

PATHFINDER[®]

ROLEPLAYING GAME[™]

ADVANCED PLAYER'S GUIDE PLAYTEST

ROUND 3: ALCHEMIST & INQUISITOR

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ROUND 3: ROUNDING OUT THE SIX

This document presents the final two base classes, out of six scheduled to appear in the *Pathfinder Roleplaying Game Advanced Player's Guide*, set to release in August 2010. In the first document, we presented the cavalier and the oracle. The second showcased the summoner and the witch. This document contains the alchemist and the inquisitor. Like the playtest of the *Pathfinder RPG Core Rulebook*, we are looking for your feedback, comments, and criticism concerning these classes. So far the playtest has provided a mountain of useful feedback, tips, and playtest reports. I expect that these two classes will generate the same sort of enthusiasm.

Since these classes are new, we will be focusing our attention on feedback from actual play. If you don't want to start up a new character, use these new classes as an NPC or maybe even a villain. Take a break from your ongoing campaign and run a few sessions incorporating these new classes into the group. Just about any feedback from play is highly sought after.

As with the classes from rounds 1 and 2, these classes are legal for use in the Pathfinder Society Organized Play campaign. See the newly revised *Guide to Pathfinder Society*

Organized Play for more information. This document can be downloaded for free from paizo.com.

Once you have given these classes a try, report your group's feedback on the messageboards at paizo.com. There you will find specific forums to be used during this playtest, including a General Board for discussion and announcements, and the messageboards for rounds 1, 2, and 3. Use the round 1 boards for the cavalier and the oracle. Use the round 2 boards for the summoner and the witch. Use the new round 3 boards to discuss the new classes in this PDF.

I hope to post a larger, combined PDF later in January with a host of revisions for these classes, but the date for that release is not yet set. The playtest has been extremely productive so far and I hope you will stay along for the ride, taking this book to store shelves this August. See you on the boards.



Jason Bulmahn
Lead Designer



THE ALCHEMIST

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with poisons, explosives, and all matter of self-transformative magic.

Role: The alchemist's reputation is not softened by his exuberance (some would say dangerous recklessness) in perfecting his magical extracts and potion-like creations, infusing these substances with magic siphoned from his aura and using his own body as experimental stock. Nor is it mollified by the alchemist's almost gleeful passion for building explosive bombs and discovering strange new poisons and methods for their use. These traits, while making him a liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Alignment: Any.

Hit Die: d8.

Class Skills

The alchemist's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the alchemist.

Weapon and Armor Proficiency: Alchemists are proficient with all simple weapons. They are also proficient with light armor, but not with shields.

Alchemy (Su): Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. When an alchemist creates an extract or bomb, he infuses the concoction with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.

When using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to his class level to the Craft (alchemy) check.

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An alchemist can create three special types of magical items—extracts, bombs, and mutagens. Bombs are explosive splash weapons, and mutagens are transformative elixirs that the alchemist drinks to enhance his physical abilities—both of these are detailed in their own sections below.

Extracts are the most varied of the three. In many ways, they behave like spells in potion form, and as such their effects can be dispelled by effects like *dispel magic* using the alchemist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

An alchemist can create only a certain number of extracts of each level per day. His base daily allotment of extracts is given on Table 5-1. In addition, he receives bonus extracts per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When an alchemist mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately becomes inert if it leaves the alchemist's possession, reactivating as soon as it returns to his keeping—an alchemist cannot normally pass out his extracts for allies to use (but see the “infusion” discovery below). An extract, once created, remains potent for 1 day before becoming inert, so an alchemist must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for an alchemist to keep some (or even all) of his daily extract slots open so that he can prepare extracts in the field as needed.

Although alchemists don't actually cast spells, they do have a formulae list that determines what extracts they can create (see page 7). An alchemist can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). An extract is “cast” by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking alchemist. The alchemist uses his level as the caster level to determine any effect based on caster level.

Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is consumed during the creation of that particular extract. Extracts cannot be made from spells that have focus requirements (alchemist extracts that duplicate divine spells never have a divine focus requirement).

An alchemist can prepare an extract of any formula he knows. To learn or use an extract, an alchemist must have

an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an alchemist's extract is 10 + the extract level + the alchemist's Intelligence modifier.

An alchemist's selection of extract formulae is extremely limited. An alchemist begins play knowing four 0-level formulae and two 1st-level formulae of his choice, chosen from the alchemist formulae list. At each new alchemist level, he gains one or more new formulae, as indicated on Table 5-2. (Unlike extracts per day, the number of formulae an alchemist knows is not affected by his Intelligence score—the numbers on Table 5-2 are fixed.) These new formulae can be common spells chosen from the alchemist's formulae list, or they can be unusual spells that the alchemist has gained some understanding of through study.




TABLE 5-1: ALCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Alchemy, bomb 1d6, throw anything	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Mutagen, poison resistance +2, poison use	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Bomb 2d6, swift alchemy	3	—	—	—	—	—
4th	+3	+4	+4	+1	Discovery	3	1	—	—	—	—
5th	+3	+4	+4	+1	Bomb 3d6, poison resistance +4	4	2	—	—	—	—
6th	+4	+5	+5	+2	Swift poisoning	4	3	—	—	—	—
7th	+5	+5	+5	+2	Bomb 4d6	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Discovery, poison resistance +6	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Bomb 5d6	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Poison immunity	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Bomb 6d6	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Discovery	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Bomb 7d6	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Persistent mutagen	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Bomb 8d6	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Discovery	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Bomb 9d6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Instant alchemy	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Bomb 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Grand Discovery	5	5	5	5	5	5

Upon reaching 4th level, and at every even-numbered alchemist level after that (6th, 8th, and so on), an alchemist can choose to learn a new formula in place of one he already knows. In effect, the alchemist loses the old formula in exchange for the new one. The new formula's level must be the same as that of the formula being exchanged. An alchemist may swap only a single formula at any given level, and must choose whether or not to swap the formula at the same time that he gains new formulae known for the level.

Bomb (Su): In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst—the alchemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemists create a number of catalyst vials

at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the alchemist for years.

Creating a bomb requires a move-equivalent action that provokes an attack of opportunity as the alchemist infuses the catalyst vial with magical energy. Detonating a bomb (typically by throwing the vial of volatile liquid) is a standard action that utilizes the “Throw Splash Weapon” special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier. The base damage of an alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level. Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage).

Alchemists can learn new types of bombs as discoveries (see below) as they level up. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

Throw Anything (Ex): All alchemists gain the Throw Anything feat as a bonus feat at 1st level. An alchemist adds his Intelligence modifier to damage done with splash weapons. This bonus damage is already included in the bomb class feature.

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Mutagen (Su): At 2nd level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When the alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +2 enhancement bonus to the selected ability score for 10 minutes per alchemist level. The alchemist takes 1d4 points of Charisma damage every time he drinks a mutagen.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Poison Resistance (Ex): At 2nd level, an alchemist gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to poison.

Poison Use (Ex): Alchemists are trained in the use of poison and starting at 2nd level, cannot accidentally poison themselves when applying poison to a weapon.

Swift Alchemy (Ex): At 3rd level, an alchemist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and he can apply poison to a weapon as a move-equivalent action.

Discovery (Su): At 4th level, and then again every 4 levels thereafter, an alchemist makes an incredible alchemical discovery. An alchemist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemist has met certain prerequisites first, such as uncovering other discoveries. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Acid bomb: When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

TABLE 5-2: EXTRACT FORMULAE KNOWN

Level	Formulae Known					
	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	3	—	—	—	—	—
3rd	4	—	—	—	—	—
4th	4	2	—	—	—	—
5th	4	3	—	—	—	—
6th	4	4	—	—	—	—
7th	5	4	2	—	—	—
8th	5	4	3	—	—	—
9th	5	4	4	—	—	—
10th	5	5	4	2	—	—
11th	6	5	4	3	—	—
12th	6	5	4	4	—	—
13th	6	5	5	4	2	—
14th	6	6	5	4	3	—
15th	6	6	5	4	4	—
16th	6	6	5	5	4	2
17th	6	6	6	5	4	3
18th	6	6	6	5	4	4
19th	6	6	6	5	5	4
20th	6	6	6	6	5	5

Concussive bomb (requires one previous discovery): When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6.

Delayed bomb (requires two previous discoveries): The alchemist can place a bomb so that it explodes a number of rounds after the alchemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the alchemist, up to a number of rounds equal to his level. If at any point the alchemist reclaims possession of the delayed bomb, he can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage to all adjacent creatures as normal. *Dispel magic* can neutralize a delayed bomb, as can a successful Disable Device check (DC equals 10 + the alchemist's level + the alchemist's Intelligence modifier).

Dilution (requires two previous discoveries): Once per day, the alchemist can dilute any one potion or elixir, creating two doses of the same potion from one. Diluting a potion costs a number of gp equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again. This discovery cannot be used to dilute extracts or mutagens.

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Elixir of life (requires three previous discoveries): Once per day, the alchemist can brew an elixir of life. This special concoction costs 25,000 gp to create and takes 1 hour of work. An elixir of life, when administered by the alchemist who brewed it, restores life to a dead creature as per the spell *true resurrection*. Alternatively, the alchemist himself may drink the elixir of life, after which point he is immediately targeted with a *resurrection* spell the next time he is killed. Used in this manner, the effects of an elixir of life persist only for a number of days equal to the alchemist's Intelligence modifier; if he does not die before that time expires, the effects of the elixir of life end.

Enhance potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

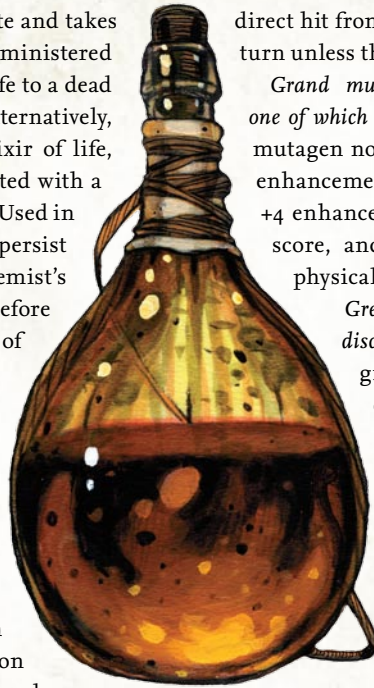
Eternal potion (requires three previous discoveries, one of which must be *extend potion*): If an alchemist drinks a potion that he extends, the effects of that potion become permanent until he chooses to make another potion effect permanent.

Explosive bomb: The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Extend potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks that does not have an instantaneous duration to function at twice its normal duration.

Feral mutagen: Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small) and the bite attack deals 1d8 points of damage (1d6 if the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

Force bomb (requires one previous discovery): When the alchemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 1d4 points of force damage, plus 1d4 points of force damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save.



Frost bomb: When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

Grand mutagen (requires three previous discoveries, one of which must be *greater mutagen*): The alchemist's mutagen now grants a +6 natural armor bonus, a +6 enhancement bonus to the chosen ability score, a +4 enhancement bonus to a second physical ability score, and a +2 enhancement bonus to a third physical ability score.

Greater mutagen (requires two previously learned discoveries): The alchemist's mutagen now grants a +4 natural armor bonus, a +4 enhancement bonus to the chosen ability score, and a +2 enhancement bonus to a second physical ability score.

Infuse mutagen: When the alchemist creates a mutagen, he can infuse it with an extra bit of his own magical power. This inflicts 2 points of Intelligence damage to the alchemist and costs 1,000 gp in rare reagents, but the mutagen created persists on its own and is not rendered inert if the alchemist creates another mutagen. This allows an alchemist to create different types of mutagens and keep them handy for emergencies. This does not allow an alchemist to gain the effects of multiple mutagens—only the most recently imbibed mutagen has any effect.

Inferno bomb (requires three previous discoveries, one of which must be *smoke bomb*): The effects of the smoke created by an alchemist's bomb duplicate the effects of *incendiary cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

Infusion: When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

Madness bomb (requires two previous discoveries): The alchemist's bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage.

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Poison bomb (requires two previous discoveries, one of which must be *smoke bomb*): The effects of the smoke created by an alchemist's bomb duplicates the effects of *cloudkill* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

Shock bomb: When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Smoke bomb: When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

Sticky bomb (requires two previous discoveries): The effects of the alchemist's bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the damage again 1 round later. Bombs that have effects that occur 1 round later instead have those effects occur 2 rounds later.

Sticky poison (requires one previous discovery): Any poison the alchemist creates is sticky—when the alchemist applies it to a weapon, the weapon remains poisoned for a number of strikes equal to the alchemist's Intelligence modifier.

Stink bomb (requires *smoke bomb* discovery): The effects of the smoke created by an alchemist's bomb can duplicate the effects of *stinking cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round.

Swift Poisoning: At 6th level, an alchemist can apply a dose of poison to a weapon as a swift action.

Persistent Mutagen (Su): At 14th level, the effects of a mutagen last for 1 hour per level.

Instant Alchemy (Ex): At 18th level, an alchemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. He can apply poison to a weapon as an immediate action.

Grand Discovery (Su): At 20th level, the alchemist makes a grand discovery. He immediately learns two normal discoveries, but also learns a third discovery chosen from the list below.

Awakened Intellect: The alchemist's Intelligence score permanently increases by 2 points.

Eternal Youth: The alchemist has conquered aging, and from this point forward suffers no penalty to his physical ability scores from advanced age. If the alchemist is already suffering such penalties, they are removed at this time.

Fast Healing: The alchemist gains fast healing 5.

Philosopher's Stone: The alchemist learns how to create a *philosopher's stone*, and can do so once per month at no cost. Creating a *philosopher's stone* takes 1 day of work.

Poison Touch: The alchemist gains a poisonous touch, as if under the effects of a *poison* spell. He can suppress or activate this ability as a free action.

True Mutagen: The alchemist's mutagen now grants a +8 bonus to his natural armor score and a +6 enhancement bonus to his Strength, Dexterity, and Constitution.



Alchemist Formulae

Alchemists can create extracts utilizing the following spells.

1st-Level Alchemist Formulae

Comprehend Languages	Expeditious Retreat
Cure Light Wounds	Identify
Detect Secret Doors	Jump
Detect Undead	Reduce Person
Disguise Self	Shield
Endure Elements	True Strike
Enlarge Person	

2nd-Level Alchemist Formulae

Aid	False Life
Alter Self	Fox's Cunning
Barkskin	Invisibility
Bear's Endurance	Levitate
Blur	Owl's Wisdom
Bull's Strength	Protection from Arrows
Cat's Grace	Resist Energy
Cure Moderate Wounds	Restoration, Lesser
Darkvision	See Invisibility
Delay Poison	Spider Climb
Detect Thoughts	Undetectable Alignment
Eagle's Splendor	

3rd-Level Alchemist Formulae

Arcane Sight	Nondetection
Beast Shape I	Protection from Energy
Cure Serious Wounds	Rage
Displacement	Remove Blindness/Deafness
Fly	Remove Curse
Gaseous Form	Remove Disease
Haste	Tongues
Heroism	Water Breathing

4th-Level Alchemist Formulae

Air Walk	Fire Shield
Arcane Eye	Freedom of Movement
Beast Shape II	Invisibility, Greater
Cure Critical Wounds	Neutralize Poison
Death Ward	Restoration
Discern Lies	Spell Immunity
Elemental Body I	Stoneskin



5th-Level Alchemist Formulae

Beast Shape III	Overland Flight
Contact Other Plane	Plant Shape I
Dream	Polymorph
Elemental Body II	Sending
Magic Jar	Spell Resistance
Nightmare	

6th-Level Alchemist Formulae

Analyze Dweomer	Mislead
Beast Shape IV	Plant Shape II
Elemental Body III	Shadow Walk
Eyebite	Statue
Form of the Dragon I	Transformation
Giant Form I	True Seeing
Heal	Wind Walk

INQUISITOR

Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile where righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. They answer to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their goals.

Role: Inquisitors tend to move from place to place, chasing down enemies and researching emerging threats. As a result, they often travel with others, if for no other reason than to mask their presence. Inquisitors work with members of their faith whenever possible, but even such allies are not above the inquisitor's suspicions.

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

Hit Dice: d8.

Class Skills

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

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are class features of the inquisitor.

Weapon and Armor Proficiency: Inquisitors are proficient with all simple weapons, plus the longbow, shortbow, and the favored weapon of their deity. They

are also proficient with light armor, medium armor, and shields (except tower shields).

Spells: An inquisitor casts divine spells drawn from the inquisitor spell list (see page 12). She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, an inquisitor must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an inquisitor's spell is 10 + the spell level + the inquisitor's Wisdom modifier.

An inquisitor can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table 6–1. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

An inquisitor's selection of spells is extremely limited. An inquisitor begins play knowing four 0-level spells and two 1st-level spells of the inquisitor's choice. At each new inquisitor level, she gains one or more new spells as indicated on Table 6–2. (Unlike spells per day, the number of spells an inquisitor knows is not affected by her Wisdom score. The numbers on Table 6–2 are fixed.)

Upon reaching 5th level, and at every third inquisitor level thereafter (8th, 11th, and so on), an inquisitor can choose to learn a new spell in place of one she already knows. In effect, the inquisitor "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level inquisitor spell she can cast. An inquisitor may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Domain: Like a cleric, an inquisitor's deity influences her alignment, what magic she can perform, and her values. Although not as tied to the tenets of the deity as a cleric, an inquisitor must still hold such guidelines in high regard, despite that fact she can go against them if it serves the greater good of the faith. An inquisitor can select one domain from among those belonging to her deity. An inquisitor can select an alignment domain only if her alignment matches that domain. With your GMs approval, an inquisitor can be devoted to an ideal instead of a deity, selecting one domain to represent her personal inclination and abilities. The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent on the level of the inquisitor. An inquisitor does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The inquisitor uses her

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TABLE 6-1: INQUISITOR

Level	Base	Fort	Ref	Will	Special	Spells per Day					
	Attack Bonus	Save	Save	Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Domain, judgment 1/day, monster lore, orisons	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Cunning initiative, track	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Solo tactics, tactical feat	3	—	—	—	—	—
4th	+3	+4	+1	+4	Judgment 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bane	4	2	—	—	—	—
6th	+4	+5	+2	+5	Tactical feat	4	3	—	—	—	—
7th	+5	+5	+2	+5	Judgment 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Second judgment	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Tactical feat	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Judgment 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Evasion	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater bane, tactical feat	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Judgment 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Exploit weakness	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Tactical feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Judgment 6/day, third judgment	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Slayer	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Tactical feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Judgment 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True judgment	5	5	5	5	5	5

level as her effective cleric level when determining the power and effect of her domain powers. If the inquisitor has cleric levels, one of her two domain selections must be the same domain selected as an inquisitor. Levels of cleric and inquisitor stack for the purpose of determining domain powers and abilities, but not for bonus spells.

Judgment (Su): Starting at 1st level, an inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made. The bonuses granted by the judgment continue to improve on following rounds, reaching a maximum bonus that lasts until the judgment ends.

At 1st level, an inquisitor can use this ability once per day. At 4th level and every three levels thereafter, the inquisitor can use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but all of the bonuses reset to those granted on the first round until she can participate in the combat again.

When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can

change this judgment to another type, but doing so resets the bonus granted to those granted on the first round.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, all of these bonuses are doubled (+2 on the first round, +4 on the second, and so on).

Healing: The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts. The amount of healing increases by 1 point of damage each round after the first, to a maximum of 3 points of damage on the third and following rounds. At 10th level, the amount of healing doubles (2 hp on the first round, 4 on the second, and so on).

Justice: The judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, the bonus is doubled on all attack rolls made to confirm critical hits.

Piercing: The judgment gives the inquisitor great focus and makes her spells more potent. This grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus

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increases by +1 each round after the first to a maximum of +3 on the third and following rounds. At 10th level, all of these bonuses are doubled (+2 on the first round, +4 on the second, and so on).

Protection: The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, the

bonus is doubled against attack rolls made to confirm critical hits against you.

Purity: The inquisitor is protected from the vile taint of her foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: The judgment makes the inquisitor resistant to harm, granting DR 1/magic. This bonus increases to 2/magic on the second round, and 3/magic on the third and following rounds. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's. If she is Neutral, the inquisitor does not receive this increase.

Resistance: The inquisitor is shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 each round after the first, to a maximum of 6 on the third and following rounds. At 10th level, the amount of protection increases to 5 on the first round, plus an additional 5 each round thereafter, to a maximum of 15 on the third and following rounds.

Smiting: The judgment bathes the inquisitor's weapons in a divine light. This judgment provides no bonus on the first round. On the second round, the inquisitor's weapons count as magic for the purposes of bypassing damage reduction. On the third and following rounds, the inquisitor's weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the inquisitor's alignments. If the inquisitor is Neutral, she does not receive a bonus on the third round. At 10th level, on the third and following rounds, the inquisitor's weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

Monster Lore (Ex): The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Orisons: Inquisitors learn a number of orisons, or o-level spells, as noted on Table 6–2 under "Spells Known." These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, such as those due to metamagic feats, are expended normally.

Cunning Initiative (Ex): At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Track (Ex): At 2nd level, an inquisitor adds half her level on Survival skill checks made to follow or identify tracks.



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Solo Tactics (Ex): At 3rd level, all of the inquisitor's allies are treated as if they possess the same tactical feats as the inquisitor for the purpose of determining if the inquisitor receives a bonus from her tactical feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the tactical feat for the inquisitor to receive the listed bonus.

Tactical Feat: At 3rd level, and every three levels thereafter, the inquisitor gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as tactical feats. The inquisitor must meet the prerequisites of the selected bonus feat.

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

Bane (Su): At 5th level, an inquisitor can imbue one of her weapons with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. 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.

Second Judgment (Ex): At 8th level, whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. As a swift action, she can change one of these judgments, causing the bonuses from that judgment to reset to those granted on the first round.

Evasion (Ex): At 11th level, an inquisitor can use her cunning and reflexes to avoid certain attacks. If she makes a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of evasion.

Greater Bane (Su): At 12th level, whenever the inquisitor uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

TABLE 6-2: INQUISITOR SPELLS KNOWN

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Exploit Weakness (Ex): At 14th level, the inquisitor learns to take advantage of any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round (if the creature's regeneration can be bypassed). Finally, if the inquisitor deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Third Judgment (Ex): At 16th level, whenever an inquisitor uses her judgment ability, she selects three different judgments, instead of two. As a swift action, she can change one of these judgments, causing the bonuses from that judgment to reset to those granted on the first round.

Slayer (Ex): At 17th level, the inquisitor learns to act quickly in combat. Whenever an inquisitor uses her judgment ability, she can select one of her judgments—that judgment grants the maximum bonus from the first round of combat onward. If that judgment is changed during combat, it resets as normal.

True Judgment (Su): At 20th level, the inquisitor can call true judgment down upon a foe during combat. Whenever an inquisitor uses her judgment ability, and all of the judgments are granting the maximum bonus, the inquisitor can invoke true judgment on a foe as a swift action. Once declared, the inquisitor can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save

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or die. The DC of this save is equal to 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier. Once the attack is made, all of the bonuses from the inquisitor's judgments reset to those granted on the first round (although the slayer judgment remains at the maximum bonus). Regardless of whether or not the save is made, the target creature is immune to the inquisitor's true judgment ability for 24 hours.

Chaotic, Evil, Good, and Lawful Spells: An inquisitor can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good and lawful descriptors in their spell descriptions.

Inquisitor Spells

0-Level Inquisitor Spells

Acid Splash	Guidance
Bleed	Light
Create Water	Read Magic
Daze	Resistance
Detect Magic	Stabilize
Detect Poison	Virtue
Disrupt Undead	

1st-Level Inquisitor Spells

Alarm	Divine Favor
Bane	Doom
Bless	Expeditious Retreat
Bless Water	Hide from Undead
Cause Fear	Inflict Light Wounds
Command	Magic Weapon
Comprehend Languages	Protection from Chaos/Evil/Law
Cure Light Wounds	Good/Law
Curse Water	Remove Fear
Detect Chaos/Evil/Good/Law	Sanctuary
Detect Undead	Shield of Faith
Disguise Self	True Strike

2nd-Level Inquisitor Spells

Aid	Invisibility
Align Weapon	Knock
Calm Emotions	Remove Paralysis
Consecrate	Resist Energy
Cure Moderate Wounds	Restoration, Lesser
Darkness	See Invisibility
Death Knell	Shield Other
Delay Poison	Silence
Desecrate	Spiritual Weapon
Detect Thoughts	Tongues
Enthrall	Undetectable Alignment
Find Traps	Whispering Wind
Hold Person	Zone of Truth
Inflict Moderate Wounds	

3rd-Level Inquisitor Spells

Arcane Sight	Locate Object
Continual Flame	Magic Circle vs. Chaos/Evil/Good/Law
Cure Serious Wounds	Magic Vestment
Daylight	Magic Weapon, Greater
Deeper Darkness	Nondetection
Dimensional Anchor	Obscure Object
Dispel Magic	Prayer
Glyph of Warding	Protection from Energy
Halt Undead	Remove Curse
Heroism	Remove Disease
Inflict Serious Wounds	Searing Light
Invisibility Purge	Speak with Dead
Keen Edge	

4th-Level Inquisitor Spells

Chaos Hammer	Hold Monster
Cure Critical Wounds	Holy Smite
Death Ward	Inflict Critical Wounds
Detect Scrying	Invisibility, Greater
Discern Lies	Neutralize Poison
Dismissal	Order's Wrath
Divination	Restoration
Divine Power	Sending
Fear	Spell Immunity
Freedom of Movement	Stoneskin
Geas, Lesser	Unholy Blight

5th-Level Inquisitor Spells

Atonement	Geas/Quest
Banishment	Hallow
Break Enchantment	Inflict Light Wounds, Mass
Command, Greater	Mark of Justice
Commune	Righteous Might
Cure Light Wounds, Mass	Spell Resistance
Dispel Chaos/Evil/Good/Law	Telepathic Bond
Disrupting Weapon	True Seeing
Flame Strike	Unhallow

6th-Level Inquisitor Spells

Blade Barrier	Harm
Blasphemy	Heal
Circle of Death	Heroes' Feast
Cure Moderate Wounds, Mass	Holy Word
Dictum	Inflict Moderate Wounds, Mass
Dispel Magic, Greater	Legend Lore
Find the Path	Repulsion
Forbiddance	Undeath to Death
Glyph of Warding, Greater	Word of Chaos

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Ex-Inquisitors

An inquisitor who slips into corruption or changes to a prohibited alignment loses all spells and the judgment ability. She cannot thereafter gain levels as an inquisitor until she atones (see the *atonement* spell description).



Tactical Feats

Tactical feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Tactical feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

Allied Spellcaster (Tactical)

With the aid of an ally, you are skilled at piercing the protections of other creatures with your spells.

Prerequisites: Caster level 1st.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 bonus on level checks made to overcome spell resistance. If your ally has the same spell prepared (or known with a slot available if they are spontaneous spellcasters), this bonus increases to +4 and you receive a +1 bonus to the caster level for all level-dependent variables, such as duration, range, and effect.

Coordinated Defense (Combat, Tactical)

You are adept at working with allies to avoid being tripped, grappled, and subjected to other maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your Combat Maneuver Defense. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally.

Coordinated Maneuvers (Combat, Tactical)

You are skilled at working with your allies to perform dangerous combat maneuvers.

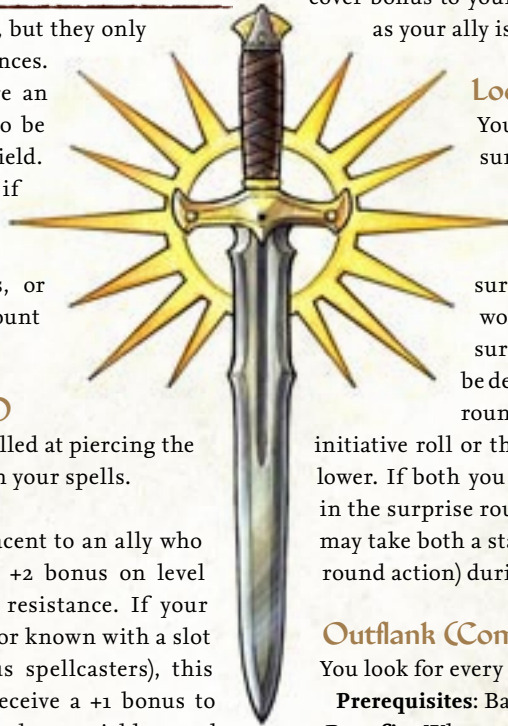
Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

Duck and Cover (Tactical)

Your allies assist you in avoiding certain attacks.

Benefit: Whenever you are adjacent to an ally who also has this feat, and both of you are required to make a Reflex

saving throw against a spell or effect, you may take the result of your die roll or that of your ally (your modifiers still apply to the roll, regardless of which result you take). If you take your ally's result, you are knocked prone (or staggered on your next turn, if you are already prone or cannot be knocked prone). In addition, you receive a +2 cover bonus to your AC against ranged attacks as long as your ally is wielding a shield.



Lookout (Combat, Tactical)

Your allies help you avoid being surprised.

Benefit: Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally – 1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Outflank (Combat, Tactical)

You look for every edge when flanking an enemy.

Prerequisites: Base attack bonus +4.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Paired Opportunists (Combat, Tactical)

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

Precise Strike (Combat, Tactical)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Shield Wall (Combat, Tactical)

You are skilled at working together with those around you for protection.

Prerequisites: Shield Proficiency.

Benefit: Whenever you are wielding a shield and are adjacent to an ally who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally. If your ally is wielding a buckler or a light shield, your shield bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2. You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield (see page 153 of the *Pathfinder RPG Core Rulebook*).

Shielded Caster (Tactical)

Your allies are skilled at covering for you while you cast complicated spells.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 bonus on concentration checks. If your ally is wielding a buckler or a light shield, this bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, this bonus increases by +2. Finally, if an enemy that is threatening you and your ally has the Disruptive feat, or another ability that increases the DC of concentration checks, the amount of the increase is halved.

Swap Places (Combat, Tactical)

You are skilled at changing places with your ally during a chaotic melee.

Benefit: Whenever you are adjacent to an ally who also has this feat, you can move into your ally's square as part of a normal movement (including a 5-foot step). At the same time, your ally moves into your previous space. Both you and your ally must be willing and able to move to take advantage of this feat. Your ally must be the same size as you to utilize this feat. Your ally does not provoke an attack of opportunity from this movement, but you provoke as normal. This movement does not count against your ally's movement on his next turn.

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