burning Pentagram can imbue one of her weapons with hellfire as a swift action. Against a non-lawful evil opponent, the weapon deals an extra 2d6 points of hellfire damage. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive. This ability replaces bane.

Hellfire Burst (Su): At 12^{th} level, a purifier weapon explodes with hellfire upon striking a successful critical hit. The hellfire does not harm the wielder. A hellfire burst weapon deals an extra 1d10 points of hellfire damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10



points of hellfire damage instead, and if the multiplier is ×4, add an extra 3d10 points of hellfire damage. Even if the hellfire ability is not active, the weapon still deals its extra hellfire damage on a successful critical hit.

Purifier's Hellfire Damage

Half the damage is fire damage, but the other half results directly from unholy power and is therefore not subject to being reduced by resistance to fire-based attacks.

Any creature killed by a purifier's hellfire damage must make a Will saving throw (DC 10 +1/2 your inquisitor class level + your Wisdom modifier); failure means the creature's soul is damned to Hell as a burst of brimstone appears around its corpse. A non-lawful evil spellcaster attempting to bring the character back from the dead must make a caster level check (DC equal to 10 plus the slain creature's level) to succeed; failure means the spellcaster cannot try again for 1 day.

Channeling Martinet

"I am a divine lash for the pantheon" –Kovah of The Great Church of the Panthen

My kind have a closer connection to our deity or ethos than other lesser inquisitors do, we favored souls can channel the negative or positive energies in a manner similar to our clerical brethren. A select group can even channel the power of our domains, marking us as the most beloved servants of our god.

Channel Energy (Su): Beginning at first level, a channeling martinet can channel energy as the cleric class feature of the same name with an effective level equal to her inquisitor class level. This ability replaces the Stern Gaze, all Teamwork Feats, Solo Tactics, Exploit Weakness, and Slayer.

Minor Channeling (Su): Unlike most archetype powers, this ability is optional; at 1st level a channeling martinet may if she chooses have access to any minor channeling effects (See The Secrets of Divine Channeling) associated with her domain(s). If she chooses this ability, it replaces Monster Lore, once this is chosen it cannot be changed.

Combat Channeling (Su): If she has chosen the optional minor channeling martinet ability at 3rd level, the channeling martinet gains Combat Domain Channeling as a bonus feat (See The Secrets of Divine Channeling).

Major Channeling Effects (Su): If she has chosen the optional minor channeling martinet ability at 5th level, the channeling martinet gains Major Domain Channeling as a bonus feat (See The Secrets of Divine Channeling). This ability replaces *discern lies*.

Energy Mastery (Su): At 20th level, the channeling martinet is immune to any channeling effects (standard or domain channeling) she wishes to be immune to, as a free action. Moreover, she may exclude any creatures or objects within the range of her channeling from the effects of her channeling, as a free action.

Divine Channeling

Artifice Domain

Sensorial Imagery: Silvery grey energy, and the faint smell of mineral oil.

Minor Channeling Effect: Etch: You can, as a standard action, use one of your uses of channel energy to etch metal with words and images. The



number of words or shapes you can infuse into the metal is equal to the number of dice you would normally roll when channeling (*1d6 equals 1 word or image, 2d6 equals 2 words or images, etceteras*). Each word or image can individually cover no more than six square inches of space and images formed should be generic, nondescript icons. Clerics with skill ranks in Craft (metal-working or sculpting) can attempt more complicated images, subject to a skill check and GM approval.

Combat Channeling Effect: Touch of Steel: You can, as a standard action, use one of your uses of channel energy to repair or strengthen all inanimate objects within range of your channeling. Dice are rolled as normal for channeling but the resulting number is applied only to the hit-points of inanimate objects, repairing an amount of physical damage up to the number rolled. Excess hit points are applied to each object in the area as temporary hit points lasting a number of rounds equal to the number of dice rolled. (*Example: A cleric rolls 3d6 and obtains a total of 9. Within the range of his channeling is a sword that has received 5 points of damage. The sword is mended and the remaining 4 points are applied to* the sword as temporary hit-points lasting 3 rounds. All other inanimate objects in range, including walls and doors receive 9 temporary hit-points lasting 3 rounds.). Objects that have been completely destroyed or disintegrated are beyond the power of this effect, but most broken items are not.

Major Channeling Effect: Industrious Speed: You can, as a standard action, use one of your uses of channel energy to infuse all those within the range of your channeling with a burst of energetic speed, identical in effect to *haste*. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (*3d6 equals 3 rounds, 4d6 equals 4 rounds, etceteras*). This effect cannot be stacked with *haste*.

Major Channeling Effect: Touch of the Master: You can, as a standard action, use one of your uses of channel energy to make all nonmagical pieces of equipment, including armor and weapons, within the range of your channeling, function as if they were of masterwork quality. This effect lasts for a number of minutes equal to the number of dice you would normally roll when channeling (*3d6 equals 3 minutes, 4d6 equals 4 minutes, etceteras*).

War Domain

Sensorial Imagery: A crimson energy, and a faint coppery scent.

Minor Channeling Effect: Battle Blessing: You can, as a standard action, use one of your uses of channel energy to bless a single weapon, making it impossible to sunder or break for the duration of the effect. Though damage can be dealt to the weapon as normal, no amount of damage breaks the weapon for the duration of the effect. When the effect ends, if the weapon has not been repaired or mended, all damage done to it affects it as normal. This effect lasts for a number of hours equal to the number of dice you would normally roll when channeling (*1d6 equals 1 hour, 2d6 equals 2 hours, etceteras*).

Combat Channeling Effect: Love of Battle:

You can, as a standard action, use one of your uses of channel energy to bolster the martial abilities of those within the range of your channeling. All those affected by this effect gain a sacred (or profane) bonus to attack rolls equal to $\frac{1}{2}$ of the number of dice you would normally roll when channeling, rounded up (*2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals a +3 bonus, etceteras*).



Additionally, all those affected may make one extra attack of opportunity each round, above what they could normally make. This effect lasts for a number of rounds equal to the number of dice you would roll when channeling (*2d6 equals 2 rounds, 3d6 equals 3 rounds, etceteras*).

Major Channeling Effect: Tears of War: You can, as a standard action, utilize one of your uses of channel energy to give all weapons within the range of your channeling the *wounding* property for the duration of the effect. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (*3d6 equals 3 rounds, 4d6 equals 4 rounds, etceteras*). Weapons which already have the wounding property do not benefit from this effect. **Major Channeling Effect: War's Haste**: You can, as a standard action, use one of your uses of channel energy to imbue all those within range of your channeling with martial vigor. All those affected by this effect may make one extra melee attack each round at their full attack bonus. The

effect lasts for a number of rounds equal to the number of dice you would roll when channeling (*3d6 equals 3 rounds, 4d6 equals 4 rounds, etceteras*). This effect does not stack with *haste*.

Inquisitions

Asmodeus' Inquisition

Weakness must be purified by the fires of hell. Obedience must be a compulsion so that we can purge those who fail to please Our Dark Lord of Fire.

Hellfire Bolt (*Sp*): As a standard action, you can unleash a scorching bolt of hellfire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit a non-lawful evil foe, the fire bolt deals 1d6 points of hellfire damage + 1 point for every two inquisitor levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Commanding Order (Sp): At 8th level, you can use *greater command*, except it only affects a single target. You can use this ability a number of times per day equal to 3 + your Wisdom bonus.

Faction Inquisition

Nemesis Assault (Su): You can focus your wrath against one faction or organization chosen at the start of each day. Whenever you make an attack, you can designate that attack as a nemesis assault. If the attack is successful (hits your opponents AC or you opponent fails its saving throw), the attacks deals additional damage equal to member of the chosen faction or organization equal to 1/2 your inquisitor class level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Traitorous Follower (Su): At 8th level, you can attempt to assert your dominance over any visible creature that belongs to the faction or organization chosen at the beginning of the day via your nemesis assault ability within 30 feet by declaring the creature the target a traitorous member of that faction. The target can resist this effect with a Will save (DC 10 + 1/2your inquisitor class level + your Wisdom modifier). If the target fails the save, it is affected as if by *dominate* monster for a number of rounds equal to 1/2your inquisitor class level, save that the target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th. This is a language-based mind-affecting effect.



Marauder's Inquisition

The inquisitor is able to make use of her zealous devotion and knowledge of unscrupulous tactics against brigands and pirates.

Devoted Strike (Ex): When the inquisitor takes an attack action to make a single attack as a standard action, he may focus all his zeal and ardor to make that attack a devoted strike. This may be a melee or ranged attack. The inquisitor makes two attack rolls for a devoted strike, and uses the better of the two results. If the attack hits, it also gains a morale bonus to damage equal to the inquisitor's Wisdom modifier. Because she is expending that zeal, an inquisitor may only use this ability a number of times per day equal to 3 + her Wisdom modifier, to a maximum number of times per day equal to her class level. This ability does work in concert with feats like Vital Strike.

Counter Ambush (Ex): At 8th level, an inquisitor becomes fully practiced at countering ambushes. She can always act in a surprise round and when she acts in a surprise round, she can take a move action, standard

action, and swift action during the surprise round, not just a move or standard action.

Supernatural Inquisition

To defeat the supernatural abominations infesting our world we will need both armor and spear.

Supernatural Resistance (Ex): You take 2 hit points less damage from all supernatural effects (minimum 0). Additionally, when you are the target of supernatural ability drain or ability damage, you take 1 point less drain or damage (minimum 0).

Slayer of the Supernatural (Su): At 5th level When you or your allies defeat an enemy (whether by reducing it to 0 or fewer hit points, taking the enemy captive, or accepting a truce) with a supernatural ability, you gain supernatural inquisition point. When you hit a creature with racial hit dice and a supernatural ability, you can expend one supernatural inquisition point to inflict the staggered condition on that creature. The creature gets a Will save (DC 10 +1/2 your inquisitor class level + your against this effect on each of its turns (including the turn in which it gained the effect). A successful save ends the staggered condition. The maximum number of supernatural inquisition points you can have in your pool at any one time is equal to your class level.

Temperance Inquisition

The inquisitor is able to use her touch to purify afflictions and a person of various other detrimental effects.

The Path of Temperance (*Sp*): As an immediate action, you can grant any ally who is not under the effect of an affliction (you are your own ally) a morale bonus on one d20 roll; this bonus is equal to half your inquisitor class level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Purifying Touch (Su): At 8th level, you can touch a willing creature with divine power, giving it a saving throw against each effect currently affecting it, using the original saving throw DC of the effect. Each successful saving throw ends the related effect. The creature can choose not to make a save against an effect. You can use this ability once per day at 8th level, plus one additional time per day at 14th and 20th level.

Solo Tactics Feats

The inquisitor is one of the few core class whose mechanics are based in themes of thoughtful insight (judgments), looking for a creatures weak points (monster lore, bane, exploit weakness), and finally strategy (solo tactics). Yet often times we see inquisitors as a wholly western archetype. These feats however are inspired by zealous religious warriors who seek to root out corruption from eastern history such as Gochiin no Tajima and Saito Musashibo Benkei, the Shinsengumi of the late Tokugawa period, and fictional eastern characters like Sun Wukong from Journey to the West, Jei-San from Usagi Yojimbo, Kaname Tosen from Bleach, along with many others. Finally, we come to the 36 Stratagems often attributed to Sun Tzu and/or Zhuge Liang, which inspired the themes and names of these feats (because only a 3PP would ever get to use names like this). This outlook that "all war is deception" and that war has no code of conduct, that you do whatever you have to do in order to win, fits well with the outlook of the inquisitor. Remember the inquisitor is not nice or nor honorable, that is the role for the paladin, the samurai, and the cavalier to fill. So understand that some of these feats will offend your allies as you make your own way.

Beat the Grass to Startle the Snake (General)

Prerequisites: Solo tactics class feature, Bluff or Intimidate 11 ranks

***Benefit:** The target of this feat must have an Intelligence score of 3 or higher to be susceptible to this feat, must be within 30 feet of you, and must be able to hear and understand you. You can as move action do something to taunt or provoke a response from your enemy. Your opponent must make a successful Will saving throw (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or it immediately attacks you or one of your allies (your choice, if the creature is unaware of your ally, or there is an impassible barrier, it attacks you. After the subject attacks once, the effect ends (regardless of success).

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at you or your ally, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this effect. The effect ends immediately if the subject physically cannot reach you or your ally—including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach you or your is unaffected by the effect. This is a mind affecting compulsion language dependent effect. If the subject makes a successful save against this effect,

it is immune to this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Befriend a Distant State while Attacking a Neighbor (General)

Prerequisites: Solo tactics class feature, Domain (nobility, protection, wards subdomain) class feature, or the ability to cast an abjuration spell

Benefit: If your ally is engaged in combat with the closest opponent, you can as a swift action treat the

opponent at the farthest range you are aware of as an ally for the purposes of Solo tactics and teamwork feats for 1 round per inquisitor class level you possess. If the distant opponent attempts to directly attack you, even with a targeted spell, he must attempt a Will save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier). If the save succeeds, the opponent can attack normally. If the save fails, the opponent cannot follow through with the attack, that part of its action is lost, and it cannot attempt to directly attack you again for 1 round per inquisitor class level you possess. If it does not attempt to attack you it remains unaffected. This feat does not prevent you from being attacked or affected by area of effect spells. The subject cannot attack you but may use non-attack spells or otherwise act. If you attack that subject, you lose the benefits of this feat in reference to that opponent.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Besiege Wei to Rescue 3hao (General) Prerequisites: Solo tactics class feature, Quick Draw

Prerequisites: Solo tactics class feature, Quick Draw **Benefit:** Once per day whenever you or an ally threatens an opponent that is denied its Dexterity bonus to its AC, whose CR is equal to your inquisitor class level -4, you can perform a special readied action as an immediate action. If you do, you draw and point your weapon (or threaten with you melee weapon if the opponent is within your reach) at a vital organ of that creature and are ready to attack without hesitation. If you hit the creature's AC the attack automatically threatens a critical.

Special: This feat is usually used by unscrupulous or desperate inquisitors to take a superior opponent's weaker ally hostage. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Borrow a Corpse to Resurrect the Soul (General)

Prerequisites: Solo tactics class feature, heal 9 ranks **Benefit:** You can substitute the required remains of your ally for another whole corpse of the same creature type and subtype. This even allows for a creature that has been turned into an undead creature or killed by a death effect to be raised as well as a creature that was disintegrated and had its dust scattered to the wind. It also cures magical diseases when your are raised but not curses. You can bring back a creature that has died of old age once for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Chain Stratagems (General)

Prerequisites: Solo tactics, any two other teamwork feats

Benefit: Once per day if an ally successfully performs a combat maneuver against an opponent, you can perform

any one combat maneuver as an immediate action against that opponent and not provoke an attack of opportunity from that opponent. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Clamor in the East, Attack in the West (General)

Prerequisites: Solo tactics class feature, Combat Reflexes, Feint Partner, Improved Feint Partner, Bluff 5 ranks, base attack bonus +6

Benefit: Once per day, whenever you or an ally who also has this feat successfully feints an opponent, you can, as an immediate action attempt to feint each opponent you threaten. You also make one attack of opportunity against each opponent you successfully feint, this does stack with Improved Feint Partner so you could hit one opponent twice (Once for the successful feint your ally performs, the other for the one you perform).

Special: You can exceed your limit of attack of opportunities in a round with this feat. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Create Something from Nothing (General)

Prerequisites: Solo tactics class feature

Benefit: Whenever you or an ally attacks a creature while you and your ally are invisible or in disguise and have not been identified as opponents you gain a you can gain a circumstance bonus to you weapon damage rolls equal to your Wis bonus (minimum +1) as a free action. You can gain this benefit a number of times per day equal to 3 + your Wisdom modifier.

Special: You can exceed your limit of attack of opportunities in a round with this feat. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Deceive the Heavens and Cross the Ocean (General)

Prerequisites: Solo tactics class feature, Bluff 5 ranks **Benefit**: If an opponent fails to perceive you or fails to recognize you as an opponent (stealth, disguise, invisibility, etc.) and you have performed a move action or moved up to at least your speed immediately afterward you can perform an additional move action. For example you could not move, attack, and then move again, but you could attack, move and then move again. **Special:** You can exceed your limit of attack of opportunities in a round with this feat. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Deck the Tree with False Blossoms (General)

Prerequisites: Solo tactics class feature, bluff 3 ranks, Domain (artifice, trickery) or the ability to cast an illusion (figment) spell.

Benefit: You add minor image, major image, persistent image, and programmed image to your inquisitor spell list (though you still must choose them as known spells, in order to cast them). Minor image becomes a 2^{nd} level inquisitor spell, major image becomes a 3^{rd} level inquisitor spell, persistent image becomes a 4^{th} level inquisitor spell, and programmed image becomes a 5^{th} level inquisitor spell.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Exchange the Roles of Host and Guest:

Prerequisites: Solo tactics class feature, Intimidate 9 ranks, Domain (community, law, or nobility) or the ability to cast an enchantment (compulsion) spell.

Benefit: You can cast *dominate person* on that opponent, as a spell-like ability with a caster level equal to your inquisitor class level the Save DC is modified by your Wisdom modifier rather than your Cha modifier. If you are at least a 17th level inquisitor this becomes dominate monster. You can use this ability only once per day but it is only considered used if the opponent successfully becomes dominated by the compulsion effect inflicted by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours. You can only have one dominated creature controlled by this feat at any one time.

Special: An inquisitor can take this feat as one of her teamwork bonus feats but she *cannot* switch out the feat using solo tactics as if it were a teamwork feat.

Feign Madness but Keep your Balance (General)

Prerequisites: Solo tactics class feature, Bluff or Disguise 7 ranks, Domain (charm, magic, or trickery) or the ability to cast an enchantment (charm) spell.

Benefit: Once per day if an opponent attempts to inflict you with an affliction, condition, charm or compulsion effect and you successfully resist that effect, your opponent does not sense that the spell or effect has failed. If a spell or effect has a physical manifestation you manifest this as well. He and his allies believe you failed to resist the spell or effect. You can play along voluntarily if you wish to. If the charm or compulsion involves telepathic commands, you continue to receive them, although you are not obligated to follow them.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.



Feign Madness but Keep your Balance

Hide a Knife behind a Smile (General)

Prerequisites: Solo tactics class feature, Bluff, or Disguise 3 ranks

Benefit: Once per day if you within 30 ft. of an opponent who believes you are its ally, you can make one melee or ranged attack as an immediate action against that opponent gaining the benefits of sneak attack as the rogue class feature of the same name with an effective class level equal to your inquisitor class level. If an ally observes you using this feat or is subject to it, they become permanently immune to your use of this feat after you use it. This feat is often taken by inquisitors with the infiltrator archetype.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

If All Else Fails, Retreat (General)

Prerequisites: Solo tactics, Spellcraft or knowledge (planer) 13 ranks, Domain (Travel) or the ability to cast an conjuration (teleportation) spell.

Benefit: Once per day as a swift action, you can cast *bard's escape* (See Pathfinder® Roleplaying Game: Advanced Player's GuideTM) as a spell-like ability with a caster level equal to your inquisitor class level

Special: An inquisitor can take this feat as one of her teamwork bonus feats but she *cannot* switch out the feat using solo tactics as if it were a teamwork feat.

Injure yourself to gain the Enemy's trust (General)

Prerequisites: Solo tactics class feature, Broken Wing Gambit

Benefit: Whenever you allow one of your allies to injure you with hit point damage or inflict a debilitating condition on you in an effort to become an ally of an opponent, you gain the ability to reroll any failed Bluff, Diplomacy, or Disguise check as a free action. You must take the result of the second roll even if it is worse.

Kill With a Borrowed Knife (General)

Prerequisites: Solo tactics class feature, Combat Reflexes, Bluff 5 ranks base attack bonus +6

Benefit: Whenever an ally inflicts the confused, cowering, dazed, dazzled, disabled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned condition, you may make a melee or ranged attack at your full base attack bonus as an immediate action (this counts against your attacks of opportunity for the round but it can be a ranged attack) and your opponent will believe it is not you who attacked him but any of his non-allies within your weapon's range. An ally of your opponent can convince him that this third party did not commit the attack once the condition or 1 round after the successful feint if he makes a successful sense motive check opposed by your bluff check.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Let the Enemy's Own Spy Sow Discord (General)

Prerequisites: Solo tactics class feature, Knowledge (arcana) or Spellcraft 11 ranks, Domain (chaos, evil, good, law, magic, protection, rune, and trickery) or the ability to cast an illusion (glamour) spell

Benefit: You and your allies are all under the constant protection of a *misdirection* spell with a caster level equal to your inquisitor class level.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Joot a Burning House (General)

Prerequisites: Solo tactics class feature, base attack bonus +3

Benefit: Whenever an ally with this feat inflicts an opponent with a detrimental condition (dazed, stunned, blinded, deafened, knocked prone, sickened, nauseated, and so on) and for as long as that creature possesses that condition you gain a +2 competence bonus to attack and damage rolls against that opponent. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Lure them onto the Roof, then Jake Away the Jadder (General)

Prerequisites: Solo tactics class feature, bluff 7 ranks, Domain (desert, earth, trickery) or the ability to cast an illusion (glamour) spell.



Kill with a Borrowed Knife

Benefit: You add *hallucinatory terrain* and *mirage arcana* to your inquisitor spell list (though you still much choose them as known spells, in order to cast them). *Hallucinatory terrain* becomes a 3rd level inquisitor spell, and *mirage arcana* a 4th level inquisitor spell.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Lure the Tiger Down From the Mountain (General)

Prerequisites: Solo tactics class feature, Bluff or Intimidate 11 ranks

Benefit: If an ally loses its Dexterity modifier to AC or uses up all its attacks of opportunity for a round, you can as a move action cause an opponent to be lured into moving to a square adjacent to that ally. Your opponent must make a successful Will saving throw (DC 10 +1/2your inquisitor class level + your Wisdom modifier) or it immediately moves to a square of its choice adjacent to that ally and remains within reach of your ally for 1 round per inquisitor class level you possess. If the creature is unaware of your ally, or there is an impassible barrier, it moves to you if you have lost your dexterity modifier or have used up all your attacks of opportunity otherwise nothing happens. If the subject makes a successful save against this effect, it is immune to this feat for 24 hours.

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at you or your ally, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this effect. The effect ends immediately if the subject physically cannot reach you or your ally—including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach you or your ally is unaffected by the spell. This is a mind affecting compulsion language dependent effect.

Obtain Safe Passage to Conquer the State of Guo (General)

Prerequisites: Solo tactics class feature, Domain (magic) or the ability to cast an 4th level transmutation spell

Benefit: With a swift action, you can regain one spell slot by using up the spell slot of an equal level possessed by an ally. You can also regain the use of a class ability by using up a use per day of an equal number of uses per day possessed by an ally. An unwilling ally can choose to try to resist the effects of this feat with a successful Will save (DC 10 $\pm 1/2$ your inquisitor class level \pm your Wisdom Modifier), but it is not an attack. You can use this feat a number of times per day equal to your Wisdom bonus (minimum +1). Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Openly Repair the Walkway, but Sneak through the passage of Chencang (General)

Prerequisites: Solo tactics class feature, stealth

Benefit: Once per day if an ally is successfully hit by an attack of opportunity, and your opponent is unaware of you, make a special combat maneuver check with a +2 bonus against the opponent who made that attack of opportunity as an immediate action. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish. If you combat maneuver is successful, you create an opening so that your next melee or ranged weapon attack automatically threatens a critical hit if it successful hits the opponent's AC.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Point at the Mulberry Tree, but Curse the Jocust:

Prerequisites: Solo tactics class feature

Benefit: You may, as a free action, insult an opponent with exceeding wit, using analogy and innuendo to issue a brutal slight without naming names. The targeted opponent must make a successful Will save (DC 10 + 1/2your inquisitor class level + your Wisdom modifier) or suffer a morale penalty to armor class, attack and damage rolls, skill checks, and saving throws equal to one-third you inquisitor class level (-1 at 3rd, -2 at 6th, -3 at 9th, etc.) This penalty lasts one minute for every three inquisitor class levels you possess. If the subject attacks you or an ally in response to your insult this penalty is doubled for the 1st round of combat. You can use this ability only once per day but it is only considered used if the opponent successfully suffers from the morale penalty inflicted by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours. This is a mind-affecting language dependent effect.

Replace the Beams with Rotten Timbers

Prerequisites: Solo tactics class feature, Domain (travel or war) or the ability to cast as spell that can inflict a *slow* effect (such as *chaos hammer*)

Benefit: If your ally threatens an opponent, you can as an immediate action can inflict a supernatural *slow* effect to every creature your ally threatens. A successful Will save (DC 10 + $\frac{1}{2}$ your inquisitor class level + your Wisdom modifier) negates this effect for that opponent. You can use this ability only once per day but it is only considered used if at least one opponent is successfully Staggered, or had its *haste* effect countered, by this ability if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Sacrifice the Plum Tree to Preserve the Peach Tree (General)

Prerequisites: Solo tactics class feature, stalwart

Benefit: You transfer your bad luck to another ally with this feat (your chosen scapegoat). You nominate any ally within close range (25 ft. + 5 ft./2 inquisitor levels) each time you transfer a roll to be the scapegoat, or recipient. If you fail an attack roll, saving throw, or skill check, you may transfer that failed roll (and the type of roll it is) to a chosen scapegoat and roll again. You cannot transfer more than four rolls per day, and must accept the results of your second roll and cannot transfer more than one roll each round. If a chosen scapegoat has yet to take an action that would use the transferred rolls (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him and much choose another ally with this feat to be your new scapegoat. An unwilling ally can choose to try to resist

the effects of this feat with a successful Will save (DC 10 +1/2 your inquisitor class level + your Wisdom Modifier), but this is not considered an attack.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Shut the Door to Catch the Thief (General)

Prerequisites: Solo tactics class feature, Domain (luck or trickery) class feature, or ability to cast an evocation [force] spell.

Benefit: If an ally is threatened by an opponent you can as an immediate action perform a special combat maneuver check with a melee or ranged weapon attached to you by a mystical line of force. You attempt to entangle your opponent's with this. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish. Neither you nor your ally, provoke an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target is entangled (this entirely prevents movement from that square because it is tethered by your opposing force). Entangled creatures can attempt to break free as a move action, making a Combat Maneuver check or Escape Artist check. The DC for this check is equal to your CMD; You can use this ability only once per day but it is only considered used if an opponent is successfully Entangled by this ability, if you fail this special combat maneuver check the target creature is immune to your use of this feat for 24 hours. If you are at least a 7th level inquisitor and you possess the domain (wards subdomain) class feature or posses the ability to cast dimensional anchor, a creature entangled by this ability is affected as if subject to a dimensional anchor.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Sit on the Mountain and Watch the Tigers Fight (General)

Prerequisites: Solo tactics class feature, stalwart **Benefit:** If you delay your actions until the end of the following combat round and are not attacked you and any ally that has also delayed their action with you gain one of the following benefits (each chosen individually).

- Gain temporary hit points up to your character class level these temporary hit points last until the end of the combat encounter (you cannot gain these a second time during the same combat encounter).
- Gain a morale bonus to damage equal to +1 plus an additional +1 per four character levels you possess on the following round.
- Gain a morale bonus to one attack roll equal to +1 plus an additional +1 per four levels on the following round

- Gain a +1 morale bonus to one extraordinary, spell, spell-like ability, or supernatural save DC cast or used on the following round
- Gain a second saving throw to shake off an unwanted affliction, condition, or spell inflicted during this combat encounter (you must take the results of the second save even if it is worse).

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Slough off the Cicada's Golden Shell (General)

Prerequisites: Solo tactics class feature, Bluff 11, Domain (luck or trickery) class feature or ability to cast a spell from the illusion school.

Benefit: Once per day as a free action if an ally would be slain by hit point damage you negate the damage to that ally and that ally gains the benefit of a *mislead* spell (caster level equal to your inquisitor class level), The *mislead* creates a realistic illusion of that ally's death. If the opponent that would have dealt the damage can normally detect invisible creatures (*see invisibility, true seeing*, blindsight, blindsense, scent, lifesense, tremorsense etc.) it fails to detect that ally for the duration of the *mislead*.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Steal the Firewood from under the Pot (General)

Prerequisites: Bane and solo tactics class feature, Domain (curse subdomain) class feature or ability to cast a spell with the curse descriptor (See Pathfinder[®] Roleplaying Game: Ultimate MagicTM).

Benefit: If your ally is threatened by an opponent you can as a swift action curse that opponent. This curse causes one of its named class abilities or named universal monster abilities (see *Pathfinder*® Roleplaying Game BestiaryTM), spoken at the time of activation, is rendered non-functional permanently (a rogue cannot sneak attack, a dragon cannot use its breath weapon etc.) unless the opponent makes a successful Will save (DC 10 + $\frac{1}{2}$ your inquisitor class level + your Wisdom modifier). The curse's caster level is equal to your inquisitor class level, you can use this ability only once per day but it is only considered used if you successfully curse an opponent, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. If you are at least a 9th level inquisitor the DC to remove the curse is increased by +5. If you are at least 13th level inquisitor you render one named class ability or named universal monster ability (see *Pathfinder*® *Roleplaying Game* BestiaryTM), that is spoken at the time of activation nonfunctional per 4 inquisitor class levels you possess. **Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Stir up the Waters to catch a Fish

Prerequisites: Solo tactics class feature

Benefit: If your ally threatens an opponent, you can as a move action perform a special combat maneuver check with a melee or ranged weapon by attempting to confuse your opponent with a shocking strike to its sensory system. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish. Neither you nor your threatening ally, provoke an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target must make a successful Will saving throw (10 + 1/2 your inquisitor class level + your Wisdom modifier) or be inflicted with the Confused condition for 1 round per inquisitor class level you possess. You can use this ability only once per day but it is only considered used if an opponent is successfully Confused by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Substitute Jeisure for Jabor (General)

Prerequisites: Solo tactics class feature

Benefit: Whenever you or an ally is the subject of a charge attack you can as an immediate action make a special combat maneuver check with a +2 bonus that does not provoke an attack of opportunity. You may choose to replace your base attack bonus with your inquisitor class level and/or your Strength modifier with your Wisdom modifier if you wish. If successful, you inflict your opponent with the fatigued condition and negate all the benefits the charge attack (though the creature still suffers the penalties such as the normal -2 to AC).

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Take the Opportunity to Pilfer a Goat (General)

Prerequisites: Solo tactics class feature, Perception 3 ranks, Sense Motive 3 ranks

Benefit: You can make an Perception check (DC 15 + item's caster level or the encounter level, which granted the treasure) as a swift action to locate the item most valuable to an ally (subject to GM adjudication). Items protected from divination magic are immune to this ability. Items on your person or those of your allies are not counted unless you want them to be.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

The Beauty Trap

Prerequisites: Solo tactics class feature, Disguise 11 ranks, Domain (charm or trickery) class feature or the ability to cast a transmutation (polymorph) spell.

Benefit: Once per day, you can as a free action transform and gain the most comely appearance imaginable and many of the abilities of a nymph for one minute per inquisitor class level.

Nymph's Splendor (Su) You gain a +4 enchantment bonus to your Charisma score.

Blinding Beauty (Su) This ability affects all humanoids within 30 feet. Those who look directly at you must succeed on a Fortitude save (DC 10 + 1/2 your inquisitor class level + your Cha modifier) or be blinded permanently. You can suppress or resume this ability as a free action.

Stunning Glance (Su) As a standard action, you can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save (DC 10 + 1/2 your inquisitor class level + your Cha modifier) or be stunned for 2d4 rounds.

Unearthly Grace (Su) You add your Charisma modifier as a racial bonus on all your saving throws, and as a deflection bonus to your Armor Class.

Special: An inquisitor can take this feat as one of her teamwork bonus feats but she *cannot* switch out the feat using solo tactics as if it were a teamwork feat.

The Empty Fort Strategy (General)

Prerequisites: Solo tactics and stern gaze class feature, Intimidate 3 ranks,

Benefits: If an ally is rendered dead, helpless, or unconscious by an opponent you can make an immediate intimidate check as a free action to demoralize that opponent as a free action. If that creature is shaken that opponent must make a successful Will save (DC 10 + 1/2 your inquisitor class level + your Wisdom modifier) or instead gain the frightened condition (for the normal duration that he would be shaken). You are acting so calmly that your opponent believes the ally he just put down is faking, and this is all just a trap. You can use this ability only once per day but it is only considered used if the opponent successfully becomes frightened by the mind affecting fear effect inflicted by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

To Capture the Bandits, Capture their Jeader (General)

Prerequisites: Solo tactics class feature, Intimidate 3 ranks ; Stern Gaze class feature or Domain (war) class



The Beauty Trap

feature or ability to cast an enchantment (compulsion) spell.

Benefit: When you or one of your allies capture or kill the opponent with the highest Challenge Rating amongst your opponent's allies, those allies suffer a -2 morale penalty on attack rolls, saves, and skill, until an allied opponent with an equal or greater Challenge Rating appears. If you are at least a 11th level inquisitor the morale penalty increases to -4 This is a mind-affecting compulsion effect.

To Catch Something, First Set it Free (General)

Prerequisites: Solo tactics class feature, Diplomacy 7 ranks, Domain (charm) class feature or the ability to cast an enchantment (charm) spell.

Benefit: You can by combining the gifts of your silver tongue and mystical gifts, convince an opponent to surrender or flee the area permanently s a swift action. Opponent's receive a Will save (DC $10+ \frac{1}{2}$ your inquisitor level + your Wisdom modifier) to negate this effect. You can use this ability only once per day but it is only considered used if you successfully convince the opponent to surrender or flee via the use of this feat, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours. This is a mindaffecting language dependent compulsion effect. **Special:** If you or any of your allies attack, kill, or destroy a creature that surrenders or is fleeing due to the use of this feat, you permanently loose all benefits of this feat.

Joss Out a Brick to Attract Jade (General)

Prerequisites: Solo tactics class feature, Bluff, Diplomacy and Intimidate 4 ranks

Benefit: If you or ally fails a Bluff, Diplomacy, or Intimidate skill check, you either recover for yourself or intercede on his behalf as a free action rerolling the check. You must take the result of the second roll, even if it is worse. You can use this feat a number of times per day equal to your Wisdom bonus (minimum of 1/day).

War Master and Solo Jactics Feats

If you are using the new base class the War Master, created by Owen K. C. Stevens for Super Genius Games you can substituted Individual Tactics for Solo Tactics for the purpose of prerequisites. You can also take Solo Tactics feats as Warmaster Talents so long as you meet the prerequisites of the feat.

Judgments

Accepting

The inquisitor compensates after the fact for the effects of any one ongoing detrimental affliction, condition or spell; gaining a bonus equal to one-half the value of that effect's penalty (round fractions up). For example, if the inquisitor is affected by a *bane* spell that makes her suffer a -1 morale penalty on attacks and saves against fear, then the judgment grants a +1 morale bonus to attacks and saves against fear. If a curse, causes a character to suffer a -6 penalty to Strength, this judgment grants a +3 bonus to Strength. Accepting affects only one spell, afflictions and condition with a non-instantaneous duration. It does not heal wounds (or compensate for them), although it will grant bonuses to ability scores to compensate for very temporary effective losses, such as the effects of a *ray of enfeeblement*.

Acumen

The inquisitor imbues his attack with divine insight. If the inquisitor makes a successful attack with weapon or spell (opponent fails its saving throw) you learn one of the special attacks you have not observed it using, for every 5 inquisitor class levels you possess you learn an additional special attack if it has any.

Anchoring

The inquisitor calls down a divine binding. If melee or ranged weapon strikes a creature it is affected as if struck by a *dimensional anchor* with a caster level equal to the inquisitor's class level. The inquisitor must be at least a 7th level inquisitor to use this judgment.

Crippling

The inquisitor's melee or ranged attack with one chosen weapon *slows* the first victim it hits in a round as the spell if the victim fails a Will save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier). If a creature makes its save against this judgment, it is immune to the effects of your crippling judgment for the remainder of this combat encounter. The inquisitor must be at least a 7th level inquisitor to use this judgment.

Dauntless

The inquisitor gains DR 10/lethal (only nonlethal damage is reduced).

Maneuvering:

The inquisitor is infused with divine force, granting her a +1 sacred bonus to her Combat Maneuver Bonus. This bonus increases by +1 for every four inquisitor levels she possesses.

Seeking

The inquisitor's eye's glow with a soft blue light. The inquisitor increases her chance to hit any target that has the benefit of a miss chance by 20%, though she must still know what square to attack if the miss chance is granted by total concealment.

Tidings

The inquisitor gains temporary, divine insight into the immediate future that assists with her spell casting against a singular opponent who has resisted her spellcasting. She can only use this judgment after a singular opponent makes a successful save against one of her spells during this combat encounter. Her spells that targets that same opponent gains a +1 sacred bonus to the save DC. If the inquisitor is at least 10th level this bonus increases to +2.

Typhoon Struggle

The inquisitor chooses a melee or ranged weapon to fill with a divine martial spirit. A duplicate weapon made of pure force is created for every 3 inquisitor levels she possesses (to a maximum of 5 weapons). For 1 round per inquisitor class level she possess, if the inquisitor's chosen melee or ranged weapon successfully strikes a target, the duplicates also inflict damage as they had also attacked the victim. The duplicate weapons deal only base damage; bonuses for Strength or other effects are not added. This judgment is dismissed if the inquisitor is no longer wielding the weapon (such as if she were disarmed or she gave the weapon to another person). The inquisitor must be at least a 7th level inquisitor to use this judgment.

Warning Sign

The inquisitor designates a recipient of this warning sign: a specific individual, a member of specific race, class, or organization. If the individual or group is within 1 mile per inquisitor level she posses they know any debilitating affliction, conditions charms or compulsions to which the inquisitor is subjected to and the direction and range to the inquisitor.

Wounding

The inquisitor also deals bleed damage equal to her Wisdom modifier with her next successful attack. The inquisitor must be at least a 4th level inquisitor to use this judgment.

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