

# FANTASTIC FEATS

- VOLUME XXIII -

## INQUISITORS



# Preface

**Fantastic Feats**

**Volume 23**

**Inquisitors**

*Fantastic:*

*Adjective - Strange, different; imaginary*

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is about Inquisitors, the grim and determined hunters of enemies of the faith.

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# Inquisitor Feats

Inquisitors feats can only be taken and used by Inquisitors who are in good standing with their deity. This means they must not be corrupted or to be a prohibited alignment.

Once these issues have been dealt with and the inquisitors have atoned for their actions they can access to these feats again. This also applies if, for some reason, they switch deities.

## Alignment Damage

The inquisitor fights the enemy of the church on many fronts. Those who openly oppose and are against what their deity stands for deserve, and get, special treatment.

### Prerequisites

2<sup>nd</sup> level, CHA or STR 14+

### Bonus

When in melee combat with someone or something of an alignment that is opposed to the inquisitor's patron deity, the inquisitor's minimum damage is increased by +1, so 1-6 damage would become 2-6 etc.

### Special

The downside is if fighting someone with the same alignment, then the maximum damage is reduced by 1. E.g. 1-6 would then become 1-5.

## Divine Chance

Acting through their servants, the divine will can be hard for a mortal to understand.

### Prerequisites

3<sup>rd</sup> level, CHA 14+

### Bonus

Once per day may re-roll any dice roll associated with Inquisitor spells, but must accept the second result, even if it is worse than the first roll.

## Divine Spell Strength

The will of the divine flows stronger through some inquisitors when compared to others. This can manifest itself in stronger spells that are harder to resist.

### Prerequisites

1<sup>st</sup> level, CHA 14+

### Bonus

Any spells marked as being Inquisitors' spells have the DC to resist them increased by +2 when cast by an inquisitor with this feat

## Effective Judgement

When hunting down heretics, having the knowledge from your divine patron on how to have more effective judgements can give you an advantage

### Prerequisites

1<sup>st</sup> level, CHA 14+

### Bonus

The inquisitor gains +1 to their effective level when determining level based effects of any judgements.

## Inquisitor Initiative

There is a saying that “my body is a temple”. Some inquisitors believe this and strive to maintain their body the way their deity desires. Those that do so are rewarded with improved combat reflexes.

### Prerequisites

1st level

### Bonus

Once per the inquisitor may do one of the following:

Re-roll an initiative check or  
+2 to an initiative dice roll

### Special

Can be taken twice, but the second use per day must be the other option

## Longer Bane Duration

Using Bane is an effective tool in the inquisitors’ arsenal. By studying holy texts and notes of older inquisitors, they can increase the duration that Bane can be used in the day.

### Prerequisites

5<sup>th</sup> level, CHA 15 or INT 15+

### Bonus

*Applies to Bane and Greater Bane*

The number of rounds per day that bane can be used is increased by +2

### Special

Can be taken multiple times, but increases the level and CHA/INT requirements by +1 each time.

## Sterner Gaze

The gaze of the inquisitor can break those with weak wills. Some have gazes that are stronger than others and they use this effectively against their foes.

### Prerequisites

1<sup>st</sup> level, CHA 14+

### Bonus

The level of the inquisitor is treated as being 1 effective level higher when determining the morale bonus from Stern Gaze

### Special

Can be taken multiple times, increasing CHA requirement by +1 each time.

# Coming Soon

## Fantastic Feats Volume 24 Stupid & Overpowered 5

The Stupid and Overpowered subset of the FF series continues with feats themed around defences and protection.

## Empire Builder Country Name Generator

The first part of the Empire Builder has a system for random determination of a country name and title. Handy for those times when you need a country name or inspiration

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