**Inquisitor**

Credit to Tenno Senremel

**1st Circle - Seal**SU: as a move or standard action, you can place [Sealed] condition on any one creature that is not you within [Medium] range.

**[Sealed]** condition lasts 5 rounds. A [Sealed] creature takes damage equal to the KOM of the character that [Sealed] it when it activates a Supernatural or Spell-Like Ability, or when it casts a spell. Passive, always on abilities do not trigger this damage. A target with more than one seal on it is only damaged by the seal placed by the character with the highest KOM.

All abilities of this track (other than Seal itself) can only be used on targets you have [Sealed] yourself. Furthermore they actually affect all of them at the same time, although you can exclude some from the effect if you so desire.

**Bind space**SU: targets are [Slowed] for 2 rounds. Fortitude save DC 10 + 1/2 your level + your KOM negates.

**2nd Circle - Blaze**SU: targets are [On Fire]. Using this ability is a swift action.

**3rd Circle - Leech**SU: when a creature is damaged by your [Seal] you heal a number of HP equal to your KDM.

**4th Circle - Doom**SU: as a move action you can apply one of the following conditions for 2 rounds to your targets: Bleeding, Dazzled, Deafened, Revealed. Will save DC 10 + 1/2 your level + your KOM negates.

**5th Circle - Empowered seal**EX: Seal's damage increases to twice your KOM. You can now use Seal as a swift action and Blaze as a free action if you so desire.

**6th Circle - Suffering**SU: as a standard action you can apply one of the following conditions for 2 rounds to all targets: Battered, Fatigued, Sickened. Fortitude save DC 10 + 1/2 your level + your KOM negates.

**7th Circle - Rave**SU: once per round as a free action when you apply Bind space, Blaze, Doom or Suffering you can remove the very condition you apply from yourself. If you do you can opt to deal [Fire] damage equal to your level to targets you just affected.

You are now immune to [Sealed] condition.