



## Advanced Options:

# Inquisitors' Judgments



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

The inquisitor represents a common trope found in fantasy stories, mythology, and to a lesser extent history—the driven warrior fighting for a religious cause. From Samson and the judges of the Old Testament to the Twelve Peers of Charlemagne, the Knights of the Round Table, Saladin, Gochiin no Tajima, and Saito Musashibo Benkei, stories of the religious warrior are commonplace. Modern fantasy stories and roleplaying games pick up on this tradition, which can be seen as the source of the paladin class, and the martial feel of the cleric class.

In many ways the inquisitor is a midpoint between the spellcasting cleric and the fighting paladin, with lower attack bonuses and hit point totals than the paladin but fewer spells than the cleric, though augmented with more powers that aid her in combat. Much like the other class that has spontaneous spellcasting up to 6th-level spells, the bard, the inquisitor also can't be pinned down easily in terms of her role in a group. She can serve as a fine back-up warrior, but she will never outshine barbarians, fighters, paladins, or rangers. She has access to a good range of spells for both healing and damage, but lacks the spell slots to do either for long and doesn't have enough good buffing spells to be much help aiding other classes in fulfilling their roles.

However, the inquisitor is remarkably self-reliant. She isn't likely to need other classes to protect or augment her, leaving her free to act on her own in most conflicts. And while she has neither the fighting prowess or spell power to make a major impact with those roles alone, she also has sole access to a fascinating brand new mechanic: the judgment. Judgments are special supernatural bonuses an inquisitor can call upon a limited number of times per day. They provide combat advantages that last for an entire combat, and as an inquisitor gains levels she can call on them more often and more at once. Although judgments don't allow an inquisitor to surpass her fellow adventurers in their specialties, they do give her the flexibility to react to a



wide range of situations in combat. Depending on the foe she faces, an inquisitor can enhance her accuracy, damage, resilience, or healing power with her judgments. They are the unique element of the class, and serve as the main thing that keeps an inquisitor from being a cleric with fewer spells.

It would make sense, then, if the inquisitor had access to a large list of judgments from which a player could customize and focus the character. Alas, a lack of space makes a long list of judgments impractical in the Advanced Player's Guide (especially given that the inquisitor already has new spells and teamwork feats that take up considerable room). To broaden the utility of judgments, *Advanced Options: Inquisitors' Judgments* present several new judgments, a judgment-heavy alternative inquisitor class, and a few new judgment-focused feats.

## GAINING NEW JUDGMENTS

Unlike sorcerer spells or witch hexes, no mechanic in the core rules allows inquisitors to gain access to additional judgments. This is because only nine judgments are in the core rules, and every inquisitor has access to all of them. However, once a few dozen more are added, an obvious question arises as to who gets the new judgments, and when. GMs can pick one of numerous ways to handle this issue, with the most common outlined below.

### ALL INQUISITORS HAVE ALL JUDGMENTS

One uncomplicated solution is to allow all inquisitors access to all the judgments you allow in your game. At first blush, this might seem

like a fairly balanced option. No matter how many judgments an inquisitor has access to, she can still use the power only a set number of times per day, and the total bonus granted by judgments is still fixed by the inquisitor's level. Many groups see this as being the same as giving clerics access to all new spells on the cleric list – it improves flexibility, but doesn't increase the total number of spells per day the cleric can cast. And, of course, it has the benefit of being easy to keep track of and implement in your game.

However, judgments don't work the same way as spells, in that an inquisitor can change which judgment she is using multiple times during a combat. That means one daily use of the judgment ability can include lots of different judgment abilities. That doesn't matter much when an inquisitor has only nine judgments, but with the additional options presented in this product, it does increase an inquisitor's overall power by allowing her a huge range of situational bonuses from which to choose. If a group has found inquisitors to be underpowered, this might be a great choice for that campaign, but in general it's a bad idea. Groups that find it meets their specific needs should look out for the effect it has on the justicar class (which no longer has any use for the additional judgment known power), and note that it makes the expanded Judgment feat unnecessary. It's also strongly recommended that greater judgments not be granted automatically to characters, instead requiring the expenditure of a feat, sacrifice of a class ability, or a strong in-game reason for gaining it.

### ALL INQUISITORS HAVE A SELECTION OF NINE JUDGMENTS

The core inquisitor class has access to nine judgments (destruction, healing, justice, piercing, protection, purity, resiliency, resistance, and smiting)—all that are available in the Advanced Player's Guide. One easy way to allow character customization without increasing the character's overall power is to require every inquisitor to select nine judgments from the list of all judgments allowed in the campaign. This essentially requires each inquisitor character to give up one of the standard nine judgments for each new judgment selected. The advantage of this system is that it allows players to customize their inquisitors (much the same way clerics can be customized by domain selection) and allows easy use of new judgments without boosting the class' power level. If an inquisitor wants more than nine judgments, she must take the Expanded Judgment feat (presented toward the end of this product).

This rule option is the default assumption of this book, though taking either of the other options presented doesn't really require significantly more work.

### NEW JUDGMENTS MUST BE EARNED

All inquisitors begin with the standard nine judgments and must spend a feat (Expanded Judgment, presented toward the end of this product) to gain additional judgments. This option is least likely to unbalance an ongoing campaign since it

severely limits the number of new judgments that enter play. Unfortunately it also cuts back on how much players can customize their inquisitor characters.

Another option along similar lines is to have different judgments be tied to specific domains (as selected by inquisitors at 1st level), or be the province of specific orders of inquisitors. Thus it might be that any inquisitor who takes the Knowledge domain can swap out one judgment for the sagacity judgment, or that the Benenite Order of warrior-monks are the only inquisitors who can take felling, forceful, and freeing judgments. Although this puts a lot more work on the GM, it also allows customization of groups of inquisitors to match the tone and style of a specific campaign.

## NEW JUDGMENTS

Except where noted otherwise, these judgments follow the general rules for judgments described in the inquisitor's judgment class ability.

*Accuracy:* The inquisitor's eyes glow with divine light. The inquisitor adds a 5-foot sacred bonus to the range increment of any ranged weapon attack she makes. This bonus increases by 5 feet for every two inquisitor levels she possesses.

*Alacrity:* The inquisitor is filled with holy energy that grants her a sacred 5-foot bonus to all her current move rates, including those gained through magic items or spells. This bonus increases by 5 feet for every five inquisitor levels she possesses.

*Alliance:* This judgment allows the inquisitor to draw foes off-guard, granting

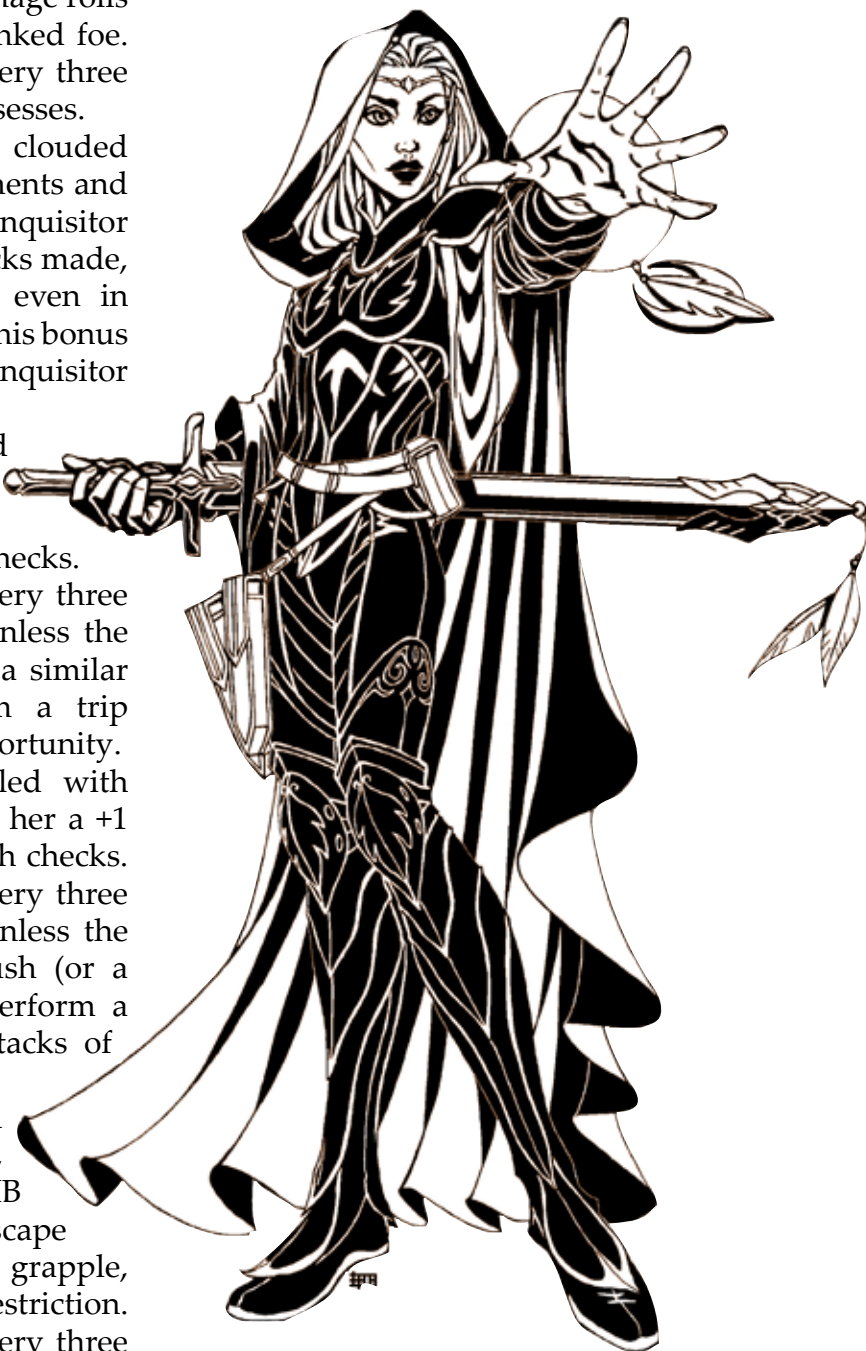
any ally flanking a foe adjacent to the inquisitor a +1 sacred bonus to damage rolls with melee attacks against the flanked foe. This bonus increases by +1 for every three inquisitor levels the inquisitor possesses.

*Concealment:* The inquisitor is clouded by a shadow, masking her movements and muting any accidental noises. The inquisitor gains a +1 bonus to all Stealth checks made, and she can make such checks even in normal (though not bright) light. This bonus increases by +1 for every three inquisitor levels she possesses.

*Felling:* The inquisitor is filled with a divine burst of strength, granting her a +1 bonus on her CMB for all trip maneuver checks. This bonus increases by +1 for every three inquisitor levels she possesses. Unless the inquisitor has Improved Trip (or a similar ability), the attempt to perform a trip maneuver provokes attacks of opportunity.

*Forceful:* The inquisitor is filled with a divine burst of power, granting her a +1 bonus on her CMB for all bull rush checks. This bonus increases by +1 for every three inquisitor levels she possesses. Unless the inquisitor has Improved Bull Rush (or a similar ability), the attempt to perform a bull rush maneuver provokes attacks of opportunity.

*Freeing:* The inquisitor is filled with a surge of divine inspiration, granting her a +1 bonus on her CMB for grapple maneuver checks or Escape Artist checks made to escape a grapple, manacles, lashings, or similar restriction. This bonus increases by +1 for every three inquisitor levels she possesses.





*Guarding:* The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus to Armor Class to adjacent allies. This bonus increases by +1 for every four inquisitor levels she possesses.

*Mysticism:* The inquisitor's hands glow with holy light as she gains additional spell power. The inquisitor gains a +1 sacred bonus to her caster level. This bonus increases by +1 for every six inquisitor levels she possesses.

*Relentlessness:* The inquisitor's entire body is bathed in a dull light, warding her against combat maneuvers. The inquisitor gains a +2 bonus to her CMD. This bonus increases by +1 for every two inquisitor levels she possesses.

*Sagacity* The inquisitor is filled with divine inspiration, allowing her to identify the strengths and weaknesses of her foes. The inquisitor can make untrained Knowledge checks to identify monsters and their special powers or vulnerabilities. The inquisitor gains a bonus to such skill checks equal to half her inquisitor level.

*Striking:* This judgment bathes the inquisitor's weapons in a divine light. The inquisitor can select one damage type (bludgeoning, piercing, or slashing) her weapons count as for purposes of bypassing DR. If the inquisitor is at least 10th level, she can also have her weapon count as either cold iron or silver for purpose of overcoming DR.

*Theurgy:* The inquisitor gains a boost of spellcasting inspiration. She gains a +1 sacred bonus to all caster level checks and concentration checks. This bonus increases by +1 for every three inquisitor levels she possesses.

*Unarming:* The inquisitor is filled with divine cunning, granting her a +1 bonus on her CMB for all disarm maneuver checks. This bonus increases by +1 for every three inquisitor levels she possesses. Unless the inquisitor has Improved Disarm (or a similar ability) the attempt to perform a disarm maneuver provokes attacks of opportunity.

*Warding:* The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus to saving throws to all adjacent allies. This bonus increases by +1 for every four inquisitor levels she possesses.

## GREATER JUDGMENTS

Greater judgments work like normal judgments, but a character must have a minimum number of inquisitor levels before gaining access to them.

*Banishment:* This judgment creates an aura around the inquisitor at a range of 1 foot, which prevents bodily contact from summoned creatures with an alignment that is opposed to at least one element of her own alignment. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Neutral inquisitors do not gain this benefit.

Additionally, as a standard action the inquisitor can make a single weapon attack against a summoned creature. On a

successful hit, the target must make a Will save (DC 10 + one-half the inquisitor's level + her Wisdom bonus) or be sent back to its home plane. This judgment counts as three judgments for purposes of the second judgment and third judgment class abilities. An inquisitor must be at least 12th level before gaining this judgment.

*Durability:* An aura of divine light guards the inquisitor against most of the depredations of disease, poisons, and many spells. Whenever the inquisitor takes an ability drain or ability damage, she takes 2 points fewer in terms of ability score loss. This reduction rises to 3 points at 12th level, 4 points at 15th level, and 5 points at 18th level. This judgment counts as two judgments for purposes of the second judgment and third judgment class abilities. An inquisitor must be at least 9th level before gaining this judgment.

*Inexorability:* The inquisitor is imbued with divine protection, gaining SR equal to 5 + her inquisitor level. Against spells with an alignment opposed to her own, the SR is 5 higher. This judgment counts as two judgments for purposes of the second judgment and third judgment class abilities. An inquisitor must be at least 12th level before gaining this judgment.

*Regeneration:* The inquisitor's body is flooded with divine might, causing her to appear to be illuminated from beneath her skin. The inquisitor gains regeneration 5. Damage with an alignment opposed to at least one aspect of the inquisitor's alignment is not regenerated, and it causes her regeneration not to function on the

following round. Neutral inquisitors must select a single alignment (chaos, evil, good, or law) that can bypass and shut down their regeneration. Once made this choice can not be changed. It is important to remember that an unconscious inquisitor normally receives no bonuses from her judgments. This judgment counts as two judgments for purposes of the second judgment and third judgment class abilities. An inquisitor must be at least 12th level before gaining this judgment.

**Revelation:** The inquisitor's eyes blaze with divine light. The inquisitor can *see invisible* (as the spell), and she gains a bonus to Perception checks equal to one-third her inquisitor level.

**Torment:** This judgment bathes the inquisitor's weapons in a dull, reddish glow. Whenever the inquisitor deals damage with her weapon, the target must make a Fortitude save (DC 10 + one-half the inquisitor's level + her Wisdom modifier) or be wracked with pain. Creatures that fail this save are sickened for 1d4 rounds. An inquisitor must be at least 8th level before gaining this judgment.

**Weakening:** The inquisitor's hands and weapons glow with divine power, causing a successful attack with the weapon to deal 1d6 ability score damage. Creatures struck are allowed a Fortitude save (DC 10 + one-half the inquisitor's level + her Wisdom bonus) to avoid the ability damage. An inquisitor can select what ability score is damaged as a free action prior to each attack. A foe struck with this judgment is immune to subsequent weakening attacks for 24 hours, whether

its saving throw succeeded or failed. This judgment counts as three judgments for purposes of the second judgment and third judgment class abilities. An inquisitor must be at least 12th level before gaining this judgment.

## THE JUSTICAR

Although judgments are an important part of an inquisitor's arsenal, the fact that inquisitors can also cast spells limits how much they can get into front-line combat (where judgments are the most useful). Especially with the addition of more judgments in this product, players might be interested in creating characters that focus more strongly on judgment-wielding fighting class characters. To assist with such character builds, we present the justicar, an alternate class of the inquisitor.

The justicar uses many of the same powers and options as the inquisitor, but has a full base attack bonus and no spellcasting ability. Levels in justicar count as levels in inquisitor for all prerequisites. Because inquisitor and justicar are alternate versions of the same class, a character should not be allowed to multiclass between the two classes. Justicars are most common in service to gods of Battle, Strength, and War. In many lands justicars are the most frequent holy warriors, serving much the same role as paladins (though doing so for churches of any alignment).

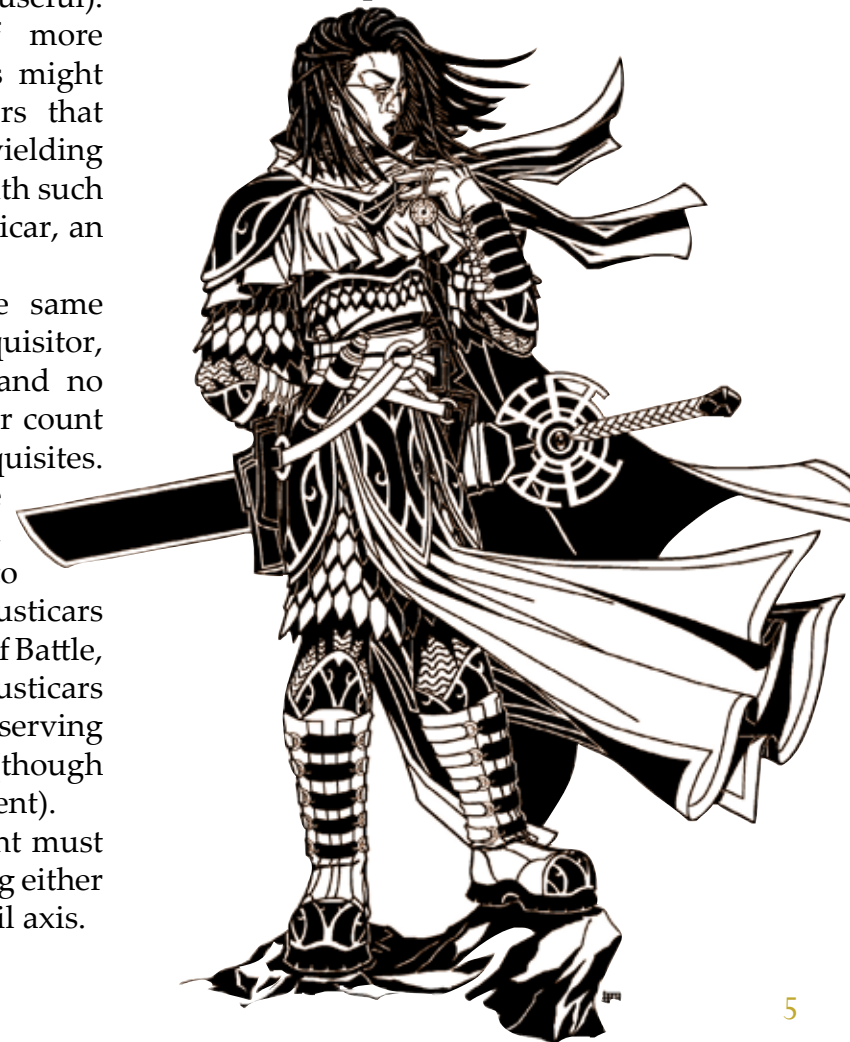
**Alignment:** A justicar's alignment must be within one step of his deity's, along either the chaos/lawful axis or the good/evil axis.

**Hit Die:** d10

## CLASS SKILLS

The justicar's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 6 + Int modifier.





## CLASS FEATURES

All of the following are class features of the justicar.

**Weapon and Armor Proficiency:** A justicar is proficient with all simple and martial weapons, light, medium and heavy armor, and all shields (other than tower shields).

**Inquisitor Class Abilities:** Some of the justicar's abilities are identical in name and function as abilities from the inquisitor class.

These abilities (in the order the justicar receives them) are: Monster lore, stern gaze, cunning initiative, *detect alignment*, track, solo tactics, teamwork feat, bane, *discern lies*, greater bane, exploit weakness, and true judgment.

**Judgment (Su):** As the inquisitor ability. A justicar begins play knowing nine judgments selected from those listed with the inquisitor class and the additional judgments presented

in this product. At 3rd, 6th, 8th, 11th, 13th, 16th, and 18th levels, the justicar gains an additional use per day.

**Additional Judgment Known (Su):** A justicar learns additional judgments as he gains level. These are selected from the judgments not already known listed with the inquisitor class and the additional judgments presented in this product. The justicar gains his first additional judgment known at 4th level, and he gains an additional judgment known every 3 levels thereafter.

**Greater Stalwart (Ex):** As the inquisitor's stalwart ability, except it also functions in heavy armor.

**Slayer (Ex):** At 10th level, a justicar learns to focus his judgment. Whenever a justicar uses his judgment ability, he must select one type of judgment. He is treated as if he is five levels higher for the purposes of determining the bonus granted by this judgment. Unlike other types of judgment, the one enhanced by this ability cannot be changed for the remainder of the judgment.

**Greater Slayer (Ex):** At 19th level, a justicar can focus on multiple judgments at once. He can select two judgments to gain the benefit of the slayer ability, and once a round can chance even a slayer-focused judgment as a swift action.

## JUDGMENT FEATS

As with spells and combat maneuvers, it should be possible to modify how an inquisitor uses her judgment with the help of feats. The following feats allow a players to give a character greater focus on judgments.

TABLE 1: THE JUSTICAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Judgment 1/day, monster lore, stern gaze
2	+2	+3	+0	+3	Cunning initiative, detect alignment, track
3	+3	+3	+1	+3	Judgment 2/day, solo tactics, teamwork feat
4	+4	+4	+1	+4	Additional judgment known
5	+5	+4	+1	+4	Bane, discern lies
6	+6/+1	+5	+2	+5	Judgment 3/day, teamwork feat
7	+7/+2	+5	+2	+5	Additional judgment known
8	+8/+3	+6	+2	+6	Judgment 4/day, second judgment
9	+9/+4	+6	+3	+6	Teamwork feat
10	+10/+5	+7	+3	+7	Additional judgment known, slayer
11	+11/+6/+1	+7	+3	+7	Greater stalwart, judgment 5/day
12	+12/+7/+2	+8	+4	+8	Greater bane, teamwork feat
13	+13/+8/+3	+8	+4	+8	Additional judgment known, judgment 6/day
14	+14/+9/+4	+9	+4	+9	Exploit weakness
15	+15/+10/+5	+9	+5	+9	Teamwork feat
16	+16/+11/+6/+1	+10	+5	+10	Additional judgment known, judgment 7/day, third judgment
17	+17/+12/+7/+2	+10	+5	+10	Slayer
18	+18/+13/+8/+3	+11	+6	+11	Judgment 8/day, teamwork feat
19	+19/+14/+9/+4	+11	+6	+11	Additional judgment known, greater slayer
20	+20/+15/+10/+5	+12	+6	+12	True judgment

## EXECUTIONER

You can focus all the power of your judgment into a single blow.

**Prerequisites:** Wis 13, judgment class feature

**Benefit:** Once per day you can call upon all the power of a judgment when making a single weapon attack. The attack gains a +1 bonus to attack rolls, and for every two inquisitor levels you possess it deals +1d6 damage. This counts as a daily use of your judgment ability. The use of this ability must be announced prior to your attack roll, and if the attack misses, the ability is lost. You do not gain any of the benefits of other judgments you are using on this attack roll, and once you make this attack, your judgment bonuses are suspended until the beginning of your next turn.

## EXPANDED JUDGMENT

Your dedication has revealed a new form of judgment.

**Prerequisite:** Judgment class feature

**Benefit:** You gain access to one additional judgment known.

**Special:** This feat can be taken multiple times. Each time it is taken, you gain access to an additional form of judgment.

## EXTRA JUDGMENT

You can call on your mystic judgment powers more often.

**Prerequisite:** Judgment class feature

**Benefit:** You can use your judgment power one more time per day.

## LASTING JUDGMENT

Your judgments do not end immediately.

**Prerequisite:** Judgment class feature

**Benefit:** At the end of a combat in which you have used a judgment, your judgment continues to grant you its bonuses for 15 minutes. If a new combat starts within this time, your original judgment still ends 15 minutes after the last combat stopped. If you invoke a new judgment while your old judgment is active, your old judgment ends.

## JUDGMENT FOCUS

You are an expert with one particular judgment.

**Prerequisite:** Judgment class feature

**Benefit:** Select one judgment you know. You are treated as if you are five levels higher for the purposes of determining the bonus granted by this judgment. This bonus does not stack with the bonus to effective level granted by the slayer or greater slayer class features.

**Special:** This feat can be taken multiple times. Its effects do not stack. Each time it is taken, you increase your effective level when determining the bonus of one specific judgment.

## JUDGMENT SURGE

You can call on multiple judgments for short periods of time.

**Prerequisites:** Wis 13, judgment class feature

**Benefit:** Once per day you can call upon one more judgment than normal. This takes an additional daily use of your judgment ability, and the additional judgment lasts a number of rounds equal to one-half your inquisitor level + your Wisdom bonus (minimum 1 round).

## JURY

You can grant an ally the benefit of your judgments.

**Prerequisites:** Wis 13, judgment class feature

**Benefit:** Once per day you can grant an ally within 30 feet of you the benefit of your judgment. Your ally gains the benefit of whatever judgments you are using, but calculates the bonus granted by those judgments as if she was a 1st-level inquisitor. This counts as an additional daily use of your judgment ability.





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