

1 DIVINE FAVOR™ 1



the Inquisitor

By Stefen Styrsky

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2 | DIVINE FAVOR™ | 2

the Inquisitor

Table of Contents

3 • INTRODUCTION

New Inquisitor Abilities, Censure and Condemnations

3 • NEW INQUISITOR ABILITY: CENSURES

Air, Divine Radiance, Earth, Fire, Pain, Revealing, Reverberating, Shocking, Sundering, Water, Wounding

5 • NEW INQUISITOR ABILITY: CONDEMNATIONS

3rd Level: Condemnation of the Elements, Fatigue, Fear, Incompetence, Sickening

6th Level: Condemnation of Dazing, Disease, Doom, Madness, Serious Mishap, Spiteful Bonding

9th Level: Condemnation of Blood, Exhaustion, Grave Consequence, Terror, Unawareness

12th Level: Condemnation of Blindness, Deafening, Imprisonment, Insubstantiality, Stone

7 • NEW INQUISITIONS

Balance, Darkness, Fire, Ice, Lightning, Nature, Obligation, Pestilence, Song, Thunder, Weapons

12 • NEW ARCHETYPES

Ghost Hunter, Hand of God, Penitent, Stalking Shadow, Sworn Foe, Witch Hunter

14 • SIDEBAR: EX-INQUISITOR PENITENTS

17 • NEW SPELLS

19 • NEW FEATS

Credits

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The feats in the “New Feats” section and the spells in the “New Spells” section are open content. All other material — including commentary, descriptions, proper names, characters, story elements, designer’s notes, setting material, flavor text, and society information — is product identity.

Divine Favor: The Inquisitor

An unusual divine character, the inquisitor focuses on damaging enemies instead of healing and supporting allies. Although the basic paladin can be merciless in the face of evil, many of his class abilities bolster those who fight alongside him. The inquisitor's class abilities deal less with aiding allies and more with killing foes. This product presents new archetypes, inquisitions, and spells for the inquisitor as well as two new class abilities, censures and condemnations. What you'll find within can give the inquisitor new ways to question, impede, and slay opponents.



New Inquisitor Ability:

Censures and Condemnations

Although similar to lesser curses, censures and condemnations allow an inquisitor to bring the disapproval of her deity upon the heads of sinners and heretics.

New Inquisitor Ability:

Censures

Censure (Su): Starting at 1st level, an inquisitor can inflict a censure upon a foe as a swift action. A censure consumes a daily use of the inquisitor's judgment ability. The target of the censure must be declared when the censure is activated and the inquisitor must be able to see the creature. If not an instantaneous effect, a censure lasts for the entire combat encounter or until the creature it targets is slain, at which point all the penalties or bonuses immediately end. If the inquisitor is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the censure does not end, but effects do not resume until she can participate in the combat again. At higher levels, when an inquisitor can issue two or more judgments at once, she can instead activate a censure in place of one or more judgments, combining the two abilities if she desires. The save DC of a censure (if applicable) equals $10 + 1/2$ the inquisitor's level + Wisdom modifier.

Air: When the inquisitor pronounces this censure, one foe takes a -10 penalty to its fly speed and a -10 penalty to Fly checks. At 10th level, this penalty to speed increases to -20 feet, and then to -30 feet at 15th level.

Divine Radiance: When the inquisitor pronounces this censure, she emits a burst of channeled energy as a cleric equal to her level -2 (minimum 1). This ability channels positive or

negative energy as determined by the inquisitor's deity. The inquisitor may modify this ability with the following feats: Alignment Channel, Elemental Channel, and Improved Channel.

Earth: One foe takes a 10-ft. penalty to its speed as long as it is in contact with the ground. This also affects burrow speed. At 10th level, this penalty increases to -20 ft. As a swift action once per use of this censure, the inquisitor can cause the ground to shake beneath the affected target, allowing her to make a trip maneuver against the creature using her inquisitor level as her base attack bonus plus her Wisdom modifier in place of her CMB.

Fire: The target takes +1 point of damage per die rolled from fire-based attacks. This increases +1 point per three inquisitor levels.

Pain: The inquisitor invokes spasms of pain in a foe. Each time she successfully damages the target of this censure with a weapon, the target takes a -1 penalty to attack rolls, damage rolls, and skill checks. This penalty is cumulative to a maximum of -5.

Revealing: The inquisitor pierces the veil's darkness, the ethereal plane, and mundane obstructions. Creatures within 30 ft. of the inquisitor with partial concealment no longer benefit from that concealment against attacks the inquisitor makes. At 10th level, this censure negates total concealment.

Reverberating: One foe takes +1 damage per die rolled from sonic-based attacks. This increases +1 point for every three inquisitor levels.

Shocking: The target takes +1 damage per die rolled from electricity-based attacks. This increases by +1 point for every three inquisitor levels.



Sundering: The inquisitor's weapons tear through materials and objects as if they were made of paper. While this censure is in effect, the inquisitor's melee weapons inflict a +2 sacred bonus to all weapon damage rolls when dealing sundering damage. This bonus increases by +2 for every three inquisitor levels she possesses.

Water: The target takes +1 damage per die rolled from cold-based attacks. This increases by +1 point for every three inquisitor levels.

Wounding: When the inquisitor pronounces this censure, all successful critical hits against the target deal 1 bleed damage. This damage stacks with other bleed damage. This increases by 1 point for every three inquisitor levels. The Heal DC to halt this bleed equals 10 + 1/2 inquisitor level + Wisdom modifier. At 10th level, healing spells must succeed on a caster level check against the inquisitor to halt the bleed damage.



New Inquisitor Ability: Condemnations

Condemnation (Su): At 3rd level, an inquisitor may replace solo tactics and his bonus teamwork feats with the condemnation class ability. Condemnations impose an unfavorable condition or penalty on one creature. An inquisitor must succeed on a melee touch attack to inflict a condemnation on an opponent. This does not provoke an attack of opportunity, and the target does not receive a saving throw against the condemnation's effect (unless otherwise noted). If the condemnation calls for a save, the DC equals $10 + 1/2$ the inquisitor's level + Wisdom modifier.

At 3rd level, and every three levels thereafter, an inquisitor can select one condemnation. Each condemnation the inquisitor has selected affects the target on a successful touch attack.

Unless otherwise noted, an inquisitor may use a condemnation a number of times per day equal to $3 +$ his Wisdom modifier. The condemnation lasts for a number of rounds equal to the inquisitor's Charisma modifier (minimum 1).

At 3rd level, an inquisitor can select from the following initial condemnations:

Condemnation of the Elements: The inquisitor chooses one energy type when he selects this condemnation: cold, electricity, fire, or sonic. It cannot be changed. The affected target takes +1 damage per die rolled from this energy type.

Condemnation of Fatigue: The target is fatigued.

Condemnation of Fear: The target is shaken.

Condemnation of Incompetence: The target takes a -4 penalty to all skill checks and CMB checks.

Condemnation of Sickening: The target is sickened.

At 6th level, an inquisitor adds the following condemnations to the list of those that can be selected:

Condemnation of Dazing: The target is dazed.

Condemnation of Disease: The target contracts a disease randomly select from page 557 of the *Pathfinder Roleplaying Game Core Rulebook* with an immediate onset. The disease's save DC equal $10 + 1/2$ inquisitor level + Charisma modifier.

Condemnation of Doom: The target takes a -2 penalty to all saving throws.

Condemnation of Madness: The target becomes confused.

Condemnation of Serious Mishap: Whenever the target rolls a skill check or CMB check, the result is considered a natural 1. The inquisitor must have the condemnation of incompetence before selecting this condemnation.

Condemnation of Spiteful Bonding: The target becomes bonded to the inquisitor as through the spell *unwilling shield*. This effect ends if the target moves more than 30 ft. from the inquisitor.

At 9th level, an inquisitor adds the following condemnations to the list of those that can be selected:

Condemnation of Blood: The creature takes 1d6 bleed damage. A DC 15 Heal check or healing from a magical source halts the bleed damage.

Condemnation of Exhaustion: The target is exhausted. The inquisitor must have the condemnation of fatigue before selecting this condemnation.

Condemnation of Grave Consequence: Whenever the target fails on a Strength- or Dexterity-based skill check or CMB check, the failure causes an accident, inflicting $1d6 + 1$ damage

per inquisitor level in addition to any other negative effects for failure. The inquisitor must have the condemnation of incompetence before selecting this condemnation.

Condemnation of Terror: The target is frightened. The inquisitor must have the condemnation of fear before selecting this condemnation.

Condemnation of Unawareness: The target provokes attacks of opportunity whenever it moves, even if that movement is not out of a threatened square.

At 12th level, an inquisitor adds the following condemnations to the list of those that can be selected:

Condemnation of Blindness: The target is blinded.

Condemnation of Deafening: The target is deafened.

Condemnation of Imprisonment: The target is paralyzed.

Condemnation of Insubstantiality: The target becomes a misty, ghostlike entity. It cannot interact with the environment, make attacks, or take damage. Unlike an incorporeal creature, it cannot move through solid objects.

Condemnation of Stone: The target turns to stone as the *flesh to stone* spell.



NEW INQUISITIONS

Inquisitions replace the cleric domain that inquisitors gain at 1st level. If an inquisition's granted power calls for a saving throw, the DC of the save is equal to $10 + 1/2$ the inquisitor's level + her Wisdom modifier. Unless otherwise stated, the caster level for granted power spell-like abilities is equal to the inquisitor's class level.

BALANCE INQUISITION

Deities: Rava

Granted Powers: The zeal of most other creatures threatens the world's stability, if not its very existence. You are charged with maintaining the balance so no philosophy predominates.

Calming Touch (Su): As a melee touch attack, you can cause a creature to halt all action as if dazed for 1 round. Once a creature has been affected by calming touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to $3 +$ your Wisdom modifier.

Zone of Peace (Su): At 8th level, you can emit a 30-ft. radius zone of peace for a number of rounds per day equal to your inquisitor level. Creatures entering the area must make a Will save or come under the effect of *calm emotions*. A creature in the zone that can still perform violent actions and attempts to do so takes 1d6 damage plus $1/2$ your inquisitor level. These rounds do not need to be consecutive.

DARKNESS INQUISITION

Deities: Marena, Sarastra

Granted Powers: Darkness is your ally. With it you bring the shadow of judgment and the pall that covers the sinner and the foe of the faith.



Darkness (Sp): Once per day, you can cast *darkness* as a spell-like ability. Attempts to dispel this effect take a -2 penalty to caster level checks.

Penumbra Enhancement (Su): You can exude an aura of enhanced shadow for a number of rounds per day equal to your inquisitor level. Within this aura, all light is considered one step dimmer. You gain $+4$ bonus to concentration checks when casting darkness spells while in the aura. These rounds do not need to be consecutive.

FIRE INQUISITION

Deities: Khors, Volund

Granted Powers: Fire cleanses. It purifies the polluted soul and scours the earth of the faith's enemies.

Fiery Engulfment (Sp): As a standard action, you can point to one creature within 30 ft. of you and cause it to burst into flames with a successful melee touch attack. It takes 1d4 fire damage for 1d4 rounds. A burning creature can attempt a Reflex saving throw as a full-round action to douse the fire. Dropping and rolling on the ground grants a $+4$ bonus to this saving throw. Creatures that hit a burning creature with natural weapons or unarmed

attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Fire Shield (Sp): At 8th level, you may cast *fire shield* once per day as a spell-like ability. You may use only the warm shield version of this spell.

ICE INQUISITION

Deities: Marena

Granted Powers: Ice hardens the heart against temptation and provides the faithful with a shield to resist the lure of illegitimate faiths.

Icy Grasp (Sp): As a standard action, you may touch a creature, sending frozen waves through its flesh. It becomes slowed, as the *slow* spell, for 1 round. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Encased in Ice (Sp): Once per day at 8th level, you may turn one creature into a statue of ice with a successful melee touch attack. This otherwise acts as *flesh to stone*. A statue of ice melts if not in a suitably cold environment.

LIGHTNING INQUISITION

Deities: Perun

Granted Powers: The power of the heavenly bolts is yours to wield against foes and unbelievers.

Shocking Weapon (Sp): As a swift action, you may grant one weapon you wield the *shock* property for a number of rounds equal to 1/2 your inquisitor level (minimum 1). The weapon loses this property if not held by you or you fall unconscious or die. You may do this a number of times per day equal to 3 + your Wisdom modifier.



Heavenly Strike (Sp): As a standard action at 6th level, you may call down a lightning bolt once per day against one creature you can see within 60 ft. of you. The bolt of lightning inflicts 3d6 damage +1 for every two inquisitor levels. A Reflex save halves the damage. You may use this ability a number of times per day equal 3 + your Wisdom modifier.

NATURE INQUISITION

Deities: Porevit, Yarila

Granted Powers: You are the protector and guardian of the wild and green world. Your allies are the natural forces of the wood and the creatures who call the place home.

Nature Sense (Ex): You gain a +2 bonus on Knowledge (nature) and Survival checks.

Wild Magic (Su): All druid spells are considered to be on your spell list.

Greater Green Ally (Sp): Once per day at 8th level, when you summon a creature with a *summon nature's ally* spell or summon an animal with a *summon monster* spell, the creature gains the advanced simple template.

OBLIGATION INQUISITION

Deities: Rava

Granted Powers: Those who trespass against your church owe a debt. You can force your faith's enemies to atone for their sins and inappropriate actions. You add Sleight of Hand to your list of class skills.

Righteous Acquisition (Ex): You gain Improved Disarm as a bonus feat even if you do not meet the prerequisites. When attempting to disarm a creature, use your inquisitor level plus your Wisdom modifier in place of your CMB. If you succeed in disarming an opponent, you may choose to catch the dropped weapon. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Take What is Yours (Su): Once per day at 8th level, you may cause one weapon within 30 ft. of you that you can see to gain the *dancing* quality for a number of rounds equal to your Wisdom modifier. A weapon in the hands or on the person of a creature that tries to resist this ability gains a Will save to negate the effect. A weapon successfully animated operates under your control as long as it is within 30 ft. of you.



PESTILENCE INQUISITION

Deities: Marena

Granted Powers: The faithful pray for deliverance from disease. Inquisitors realize that disease is a useful tool to prevent believers from straying and cull heretics.

Sickenning Blow (Su): Creatures you damage with a successful melee attack become sickened for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Disease (Sp): At 8th level, you can use *contagion* to infect one target within 30 ft. of you with a disease. The save DCs for the disease increase by +2. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

SONG INQUISITION

Deities: Lada, Porevit, Yarila

Granted Powers: The music of the heavens inspires mortals to action. Those who do not heed its call must be shown the way, through force if necessary. You gain Perform (song) as a class skill.

Pious Tone (Su): You may use countersong as a bard equal to your inquisitor level against abilities, spells, and effects employed by creatures who possess an alignment opposite to yours or that your church has designated as an enemy. You may do this for a number of rounds per day equal to 3 + your Wisdom modifier.

Call of Heaven (Su): You may sing for a number of rounds equal to your inquisitor level. Creatures within 60 ft. of you must make a Will save or move in your direction using the most direct means available. If the path leads the targets into a dangerous



area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Affected creatures can take no actions other than to defend themselves. A victim within 5 ft. of you stands and offers no resistance to your attacks. The effect ends immediately after you or an ally attacks an affected creature. Creatures who make a saving throw against this ability or who are attacked by you or an ally are immune to call of heaven for 24 hours. This is a sonic, mind-affecting charm effect.



THUNDER INQUISITION

Deities: Perun

Granted Powers: Your words reverberate with the power of the heavens. Deafening crashes explode from your speech, covering the sinner and the heretic alike.

Voice of the Heavens (Sp): You can utter a syllable of power that dazes one creature within 30 ft. of you (Will save negates). You may use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a sonic effect but since it is a divine word taken directly from a deity's lips, deaf creatures are not immune to this ability.

Rolling Thunder (Su): At 8th level, you can emit a blast of sound in a 30-ft. cone that knocks creatures prone. You can make a trip combat maneuver against all creatures within the cone, using your inquisitor level plus your Wisdom modifier as your CMB. You may use this ability once per day at 8th level and one additional time per every three levels thereafter.

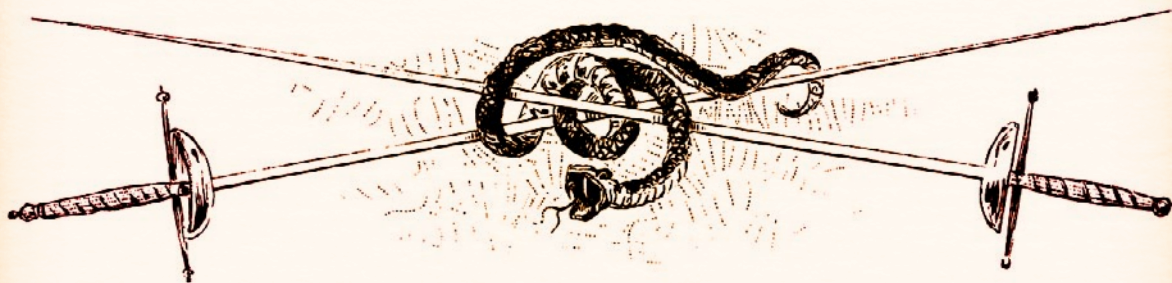
WEAPONS INQUISITION

Deities: Perun, Volund

Granted Powers: Only through weapons can the true faith be spread.

Spiritual Weapon (Sp): You can cast *spiritual weapon* once per day as a spell-like ability. You use your inquisitor level as your base attack bonus when making attack rolls with the weapon. You also add your Wisdom modifier to the damage inflicted by a successful hit.

Weapon Training (Ex): At 6th level, you can select one fighter weapon group from page 56 of the *Pathfinder Roleplaying Game Core Rulebook*. This group must include your deity's favored weapon. You gain proficiency with all these weapons. You also gain a +1 bonus to attack rolls and damage rolls with your deity's favored weapon, including any combat maneuver checks made with this weapon. You also add this +1 bonus to your CMD when defending against disarm and sunder attempts made against this weapon.



NEW ARCHETYPES

GHOST HUNTER

The angry dead plague the faithful. A few religions consider the ghost an abomination that must be dispatched with ruthless efficiency.

Stern Will (Ex): The ghost hunter gains a +2 morale bonus to resist fear spells and effects and attempts at possession such as *magic jar*. This replaces stern gaze.

See the Unseen (Su): At 3rd level, the ghost hunter can use *see invisibility* for a number of rounds equal to her inquisitor level. These rounds do not need to be consecutive. This replaces *discern lies*.

Ghost Touch (Su): At 5th level, an inquisitor can imbue one of her weapons or armor with the *ghost touch* special ability as a swift action. Once selected, the inquisitor can change the weapon or armor so enhanced as a swift action. This ability functions only while the inquisitor wields the weapon or wears the armor. If dropped or taken, the weapon or armor 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 replaces bane and greater bane.

Incorporeal Dissolution (Su): At 14th level, the ghost hunter can disperse an incorporeal creature. Incorporeal creatures the inquisitor damages with an attack with a weapon must make a successful Will saving throw or dissolve for 1d4 rounds. While in this state, the creature cannot take any actions or be the subject of attacks or abilities. The incorporeal creature reforms in the space it was when the attack was made. If the attack also results in a successful critical hit, the incorporeal creature must make a Will save or

be destroyed (or killed if living). A successful save disperses the creature for 1d4 rounds. This replaces exploit weakness.

HAND OF GOD

Death is a sacrament—a way to finally and fully embrace the divine. A few creatures resist conversion or refuse to repent their improper ways and must be granted this sacrament through the church's holy slayers. The hand of god ensures a religion's foes and heretics meet the end they deserve.

Skill Ranks per Level: 8 + Int modifier.

Weapon and Armor Proficiency: The hand of god is proficient with all simple weapons, plus the hand crossbow, repeating crossbow, and the favored weapon of his deity. He is also proficient with light armor but not with shields.



Agent of Deception (Ex): The hand of god must infiltrate the strongholds of foes unseen and approach without alerting them to danger. He gains a bonus equal to 1/2 his inquisitor level (minimum 1) to all Bluff and Disguise checks. This replaces stern gaze.

Hands of Death (Ex): The hand of god gains Improved Unarmed Strike as a bonus feat. He deals unarmed damage as a monk equal to his inquisitor level. When using an unarmed strike against an opponent denied his Dexterity bonus to AC (whether or not the target actually has a Dexterity bonus), or when the hand of god flanks his target, the hand of god inflicts +1d6 damage and an additional +1d6 points for every two inquisitor levels after 1st. This otherwise acts as the rogue sneak attack ability and stacks with sneak attack gained through other classes. This replaces *detect alignment*.

Stunning Fist (Ex): At 4th level, the hand of god gains Stunning Fist as a bonus feat. He does not need to meet the prerequisites.

Magic Strike (Su): At 4th level, the hand of god's unarmed strikes are considered magic for the purposes of overcoming damage reduction. At 10th level, his unarmed strikes are considered aligned for the purposes of overcoming damage reduction. This alignment must be selected at 10th level and must belong to his deity. Once selected, it cannot be changed. At 16th level, the hand of god's unarmed attacks are treated as adamantine weapons for the purposes of overcoming damage reduction (but not bypassing hardness). This replaces bane.

Greater Hands of Death (Su): As a swift action at 12th level, the hand of god can imbue his unarmed attacks with one of the following properties: *anarchic*, *axiomatic*, *flaming*, *frost*, *ghost touch*, *holy*, *keen*, *shock*, *thundering*, or *unholy*. Once selected, the type of enhancement

can be changed as a swift action. At 16th level, the hand of god can imbue his unarmed attacks with two of the above properties. The hand of god cannot select an alignment-based enhancement opposed to his own or his deity's. 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 replaces greater bane.



PENITENT

A few inquisitors regret their fanaticism and attempt to make amends for the harm they caused. These inquisitors gain a more nuanced understanding of what their faith demands and sometimes come into conflict with inquisitors of their own faith.

Negate Judgment (Su): The penitent can negate a judgment imposed by another inquisitor. She must consume one of her daily uses of a judgment to use this ability, and the target inquisitor must be within 60 ft. and visible to her. This ability does not work against an inquisitor 4 or more levels higher than the penitent.



Dispensation (Su): At 4th level the penitent gains the paladin's ability to lay on hands to grant mercies as a paladin equal to her inquisitor level. At 4th level she chooses one mercy available to a 4th level paladin. She may use lay on hands to dispense this mercy but not heal hit point damage or damage undead. The penitent can select a new mercies as she advances in levels as if she was a paladin equal to her inquisitor level. She may use this ability a number of times per equal to 3 + her Wisdom modifier. This replaces solo tactics.

Forgiveness (Sp): At 8th level, the penitent may cast *atonement* once per day as a spell-like ability.

Ex-Inquisitors

An inquisitor who becomes an ex-inquisitor can, with the GM's permission, take the penitent archetype, replacing her class abilities with appropriate archetype abilities. If the character atones or joins a different faith, she loses her penitent abilities and regains her previous inquisitor class abilities.

STALKING SHADOW

The enemies of an inquisitor's faith are ruthless and immoral. They do not hesitate to strike how and when they can at those who do not share their beliefs or morals. A stalking shadow hunts and kills heretics by any means necessary. Their way is not the way of public preaching or calls to convert. They are silent, invisible, and deadly.

Weapon and Armor Proficiency: The stalking shadow is proficient with all simple weapons, plus the hand crossbow, repeating crossbow, shortbow, and the favored weapon of his deity. He is also proficient with light armor but not with shields.

Allied with the Dark: The stalking shadow must take the Darkness inquisition or the Darkness domain.

Cunning Stealth (Ex): At 1st level, the stalking shadow adds his Wisdom modifier to Stealth checks as well as his Dexterity modifier. This replaces cunning initiative.

Killing Blow (Ex): At 3rd level, the stalking shadow gains the sneak attack ability of the rogue. His rogue levels for determining sneak attack damage and flanking ability are equal to his inquisitor levels. Sneak attack ability gained from the rogue class and other classes stack with killing blow. This replaces bane and greater bane.

Stalking Vengeance (Su): As a swift action, the stalking shadow can invoke stalking vengeance against one foe within 30 ft. of him that he can see. He may move his speed toward the foe and make a melee attack against the creature in addition to any other actions he can perform during the round. If the stalking shadow damages the target after the melee attack, he gains the use of Step Up as long as the target remains adjacent to him. He may do this a number of times per day equal to 3 + Wisdom modifier. This replaces his teamwork feats.

Shadow Strike (Ex): At 5th level, the stalking shadow gains shadow strike as a bonus feat. This replaces *discern lies*.

Walking Shadow (Ex): The stalking shadow learns to remain as insubstantial as a shadow while hunting. At 11th level, he can use the Stealth skill against creatures with blindsense, blindsight, and tremorsense. A blind creature with these senses treats

the stalking shadow as invisible when the inquisitor makes a successful Stealth check. This replaces stalwart.

SWORN FOE

Inquisitors known as sworn foes take an oath to slay a particular type of creature. They study their enemies, learning their methods, habits, and weaknesses. More than other inquisitors, sworn foes focus on tracking and killing their targets. They are not concerned with punishing heretics or dissenters.

Weapon and Armor Proficiency: A sworn foe is proficient with light armor and shields.

Weapon Master (Ex): At 1st level, the sworn foe gains as a bonus feat Weapon Focus with the favored weapon of her deity. She does not need to meet the prerequisites for this feat. At 4th level, she gains Weapon Specialization in the same weapon without having to meet the prerequisites.

Killer (Ex): At 4th level, the sworn foe gains a favored enemy from the ranger list. She gains a +2 bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of her selected type. Likewise, she gets a +2 bonus to weapon attack rolls and damage rolls against them. At every four levels thereafter she may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. This replaces teamwork feats.





WITCH HUNTER

The hags and crones who plague commoners are not the stuff of superstition. Witches exist and many inquisitors take it upon themselves to root out and destroy these creatures.

Arcane Lore (Ex): A witch hunter adds his Wisdom modifier to Knowledge (arcana) checks and Spellcraft checks in addition to his Intelligence modifier. This replaces monster lore.

Cunning Counterspell (Ex): A witch hunter may counterspell another spell with any spell he knows as long as he makes a successful Spellcraft check and the spell he uses is of a level equal to or greater than the level of the spell he intends to counter. This ability counts as the Improved Counterspell prerequisite for other feats. This replaces cunning initiative.

Witch Finder (Sp): The witch hunter gains Detect Expertise as a bonus feat.

Judgment (Su): A witch hunter gains the following judgment in addition to the normal list of inquisitor judgments.

Disruptive (Ex): The inquisitor is considered to have the Disruptive feat while this judgment is active. At 10th level, he also gains the use of Spellbreaker while this judgment is active.

Witch Killer (Ex): A witch hunter is practiced in slaying witches and their ilk. At 3rd and every three levels thereafter, the witch hunter gains a bonus feat in addition to those gained from normal advancement. These feats must be selected from the following list: Disruptive Spell, Following Step, Parry Spell, Spell Penetration, Step Up, and Step Up and Strike. The witch hunter must meet the feat's prerequisites. This replaces solo tactics and teamwork feats.

NEW SPELLS

BRAND, GREATER

School transmutation; **Level** inquisitor 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 day/level (D)

Saving Throw Fortitude negates

Spell Resistance yes

This spell acts just like *brand* except with the following changes. Creatures who worship the same god as you act unfriendly to the target of this spell if they can see the brand. You also gain a +4 sacred bonus to checks to track the target.

ENHANCED JUDGMENT

School transmutation; **Level** inquisitor 3

Casting Time 1 swift action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

When you cast this spell, you are considered three inquisitor levels higher for determining the bonuses granted from one active judgment. You may enhance only one judgment this way, and the judgment must be selected at the time of casting. If you change this judgment for another, the spell ends.

FINAL REST

School necromancy; **Level** cleric/inquisitor 6

Casting Time 10 minutes

Components V, S, M/DF

Range close (25 ft. + 5 ft./level)

Target one undead creature with the rejuvenation ability

Duration instantaneous

Saving Throw Will negates

Spell Resistance yes

This spell works only against undead creatures with the rejuvenation ability. Once the undead creature is “destroyed,” you must cast this spell on the physical remains. In the case of a ghost, you must locate the creature’s body, bones, or specific area or item that the ghost haunts and cast the spell there. A failed Will saving throw permanently destroys the undead creature.

HUNTER'S JUDGMENT

School transmutation; **Level** inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

When you cast this spell, you gain the ranger’s favored enemy class ability against one creature type (and subtype) selected when the spell is cast. Your ranger level for determining your total bonus to attack rolls, damage rolls, and applicable skill checks is equal to your inquisitor level.

INVISIBLE HUNTER

School illusion (glamer); **Level** inquisitor/ranger 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 min./level (D)

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

You and all your gear become invisible to one creature chosen at the time of casting. All other creatures can see you normally. This spell otherwise acts as *invisibility*.

LEND CONDEMNATION

School transmutation; **Level** inquisitor 2

Casting Time 1 standard action

Components V, DF

Range touch

Target one ally

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

You allow an ally to become the bearer of your divine justice. The target gains the ability to invoke one of your condemnations against a foe with a successful melee touch attack. The condemnation inflicts all the penalties and conditions you would inflict. Casting this spell also consumes one of your daily uses of the condemnation ability.

NAIL FOOT

School necromancy; **Level** inquisitor/ranger/witch 2

Casting Time 1 full round

Components V, S, M/DF

Range touch (see text)

Target one or more footprints of creatures you are tracking

Duration instantaneous (see text)

Saving Throw Fortitude negates

Spell Resistance yes

You can cast this spell on the footprints or tracks of a creature you have successfully tracked using the Survival skill. Once the spell is complete, you pierce the footprint with a sharp object such as a sword, dagger, or nail. If the creature you are tracking is within 20 miles of you when you cast the spell, it takes 1 piercing damage and its speed is reduced by half because its foot is wounded as if it had stepped on a caltrop. Because this is a magical link between the footprint and the creature, damage reduction does not affect damage from this spell. You may do this to a number of footprints equal to your caster level, but each

use grants a new saving throw to resist the spell. Each use inflicts 1 damage and reduces the affected creature's speed by half to a minimum of 5 feet. The wounded creature may resume its normal movement with a DC 15 Heal check or 1 point of magical healing. Creatures with unusual anatomy might not have their speed reduced, but they still take damage.

WELL OF ANGRY SOULS

School illusion (fear [mind-affecting]); **Level** inquisitor 3

Casting Time 1 standard action

Components V, S, M/DF

Range close (25 ft. + 5 ft./level)

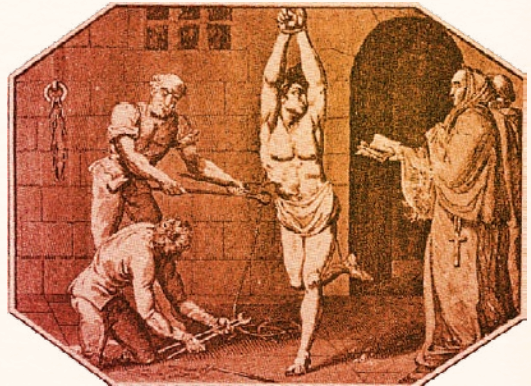
Area 20 ft.

Duration 1 round/level

Saving Throw Will negates (see text)

Spell Resistance yes

When you cast this spell, the area becomes filled with whirling, ghostly creatures that howl with what creatures imagine is the plaintive cry of the angry, unsettled dead. Creatures in the area of the spell believe these dead creatures castigate them for past misdeeds and thoughts, and they must make a Will save or become shaken. A new saving throw is required each round to prevent this fear from becoming one step greater. If the creature or creatures affected belong to your religion, they are so terrified that they cannot flee the area if frightened or panicked.



NEW FEATS

ADDITIONAL CONDEMNATION

Your condemnation ability inflicts an additional condemnation.

Prerequisite: Condemnation class feature.

Benefit: Select one additional condemnation for which you qualify. When you use a condemnation, the target is also affected by this condemnation.

Special: You can select Additional Condemnation multiple times. You must select a different condemnation each time.

CONDEMNATION STRIKE

Your weapon strikes with the power and disapproval of your deity.

Prerequisite: Condemnation class feature.

Benefit: As a swift action you may imbue your melee attacks with your condemnation. The next successful melee attack you make inflicts the target with your condemnations. You may do this only once per turn even if you possess multiple attacks from a high base attack bonus.

EXTRA CONDEMNATION

You have earned the right to use more condemnations in a day.

Prerequisite: Condemnation class feature.

Benefit: You can use your condemnation ability two additional times per day.

Special: You can gain Extra Condemnation multiple times. Its effects stack.



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