

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

TABLE 1–2: INQUISITOR SPELLS PER DAY

**EDICT OF ARBITRATION**

You swear an edict of divine justice—one that may be served at your convenience.

**Judgement** While under the effects of this Judgement, you may choose to deal non-lethal damage with your Strikes, including any alignment damage you would deal. This converts lethal damage to nonlethal damage, but any weaknesses, resistances, and immunities to the damage type still apply.

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*“...I have never faced a god before. I don’t really know what I was expecting, but it was not a child. Even so, I could not deny the power of his presence...”*

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**INQUISITOR’S CALLING**

As an inquisitor, you may see many paths to your service. The primary charge you take up is referred to as your Calling. Choose an inquisitor’s calling. The callings presented in this book are as follows.

**CALLING OF ABSOLUTION**

You are called to exonerate others and your deity has given you the tools to do so. You gain access to the Edict of Penitence. You are trained in Deception and gain the Pliable Principles inquisitor feat.

**EDICT OF PENITENCE**

You swear an edict of divine punishment for wrongs done.

**Judgement** The status bonus to Strikes from Divine Providence also applies to Deception checks made to Feint. On a Feint, you can use the following success and critical success effects instead of any other effects you would gain when you Feint; if you do, other abilities that adjust the normal effects of your Feint no longer apply.

**Critical Success** The target takes a –2 circumstance penalty to Will saving throws and Will DCs against any effects you apply with the Mental trait until the end of your next turn. The target can use a single action with the concentrate trait to reconcile the weight of its sins to remove this effect.

**Success** The target takes a –2 circumstance penalty to Will saving throws and Will DCs against any effects you apply with the mental trait until the end of your current turn.

**Special** You goad others to do better by reminding them of past misdeeds. When you use Follow My Lead with this judgement effect, instead of the normal effects, the target ally gains a +2 circumstance bonus against effects with the mental trait.

**HALLOWED EDICT OF PENITENCE LEVEL 7**

The calling to absolve heretics of their sin strengthens ever further. Add *bane* to your spell repertoire. While in Divine Precept, when you successfully Feint against a foe, they must immediately attempt another saving throw against any *bane* spell you have active if they have not already been affected.

**CONSECRATED EDICT OF PENITENCE LEVEL 15**

You don’t need to split attention from your calling even when giving orders. When you enter your stance or use Follow My Lead, you can Feint as a free action.

**CALLING OF PIETY**

You are called to be pious, holding tightly to the directions of your deity and hoping to help others do the same. You gain access to the Edict of Healing. You are trained in Diplomacy and gain the Quell the Panic inquisitor feat.

**EDICT OF HEALING**

You swear an edict of vigorous, life-giving power.

**Judgement** On your first successful weapon Strike each round, you gain temporary Hit Points equal to your Wisdom modifier (if positive) plus half your level (minimum 1). These temporary Hit Points expire if you change your Judgement or leave your stance.

**HALLOWED EDICT OF HEALING LEVEL 7**

The healing power of your calling is strengthened ever further. Add *spirit link* to your spell repertoire. When you apply the effects of Edict of Healing to an ally with Follow My Lead, they use your Wisdom modifier (if higher than their own) when determining the amount of temporary Hit Points gained. Additionally, the temporary Hit Points expire after 1 minute instead of upon changing your Judgement or leaving Divine Precept.

**CONSECRATED EDICT OF HEALING LEVEL 15**

You soothe aches and repair wounds to those that follow you. When you use Follow My Lead, you restore Hit Points equal to your current temporary Hit Points to yourself and your target.

**CALLING OF RETRIBUTION**

You are driven down a path of retribution, seeking to provide justice or root out wrongdoers. You gain access to the Edict of Destruction. You are trained in Intimidation and gain the Stern Gaze inquisitor feat.

**EDICT OF DESTRUCTION**

You swear an edict of divine destruction.

**Judgement** Choose an alignment that matches that of your deity. Your first melee strike each round deals additional damage equal to your Wisdom modifier of that type. If your deity is neutral or otherwise would not provide you with alignment damage, you instead deal positive damage to undead or negative damage to other creatures.

**KEY TERMS**

**Inquisitor:** This indicates abilities from the inquisitor class.

**Commander:** Feats with the commander trait are special feats that significantly alter how shouts work. You can only have one feat with this trait. Feats with the commander trait typically serve as a prerequisite for other feats that further specialize your use of shouts.

**Shout** A shout is an action that typically imparts a buff on an ally. A target can only be affected by one shout at a time and the target must be able to hear you (or see you, if the shout action has the visual trait). Shouts generally have a range of 30 feet unless otherwise specified. Shouts do not affect creatures with the minion trait.

**Stance:** A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can’t use another one for 1 round. You can enter or be in a stance only in encounter mode.

**Teamwork:** Actions with this trait require coordination between two or more individuals. These special actions are granted by an ally and can temporarily be used on your turn using your own proficiencies, ability scores, and so on. When you use a teamwork action and the effects resolve, you lose access to that action until the next time it is granted to you by an ally’s ability. Because of the coordination necessary to perform these actions successfully, you may only use one teamwork action per turn, unless you are performing a reaction with the teamwork trait.