



# Character creation & advance system

an

## INQUISITOR

THE BATTLE FOR THE EMPEROR'S SOUL

supplement

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## Introduction

Although, in a sense, this goes against what the Inquisitor game is designed for, (ie: putting faith in players to create characters that will make for a good game) we felt we'd create this system so characters can fight each other, advance and gain battle scars in a similar way to skirmish games such as Necromunda and Mordheim. In short, we wanted to make Inquisitor competitive, which is the one thing that would ruin the game without some guidelines – such as these!

It is also a way for GMs to create NPCs in a quick and simple process. Basically, our Inquisitor games were greatly enhanced by these simple additions and now we'd like to share them with the rest of the community.

## Characteristic Generation

To generate each characteristic see the chart below and add the amount of d10's specified. After you have determined each value, you may call upon the Emperor's Blessing. You may have two re-rolls and these may be for the same characteristic value.

Keep in mind that these are for creating new characters that will eventually advance to veterans. For more experienced characters, just increase the base numbers to whatever you wish.

Characteristic	Base	d10's
Weapon Skill	30	3
Ballistic Skill	20	2
Strength	30	3
Toughness	30	2
Initiative	25	3
Willpower	30	2
Sagacity	30	4
Nerve	15	3
Leadership	40	3

## Traits

Your character will have some additional bonuses to his profile in the form of Traits. Roll twice on the following table to determine what additional Traits your character possesses. If you roll the same trait twice, you may accept the additional bonus or re-roll.

d100	Trait	Result
1-11	Born Warrior	+5 WS
12-22	Eagle Eyes	+5 BS
23-33	Muscle Bound	+5 S
34-44	Rock-Hard	+5 T
45-55	Keen Senses	+5 I
56-66	Strong Mind	+5 Wp
67-77	Gifted	+5 Sg
78-88	Cool Head	+5 Nv
89-100	Commanding	+5 Ld

## Backgrounds

Most Imperial citizens are constrained by birth and social norms, but not your characters. They've left behind the life of those they grew up with or passed their apprenticeships in the trades of the Imperium. However, their backgrounds still form part of who they are before they involved themselves with the Inquisition.

Roll twice on the Backgrounds table and choose one of the results. Once you have selected your background, choose 2 of the bonuses detailed in its description and apply the results to your character.

You may equip your character with up to three common weapons as detailed in the Equipment Availability section of the Inquisitor rulebook. Then add the additional choices (if any) from your background.

d100	Background
1-5	Agitator
6-10	Bounty Hunter
11-15	Entertainer
16-20	Feral
21-25	Hired Gun
26-30	Initiate
31-35	Medic
36-40	Noble
41-45	Patrolman
46-50	Pit Slave
51-55	Psyker
56-60	Rating
61-65	Rogue Psyker
66-70	Scavvy
71-75	Smuggler
76-80	Thug
81-85	Tech
86-90	Trader
91-95	Wyrd
96-100	Zealot





## **Agitator**

Agitators speak for their cause, no matter what the risk. They also have a knack for getting others to join them in their struggles.

### **Bonuses**

#### **Characteristic Increases:**

+10 Ld, +5 Nv,

#### **Special Abilities:**

Heroic, Leader, Telepathy – Embolden or Enforce Will

#### **Additional Equipment**

Thick Jacket (Armour 1 to Chest, Abdomen and Arms)

## **Bounty Hunter**

Bounty Hunters go where Imperial authority can't. They're trained to capture their targets dead or alive.

### **Bonuses**

#### **Characteristic Increases**

+10 BS, +5Nv

#### **Special Abilities**

Deadeye Shot, Lightning Reflexes, Nerves of Steel

#### **Additional Equipment**

Concealed Armour (Armour 2 to Chest and Abdomen, Armour 1 to Arms, Groin and Legs),  
Auspex – Bio-scanner

Choose one: Bolas Launcher, Needle Rifle, Webber, Shock Maul or 3 Tanglefoot Grenades

## **Entertainer**

Entertainers can be acrobats, knife throwers, actors or dancers. They use their skills to take their audiences minds off the drudgery of their existence and defend themselves.

### **Bonuses**

#### **Characteristic Increases**

+10 I, +5 BS, +5 WS

#### **Special Abilities**

Acrobatic, Catfall, Dodge, Lightning Reflexes

#### **Additional Equipment**

Choose one: 3 Blind Grenades or 3 Photon Flash Grenades

## **Feral**

Humans from backwater planets and harsh environments are toughened by their experiences, and can handle themselves in a fight.

### **Bonuses**

#### **Characteristic Increases**

+10 T, +5 WS

#### **Special Abilities**

Furious Assault, True Grit, Frenzy

#### **Additional Equipment**

Thick Furs, Toughened Leathers and Scale Vest (or equivalent) (Armour 2 to chest, Armour 1 to all other locations)

## **Hired Gun**

There's always need for someone handy with a gun on most worlds. Hired Guns sell their services to the highest bidder.

### **Bonuses**

#### **Characteristic Increases**

+10 BS, +5 WS

#### **Special Abilities**

Deadeye Shot, Fast Draw, Gunfighter, Hipshooting, or Quickload

#### **Additional Equipment**

Flak Vest (Armour 3 to Chest and Abdomen)

Choose one: Hunting Rifle, Long Rifle or Bolt Pistol

## **Initiate**

It takes dedication and strong faith to rise through the ranks of the Ecclesiarchy. Initiates have only just begun this process.

### **Bonuses**

#### **Characteristic Increases**

+10 Ld, +5 Nv

#### **Special Abilities**

Heroic, Force of Will, Word of the Emperor

#### **Additional Equipment**

Breastplate (Armour 5 to Chest and Abdomen)

## **Medic**

Healers are much sought after on every world. Those who leave their occupation for something more exciting generally end up keeping their skills honed.

### **Bonuses**

#### **Characteristic Increases**

+10 Sg, +5 I

#### **Special Abilities**

Dodge, Medic, Biomancy - Regenerate

#### **Additional Equipment**

2 Medi-paks

Choose one: Gas Mask or Filtration Plugs

Choose one: 2 doses of Slaughter, Psychon, Reflex or Spur

## **Noble**

The restricted life of a Noble in the old families of the Imperium can breed discontentment amongst the youth. They come to rely on training and family heirlooms, granted to them by their expert trainers and wealthy families, when exploring the galaxy.

### **Bonuses**

#### **Characteristic Increases**

+10 WS, +5 Ld

#### **Special Abilities**

Deflect Shot, Feint, First Strike, Lightning Reflexes

#### **Additional Equipment**

Mesh Armour (Armour 4 to all except for head)

Choose one: Plasma Pistol, Power Sword, Refractor Field



## Patrolman

There is always a need for order, and Patrolmen belong to one of the organizations that enforce it across the Imperium. Being steady under fire and learning how to detain suspects are important skills common to any Patrolman.

### Bonuses

#### Characteristic Increases

+10 Nv, +5 BS

#### Special Abilities

Nerves of Steel, True Grit

#### Additional Equipment

Carapace Armour (Armour 6 on all locations except head), Open helmet (Armour 5 on Head)

Choose one: Shock Maul, Webber

## Pit Slave

Industry needs man power, and quite often, it will be indentured workers. Occasionally the slaves will rebel and escape, seeking a way to a better life.

### Bonuses

#### Characteristic Increases

+10 S, +5 T

#### Special Abilities

Ambidextrous, Furious Assault, True Grit, Fearsome

#### Additional Equipment

Average Bionic Arm (+15 S, +1 Armour) with Chain Weapon implant

## Psyker

A sanctioned psyker is a powerful force. Trained by the Imperium, they have can cope with the raging powers of the warp better than most.

### Bonuses

#### Characteristic Increases

+10 Wp, +5 Sg

#### Special Abilities

Psychic Powers from a single discipline, Familiar

#### Additional Equipment

Choose one: Force Weapon, Deamonic Weapon (Deamonic Beast).

## Rating

On the vast ships of the Imperium, Ratings deal with tasks that need muscle, not training, such as loading shells and clearing debris. However, they also make up boarding parties and are trained for close combat.

### Bonuses

#### Characteristic Increases

+10 S, +5 WS

#### Special Abilities

Furious Assault, Heroic, True Grit

#### Additional Equipment

Carapace Armour (Armour 6 to Chest and Abdomen), Flak Armour (Armour 3 to Arms, Legs and Groin), Closed Helmet (Armour 6 to Head)

Choose one: Chainweapon or Bolt Pistol

## Rogue Psyker

Perhaps an escapee from a Black Ship, Rogue Psykers are constantly hiding their secrets. They need to be able to control their power, and need sharp senses to keep them ahead of their pursuers.

### Bonuses

#### Characteristic Increases

+10 Wp, +5 I

#### Special Abilities

Dodge, Lightening Reflexes, Psychic Powers from a single discipline

#### Additional Equipment

Thick Jacket (Armour 1 to Chest, Abdomen and Arms)

## Scavvy

The dregs of society struggle through their existence in the bowels of hive worlds. They need to be tough to survive the constant battle for the bare necessities of life.

### Bonuses

#### Characteristic Increases

+10 T, +5 WS

#### Special Abilities

Furious Assault, True Grit, Fearsome, Frenzy

#### Additional Equipment

Scrap Vest (Armour 2 to Chest, Abdomen)





## Smuggler

Sharp wits and luck keep Smugglers a step ahead of the authorities. Knowing when to run is also another common trait to these shift individuals.

### Bonuses

#### Characteristic Increases

+10 I, +5 BS

#### Special Abilities

Dodge, Fast Draw, Heroic, Lightening Reflexes

#### Additional Equipment

Thick Jacket (Armour 1 to Chest, Abdomen and Arms)

Choose one: Needle Pistol, Refractor Field

Choose one: 2 doses of Spook or Spur

## Tech

Educated humans are few and far between in the Imperium. Tech's are sought after for the knowledge they possess, far above that of the average citizen.

### Bonuses

#### Characteristic Increases

+10 Sg, +5 Nv

#### Special Abilities

Dodge, Medic

#### Additional Equipment

Medi-Pak

Choose one: Advanced Bionics (choose location), Mechadendrite, MIU, Servitor (Cyber Mastiff) or 2 Haywire Grenades.

## Thug

A ganger or stand-over man, common on every world, Thugs do whatever their bosses tell them to do. This usually revolves around intimidation of some sort or roughing up the competition.

### Bonuses

#### Characteristic Increases

+10 WS, +5 BS

#### Special Abilities

First Strike, Gunfighter, Hipshooting

#### Additional Equipment

Thick Jacket (Armour 1 to Chest, Abdomen and Arms), Chainweapon

## Trader

Traders run private businesses throughout the Imperium. They have the contacts and the funds to gain them access to many rare pieces of equipment.

### Bonuses

#### Characteristic Increases

+10 Sg, +5 Ld

#### Special Abilities

Dodge, Lightening Reflexes, Telepathy – Any power

#### Additional Equipment

Choose one: Refractor Field, Shuriken Catapult, Neural Whip or Digital Weapon

## Wyrd

The internal abilities that come naturally to Wyrd's are generally enough to see them cast out from the place where their secret is revealed. Learning to cope with abuse builds up their nerve as they learn to live apart from the rest of humanity.

### Bonuses

#### Characteristic Increases

+10 Nv, +5 Wp

#### Special Abilities

Dodge, Lightening Reflexes, Wyrd – Power from any discipline.

#### Additional Equipment

Thick Jacket (Armour 1 to Chest, Abdomen and Arms)

## Zealot

Throughout the Imperium there are those prone to mob mentality and violent application of the Imperial Creed. Zealots welcome the chance to use the cleansing fire of the Emperor on any heretics that cross their paths.

### Bonuses

#### Characteristic Increases

+10 Nv, +5 WS

#### Special Abilities

Ferocious Assault, Force of Will

#### Additional Equipment

Choose one: Chainweapon or Exterminator





## Mutation

You may elect to mutate your character. We recommend that if your character has a background of an Initiate, Noble, Patrolman or Zealot that you don't mutate the warrior, as mutants don't make it very far with these backgrounds. However, there are exceptions to any rule in Inquisitor.

To add mutations to your character roll d3 times on the following table and apply the results. If you roll a psychic power, then randomly determine the power from the discipline specified. If you roll the same mutation twice, you can add it to your character if applicable, ignore it or roll again.

d100	Mutation
1-5	Rot: Injuries are always moved up one level
6-10	Wyrd: Misc Powers
11-15	Spines: Free additional attack, counts as a knife.
16-20	Wyrd: Biomancy
21-25	Foul Stench: Enemies with a sense of smell suffer -5WS in close combat, -10 Ld.
26-30	Cyclops: Double range modifiers
31-35	Fearsome
36-40	Wyrd: Telepathy
41-45	Grossly Fat: -10 I, +10 T
46-50	Bestial: Frenzy, -10 Sg
51-55	Wyrd: Telekinesis
56-60	Extra Arm
61-65	Regeneration
66-70	Wyrd: Pyromancy
71-75	Reptilian: Armour 2 to all locations, -10 I if in cold location.
76-80	Spit Acid
81-85	Wyrd: Demonology
86-90	Slow Witted: -10 to I, Sg and Ld
91-95	Vampirism
96-100	Choose Mutation

*Note: There is also a fine mutation table in the article on creating aliens on the Specialist Games website, which you should feel free to use instead of this one.*



## Final Touches

When you have completed all of the above processes, you may add +5 to two separate characteristic values. All you need to do is come up with a name and a bit of history and you have a completed character for games of Inquisitor.

## Character Creation Example

I begin by rolling for Characteristic Values and my new character ends up with the following profile...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	42	35	36	58	34	56

I now call upon the Emperor's Blessing to re-roll 2 of my choices. I choose I and Nv, getting new values of 48 and 26 respectively (which I now have to take). My character's new profile is...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	42	48	36	58	26	56

I now roll for my character's traits. I get Rock Hard and Gifted. The updated profile is now

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	47	48	36	63	26	56

The next thing to do is roll for the character's background. I end up with the choice of Hired Gun or Psyker. I'll choose to go with the Psyker. I'll now choose 2 of the Bonuses available to Psyker's to add to my character; the +10 to Wp and a power from the Biomancy discipline, Blood Boil. I'll add his equipment also; a Daemonic Sword with the Enfeebling power (it must have a Nurgling trapped within it).

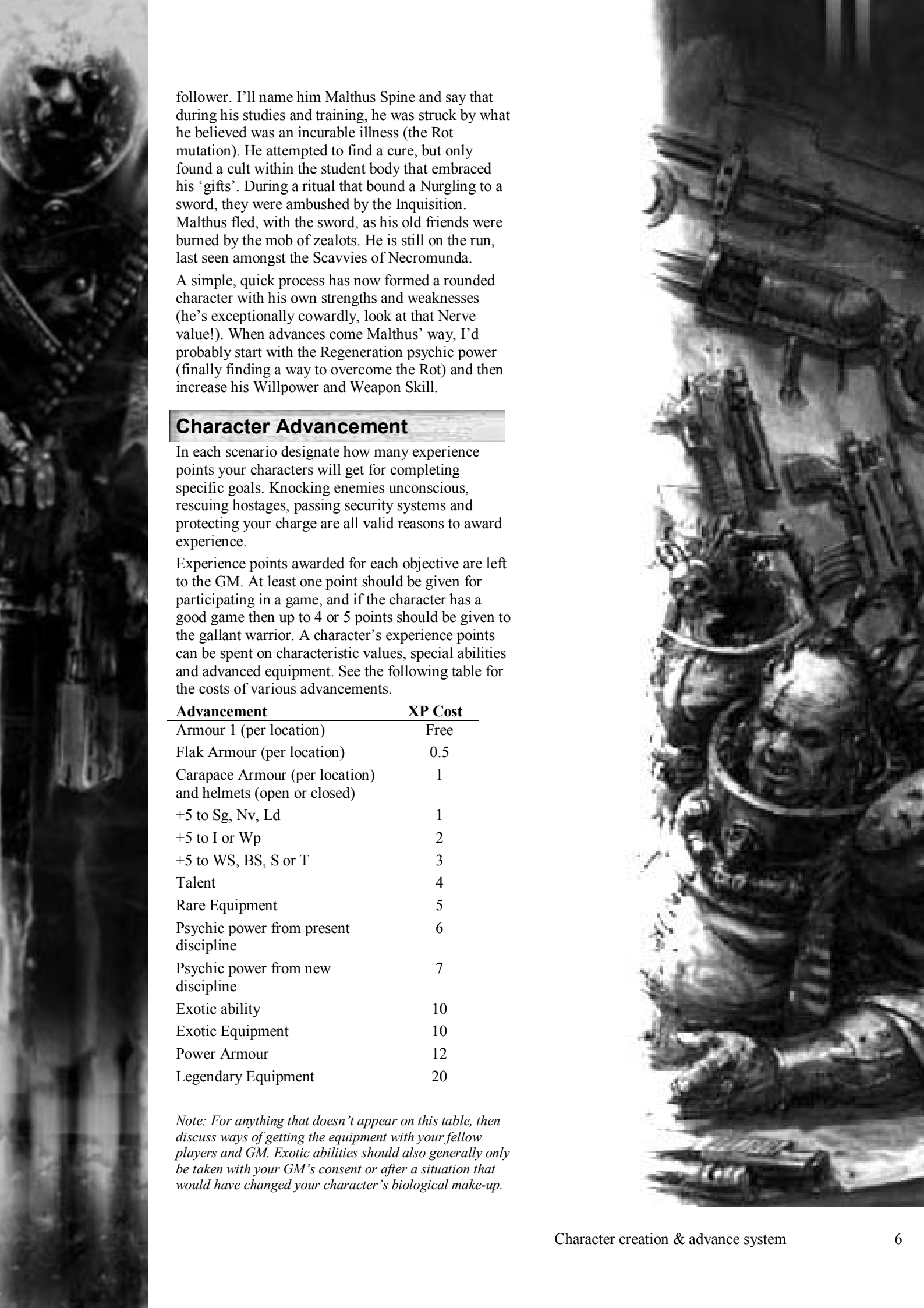
I've also decided that I'll mutate my character, perhaps it is due to his exposure to the daemonic weapon he's acquired. I roll my d3 and get two mutations, Grossly Fat and Rot.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	57	38	46	63	34	56

Now come the final touches. I'll add +5 to my character's toughness and willpower, resulting in the final profile below...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	62	38	51	63	34	56

I'll also add some Common equipment; a Stubber and 3 Frag Grenades. From what the character looks like on his profile, he seems to me, a dedicated Nurgle



follower. I'll name him Malthus Spine and say that during his studies and training, he was struck by what he believed was an incurable illness (the Rot mutation). He attempted to find a cure, but only found a cult within the student body that embraced his 'gifts'. During a ritual that bound a Nurgling to a sword, they were ambushed by the Inquisition. Malthus fled, with the sword, as his old friends were burned by the mob of zealots. He is still on the run, last seen amongst the Scavvies of Necromunda.

A simple, quick process has now formed a rounded character with his own strengths and weaknesses (he's exceptionally cowardly, look at that Nerve value!). When advances come Malthus' way, I'd probably start with the Regeneration psychic power (finally finding a way to overcome the Rot) and then increase his Willpower and Weapon Skill.

### Character Advancement

In each scenario designate how many experience points your characters will get for completing specific goals. Knocking enemies unconscious, rescuing hostages, passing security systems and protecting your charge are all valid reasons to award experience.

Experience points awarded for each objective are left to the GM. At least one point should be given for participating in a game, and if the character has a good game then up to 4 or 5 points should be given to the gallant warrior. A character's experience points can be spent on characteristic values, special abilities and advanced equipment. See the following table for the costs of various advancements.

Advancement	XP Cost
Armour 1 (per location)	Free
Flak Armour (per location)	0.5
Carapace Armour (per location) and helmets (open or closed)	1
+5 to Sg, Nv, Ld	1
+5 to I or Wp	2
+5 to WS, BS, S or T	3
Talent	4
Rare Equipment	5
Psychic power from present discipline	6
Psychic power from new discipline	7
Exotic ability	10
Exotic Equipment	10
Power Armour	12
Legendary Equipment	20

*Note: For anything that doesn't appear on this table, then discuss ways of getting the equipment with your fellow players and GM. Exotic abilities should also generally only be taken with your GM's consent or after a situation that would have changed your character's biological make-up.*





## Injuries

Your character will no doubt come across many combats over time and ongoing injuries will plague your warrior eventually.

During the course of a game, note if your character gets an Acute or Crippling injury. After the game roll a d10 on the following applicable tables to determine any ongoing injuries your character will suffer. Add an extra 1 to the roll if the location was Crippled.

### Head

d10	Injury
1	Full Recovery <i>No ongoing injuries</i>
2	Horrible Scars <i>Your character now causes fear</i>
3	Smashed Mouth <i>Your character gains a speech impediment. -20 to Leadership.</i>
4	Ear Severed <i>Randomise which ear. Detection tests using listening are at -30. A bionic ear will cure this.</i>
5	Nervous System Damaged <i>-10 to Initiative and -25 to Nerve. A bionic brain will cure this.</i>
6	Screw Loose <i>Roll a d10 at the beginning of each of the character's turns. 1-5: Roll on the Hallucinogen Effects Table and apply the results; 6-10: Frenzied for that turn. A bionic brain will cure this</i>
7	Blinded <i>Randomise which eye. Range modifiers are doubled. A bionic eye will cure this.</i>
8	Brain Damage <i>-20 to BS, I, Wp, Sg and Ld. A bionic brain will cure this.</i>
9	Severe Brain Damage <i>-30 to WS, BS, I, Wp, Sg and Ld. A bionic brain will cure this</i>
10	Paralyzed <i>Your character is paralyzed from the neck down. Consult your GM about what is necessary should you want to continue with your character.</i>
11	Dead <i>Your character was already dead! Why are you rolling?</i>

### Abdomen

d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>
3-4	Infected Wound <i>Fluids have escaped from damaged organs, sloshing around your character's body. Roll 2d10 and deduct that amount from S, T and I for the next d3 games as your character recovers.</i>
5-6	Intestines and Stomach Rupture <i>Your character counts as having the Foul Stench mutation. An average bionic digestive tract will cure this.</i>
7	Damaged Digestive System <i>Your character can't process food properly. Reduce S, T and I by 10. An average bionic digestive tract will cure this.</i>
8	Damaged Liver <i>You character can't process toxins in the bloodstream. When testing to overcome gas, toxins or viruses, toughness is reduced by 30. An average bionic liver will cure this.</i>
9	Ruptured Spleen <i>Sever pain affects your character until a surgery can be performed by a competent physician (-20 to I, GM to determine how to find a competent physician). After the surgery, some of the spleen will be removed and affect your character's immune system. When testing to overcome gas, toxins or viruses, toughness is reduced by 40. An average bionic spleen will cure this.</i>
10	Spine Damage <i>Your character is paralyzed from the waist down. A pair of advanced bionic legs will cure this.</i>
11	Dead <i>Your character dies painfully with her guts across her knees and strewn across the hard, cold ground.</i>







## Arm

Randomly determine which arm if your character has bionics.

d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>
3-4	Infected Wound <i>An infection has crept into the wound. Roll a d10 and deduct that amount from S, T and I for the next d3 games as your character recovers.</i> <i>A bionic arm will be lightly damaged, pass a Sagacity test to repair it.</i>
5-6	Bloody Ruin <i>The muscles or bone have been severely damaged. – d3x10 Strength. A bionic arm will cure this.</i> <i>A bionic arm will be damaged, pass a Sagacity test with –10 modifier to repair it.</i>
7-8	Severed Fingers <i>Roll a d5 (d10 divided by 2) and deduct that amount of fingers from the hand. –10 WS and re-loading a gun takes an additional action. A bionic arm will cure this.</i> <i>A bionic arm will be severely damaged, pass a Sagacity test with –20 modifier to repair it.</i>
9	Severed Hand <i>The arm has been severed across the forearm. You may strap a Reach 1 or 2 weapon to it. A bionic hand will cure this.</i>
10	Severed Arm <i>The arm has been severed above the elbow. A bionic arm will cure this</i>
11	Dead <i>Your character's arm flies away from her shoulder. A torrent of blood spurts from the wound and he dies in a deep, red puddle.</i>

## Chest

d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>
3-4	Infected Wound <i>The wound turns black from infection. Roll 2d10 and deduct that amount from S, T and I for the next d3 games as your character recovers.</i>
5-6	Broken Ribs <i>Deduct 210 from your character's toughness for the next d6 games as your character heals.</i>
7	Cracked Collar Bone <i>Deduct 3d10 from your character's toughness for the next d6 games while your character heals.</i>
8	Damaged Lungs <i>Whenever your character evades, runs sprints, or makes an attack in close combat, take a Toughness Test. If she fails she must spend his next 2 actions recovering her breath and may only walk or crawl. Bionic lungs will cure this.</i>
9	Weak Heart <i>Whenever your character engages in an activity that increases her heart rate, she may suffer from an attack. Make a Toughness test whenever the character is attacked in close combat or takes a Nerve test. If she fails she suffers System Shock. A bionic heart will cure this.</i>
10	Spine Damaged <i>Your character is paralyzed from the waist down. A pair of advanced bionic legs will cure this.</i>
11	Dead <i>Your character drops to her knees, a trickle of blood escaping from her mouth. She then slumps forward, dead.</i>



## Groin

d10	Injury
1	Full Recovery <i>No ongoing injuries</i>
2-4	Embarrassing Injury <i>Your character suffers -10 to his leadership as the news of his humorous wound circulates.</i>
5-6	Infected Wound <i>The wound turns black from infection. Roll 2d10 and deduct that amount from S, T and I for the next d3 games as your character recovers.</i>
7-8	Recurring Pain <i>Before your character makes an attack in close combat, make a toughness test. If he fails, he aggravates his injury and may not attack. This lasts for d10 games while he heals.</i>
9	Intense Pain <i>Your character's Weapon Skill and movement is reduced by half until he undergoes surgery requiring advanced bionics.</i>
10	Broken Hip <i>Your character cannot walk until he receives surgery involving advanced bionics.</i>
11	Dead <i>Passed out from pain, his last breath wheezes from his body as the dust settles around the corpse.</i>

## Leg

Randomly determine which leg if your character has bionics.

d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>
3-4	Infected Wound <i>An infection has crept into the wound. Roll a d10 and deduct that amount from S, T and I for the next d3 games as your character recovers. A bionic leg will be lightly damaged. Movement is reduced by 1. Pass a Sagacity test to repair it.</i>
5-6	Bloody Ruin <i>The muscles or bone have been severely damaged. Movement is reduced by d3 yards (your character will always be able to move at least 1 yard), and the character may never sprint. A bionic leg will cure this. A bionic leg will be damaged. Movement is reduced by half. Pass a Sagacity test with -10 modifier to repair it.</i>
7-8	Smashed Knee <i>Character's movement is reduced by half. A bionic leg will cure this. A bionic leg will be severely damaged. Leg doesn't function, character can only move d10 yards per action. Pass a Sagacity test with -20 modifier to repair it.</i>
9	Severed Shin <i>The leg has been severed across the shin. A peg-leg may be attached, resulting in movement being reduced to half. A bionic leg will cure this. A bionic leg will be destroyed.</i>
10	Severed Leg <i>The leg has been severed above the knee. Character can only walk and needs one arm free for a crutch. A bionic leg will cure this. A bionic leg will be destroyed.</i>
11	Dead <i>Your character's leg is ripped from her body. A torrent of blood spurts from the wound and she dies in a deep, red puddle.</i>