

Giving Birth to a Monster

Character Creation in Inquisitor

by Derek Gillespie

Limitless Potential

Way back in the mists of time, when Inquisitor was first unleashed onto an expectant public, Gav Thorpe wrote an article in White Dwarf detailing what the design team had set out to achieve when putting the game together. He spoke about how refreshing Inquisitor had been to work on as they could literally throw out the window all notions of game balance and equality between players. Here was a game where none of that had to matter. It is one of the beauties of the Inquisitor game.

And yet, it is often one of the complaints which new players or spectators have when they see Inquisitor for the first time - where is the fairness? How come that little, bedraggled mutant with nothing more than a pea-shooter to his name is being forced to fight that Space Marine? And if there is one area of Inquisitor where this lack of game balance can come to the fore, it's when a player is putting together their character. The blank slate you are handed, very much free from guidelines, is both an opportunity to do great good, or to do great evil. And for every wonderfully designed, balanced and reasonable character out there, there's at least one other who could, quite frankly, casually beat an Ork Warboss in an arm-wrestling competition while swatting away a Hive Tyrant with his free hand. As an afterthought, said character is also busily melting the brains of an innocent passer-by with his prodigious psychic ability, just to prove he can.

Now I'm not trying to pretend that playing with such a character can be fun - once. Maybe twice. The thing is, by doing so you're completely missing the point...

Back to the Beginning

My first experiences of playing Inquisitor involved several of us running around a very simple board using the characters detailed in the back of the book - I still remember those early games being lots of fun, if fairly straightforward as we attempted to get the rules into our heads. But the one thing I remember discovering straight away was the destructive effect of weaponry which, were it to be a game of Warhammer 40,000, we may have written off as being fairly average. Take the boltgun, for example. The background always tells us that

the Space Marines use these weapons due to the shock effect of the bolt weapons, combined with their high penetrative power and ability to lay down rapid, controlled bursts of fire. But ultimately, all they are is S4 AP5 weapons in 40K - nothing to write home about. But in Inquisitor it quickly became apparent that a boltgun was a lethal weapon, and a direct hit from one was more than sufficient to dangerously injure a character, if not remove them from the game outright. The level of detail in Inquisitor came into its own right away. And it was after these first games that we went on to design our own characters for the first time, using the random generators at the back of the Rulebook. Ever eager, we launched into our first campaign.

I can still remember my first Inquisitor - Julius Augustus Tiberius, a member of the Ordo Malleus and staunch Thorian. I still have his character sheet somewhere. At the heart of it, he was Inquisitor Covenant. The model was the Covenant model, and his equipment matched: Frostblade, Pscannon, Automatic Combat Shotgun and Bolt Pistol, backed up by Carapace armour, numerous minor items and a personal force field, with a couple of psychic powers and, I think, four skills. It makes me cringe to think of it now. Thing was, he was by no means the most powerful character in the group. Everyone was playing with the sort of character who could take on armies and win. At the time, the reasoning was that if all of the characters were of the roughly the same 'power level', then it would all balance out. Boltguns, power weapons and power armour were the norm. Characters were both highly psychic and physically adept. They could both shoot a hole in a coin at 100 paces and best five opponents a time in close combat. They were monsters.

The problem was that every game would end up with a huge body count - the amount of destructive weaponry being played with meant that people ended up too terrified to stick their heads out of cover, even if they were in full power armour. This first campaign didn't go on for very long, partially because everyone needed a new character every few weeks. Amazingly, goodness knows how, Inquisitor Tiberius survived, though I remember getting a horrid shock when he was shot by a Pscannon once. I resolved to do something to prevent this sort of thing happening again.

A Campaign of My Own

Let me just state two things now. Firstly, I have no problem with people playing with powerful characters, and the fact that Inquisitor allows such a thing is a bonus if you're careful about it. But it had seriously compromised our first campaign, so I started thinking of alternatives. Secondly, many of these issues can be resolved by a good GM to prevent games becoming gun-fights, but this article concentrates on the mechanics of character generation as opposed to the roleplaying and mindset of the player and GM.

This second point is the most key, actually, and as chief GM of the new campaign, it was time to sit down and discuss with the other GMs exactly how to go about character generation. The first breakthrough was Gav's Random Character generator, now available in the Inquisitor Annual, but also to be found in WD 258. This would be the foundation of our new system for character generation. Next, we looked at what made a powerful character, looking at it purely from a 'gaming' perspective. The unanimous decision was that powerful characters were made by a combination of equipment, large numbers of skills, high statistics and a few psychics thrown in. There was also very little tendency for players to incorporate any negative traits into their character. It was all of these factors combined which created the monsters, but as soon as you start to limit some, the others become less effective.

So we began, as I said, with Gav's Random Character generator – the next thing we did was to place some limits on the number of skills a character could have, to prevent killer combinations of skills being used from the very beginning. Then we limited the types of equipment which could be carried, and controlled the psychic powers available as well. We tried out our new system on some unsuspecting players, and got a positive response – players seemed to be content with these 'lesser' characters. Something was still wrong though, as all the characters rolled up their statistics from the same choice of profiles. This was a bit boring, and so a bit of hard graft later, we had separate random profiles for all the character classes. This also allowed us to limit which character 'types' (eg. Fighter, Marksman, etc) were available for each character class, and lower the statistic levels slightly to boot. Everything was going well.

It has to be reinforced here that this system is meant to be used in conjunction with a narrative campaign, and this comes into play most easily with the weaponry. We made it quite clear to anyone who took a bolt weapon that

ammunition would be very hard to come by in most locations, so suddenly lasguns and shotguns became more popular. Likewise, we assumed that if you had a suit of power armour in battle then you didn't take it off just to go snooping around, so the price to be paid for your near invulnerability in a fire-fight was the complete inability of your character to do anything covert whatsoever. We were strict with weapon ammunition and used the encumbrance rules to prevent players carrying too much equipment, and we were well on our way towards fully playable characters which were no longer godlike in their abilities. And no one really seemed to be complaining either. Once the campaign was underway, players could progress via the training system outlined in the Exterminatus Annual, and could pick up lots more juicy equipment which was initially denied to them in the character generation process.

Into the Melting Pot

What follows is the character generation system as it ran in our campaign. Pick the type of character you wish to play and then follow the procedure outlined. One final thing – the profiles aren't balanced against one another by any means. In purely gaming terms, some will produce more powerful characters than others, but if you're sitting down and scouring the lists to find the most powerful one to roll on, then you've somewhat missed the whole point of creating an Inquisitor character in the first place. Most of these profiles have been downsized from those in the Inquisitor rulebook, but some, most notably the Space Marines, have remained pretty much the same. But that's a debate we've probably all had enough of by now...

Enjoy!

The Basic Rules of Character Generation

Unless otherwise stated here, all of the rules given in the Exterminatus Annual, Volume 1 (pp. 4-7), regarding random character generation apply. Alternatively, these rules can be found in WD 258.

Should a player roll up attributes which are not possible for him to have according to the guidelines presented above, then he or she may roll again.

If a player rolls up multiples of a type of ability and is only allowed a single one, then he may choose which ability to keep and which ability to lose

ie, if a player rolls two different skills, but is only allowed one, then he may choose which skill he keeps, and then make another roll on the tables to determine a new ability.

Should a player generate an item with which he is not happy, but is allowed, he may sacrifice another roll in order to obtain a re-roll on the appropriate table. The only way to re-roll this re-roll would be another sacrificed table roll, ie. a player generates a character with one Armour roll, one Pistol roll, one Basic Weapon roll and two Miscellaneous rolls from the tables in WD 258. His Armour roll generates 'padded clothing' (2 points on all locations), which he is unhappy with. He therefore sacrifices one Miscellaneous roll in order to re-roll his armour, and receives Flak Armour. Had he still been unhappy, or received padded clothing again, he would have had to sacrifice another roll.

If a player generates an ability and the guidelines above stipulate that he may only have one type of such an ability, then the player automatically receives this ability without recourse to a roll on the appropriate table.

Eg. an Inquisitor player generates an Exotic Ability. His character generation scheme indicates that the only Exotic ability he may have is 'Word of the Emperor', and so he automatically receives this ability.

Weapons start with one full clip of ammunition, unless the GM decides this is too small an

amount (shotguns receive a clip of 2, for example!), in which case they begin with 3D10 rounds.

If GMs would like to allow some of their characters to have some of the skills not listed in the Inquisitor rulebook, such as those presented in Exterminatus Magazine, then a convenient way of doing this is to allow a player the choice of one of these skills if they rolled the option to roll on a different skills table.

Above all, remember that the aim is to create characterful, playable, enjoyable characters – GMs should be willing to improvise and invent new ways to modify the procedure to reach something everyone is mutually happy with.

The Character Profiles

The profiles given below are the modified versions of those given in the Inquisitor rulebook – if you like the system then you can easily take the key ideas from it and apply them to any of the myriad of character types detailed in Exterminatus, with slight modification to take into account their special rules.

Note that reference is given to the relevant issue of White Dwarf in which to find the random tables. However, all of the tables required to roll up skills, statistics and mutations can be found in the Exterminatus Annual, Volume 1.

And so, without further ado...

Inquisitor Characters

Equipment: Roll on the tables in WD258. Common and Rare items only. Ordo Malleus Inquisitors may be equipped with a psycannon with five rounds. Ordo Xenos Inquisitors may carry either a needle rifle or pistol, with a full clip of six rounds. Ordo Hereticus Inquisitors are provided with ten rounds of special ammunition for a weapon of their choice.

Armour: WD 258. May wear Power Armour. Power armoured inquisitors will be heavily penalised in any activities involving investigation, secrecy of movement and not appearing intimidating, to name but a few! Wearing Power Armour results in a lowering of standard of other weapons carried.

Psychic Abilities: Psykers have D6 abilities of Difficulty 10 or less (D6-1 if mixed disciplines). Sages have D3 abilities of Difficulty 10 or less (D3-1 if mixed disciplines).

Exotic Abilities: WD 258. All may have Word of the Emperor, and a 5% chance of a Wyrd power.

Skills: All start with Leader if a skill is rolled on the tables. No other initial skills.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	50+2D10	50+2D10	60+2D10	50+2D10	50+2D10	65+2D6	65+2D10
Marksman	40+2D10	60+2D10	50+2D10	50+2D10	60+2D10	50+2D10	50+2D10	65+2D6	65+2D10
Sage	35+2D10	35+2D10	40+2D10	50+2D10	60+2D10	60+2D10	70+2D10	60+2D6	65+2D10
Psyker	35+2D10	35+2D10	40+2D10	50+2D10	60+2D10	70+2D10	65+2D10	60+2D6	65+2D10
Scout	50+2D10	50+2D10	50+2D10	50+2D10	60+2D10	55+2D10	55+2D10	65+2D6	70+2D10

Mutations: None.

Tech-Priests Characters

Equipment: WD 258. Common and Rare items only. May have an implant weapon. All may have mechadendrites if player desires. May not use alien weaponry.

Armour: WD 258. No Power Armour.

Psychic Abilities: Sages have the psychic power Machine Empathy. No other psychic powers.

Exotic Abilities: WD 258. All have +20% to manipulate machinery, locks, etc. No other exotic abilities.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	55+2D10	50+2D10	55+2D10	50+2D10	60+2D10	55+2D6	60+2D10
Marksman	40+2D10	60+2D10	45+2D10	50+2D10	55+2D10	50+2D10	60+2D10	55+2D6	60+2D10
Sage	35+2D10	35+2D10	40+2D10	50+2D10	55+2D10	70+2D10	70+2D10	55+2D6	60+2D10

Mutations: None.

Special: Tech-Priests may have up to two crude or average bionic implants (01-50 crude, 51-100 average) if other items are downgraded. Tech-Priests do not use combat-stimms, but still may make use of detox and other such medicinal drugs.



Rogue Traders Characters

Equipment: WD 258. Rogue Traders may carry one Rare weapon if they downgrade other equipment. Fighters would carry a rare close combat weapon, Scouts and Sages may choose between close combat or ranged weaponry.

Armour: WD 258. No Power Armour.

Psychic Abilities: Sages have D3 psychic abilities of Difficulty 10 or less (D3-1 if mixed discipline)

Exotic Abilities: WD 258. May have a Wyrd power (10% chance). No other exotic abilities.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	55+2D10	50+2D10	60+2D10	50+2D10	50+3D10	55+3D6	50+3D6
Scout	50+2D10	50+2D10	55+2D10	50+2D10	60+2D10	50+2D10	50+3D10	55+3D6	50+3D6
Sage	45+3D6	45+3D6	50+2D10	50+2D10	60+2D10	55+2D10	60+3D10	50+3D6	55+3D6

Mutations: 5% chance of random mutation – see White Dwarf 259 (July 2001)

Other: *Charisma*. All Rogue Traders should be given additional chance of success when carrying out negotiation, trade deals, barter, etc.

Cultists and Fanatics Characters

Equipment: WD 258. Common Items only for fighters and scouts. Psykers and Sages may carry one 'arcane' item if appropriate, at the cost of downgrading other items. No bolt weapons or power weapons.

Armour: WD 258. No Power Armour or special types.

Psychic Abilities: Psykers may have D6 abilities of Difficulty 10 or less (D6-1 if mixed disciplines). Sages have D3 abilities of Difficulty 10 or less (D3-1 if mixed disciplines)

Exotic Abilities: WD 258.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	55+2D10	35+2D10	55+2D10	50+2D10	50+2D10	50+2D10	40+3D10	45+2D6	45+3D6
Scout	50+2D10	45+2D10	50+2D10	50+2D10	50+2D10	50+2D10	40+3D10	45+2D6	45+3D6
Psyker	35+2D10	30+2D10	45+2D10	50+2D10	50+2D10	55+2D10	55+3D10	40+2D6	40+3D6
Sage	40+2D10	35+2D10	45+2D10	50+2D10	50+2D10	55+2D10	60+3D10	40+2D6	45+3D6

Mutations: WD 259. 10% chance of infliction (this may be ignored if you are generating an adherent to a strict Puritan Imperial faction).

Imperial Guard Characters

Equipment: WD 258. Common and Rare items only. Have a 5% chance of carrying a heavy weapon if the player is willing to downgrade further items. Guard veterans may always carry either D3 extra common grenades or a single medi-pack. No bolt weapons or power weapons.

Armour: WD 258. No Power Armour.

Psychic Abilities: None.

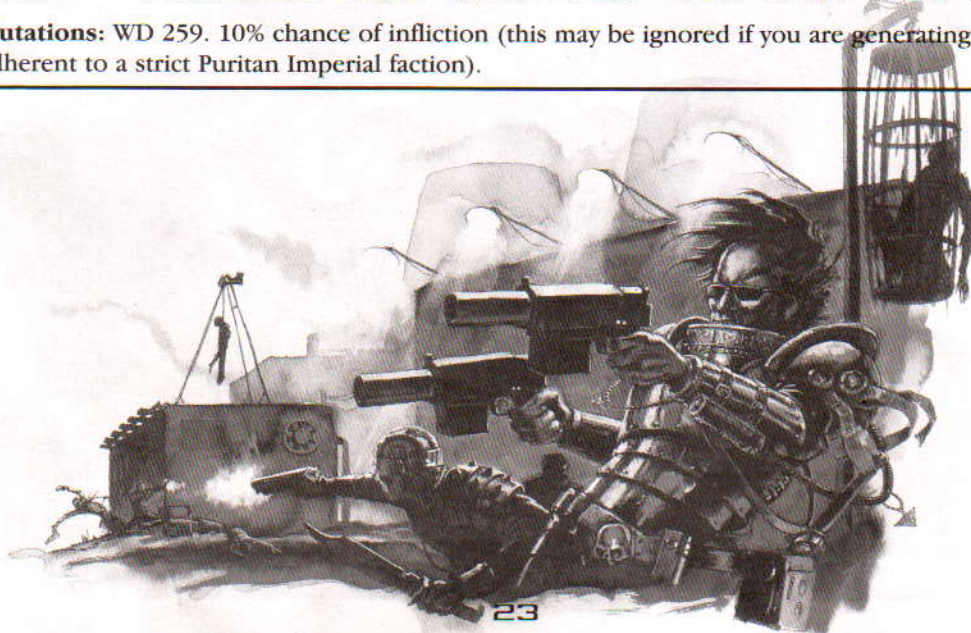
Exotic Abilities: WD 258.

Exotic Abilities: May have Frenzy or Fearsome – others to be decided upon after discussion with GM. 5% chance of a Wyrd power.

Skills: WD 258. Maximum of one. Characters wishing to play a Pathfinder automatically receive Detection as their one initial skill.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	55+2D10	55+2D10	50+2D10	40+4D6	40+2D10	60+2D6	50+2D10
Marksman	40+2D10	60+2D10	50+2D10	55+2D10	50+2D10	40+4D6	40+2D10	60+2D6	50+2D10
Scout	50+2D10	50+2D10	50+2D10	55+2D10	50+2D10	50+4D6	50+2D10	60+2D6	50+2D10

Mutations: WD 259. 10% chance of infliction (this may be ignored if you are generating an adherent to a strict Puritan Imperial faction).



Enforcers Characters

Equipment: WD 258. Common and Rare items only. Arbites Enforcers may have a clip of five executioner rounds if they wish, others have a 50% chance of this. No bolt weapons, and no power weapons except power mauls...

Armour: WD 258. No Power Armour.

Psychic Abilities: None.

Exotic Abilities: May have Word of the Emperor.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	55+2D10	50+2D10	50+2D10	50+3D6	50+3D6	60+2D6	55+2D10
Marksman	40+2D10	60+2D10	45+2D10	50+2D10	50+2D10	50+3D6	50+3D6	60+2D6	55+2D10

Mutations: None.

Mutants Characters

Equipment: WD 258. Common items only.

Armour: WD 258. Up to Flak armour only.

Psychic Abilities: 20% chance of D3 random Wyrd powers.

Exotic Abilities: WD 258.

Exotic Abilities: May have any available, except *Daemonic* and *Possession*.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	50+2D10	30+2D10	50+2D10	50+2D10	45+2D10	45+3D6	40+3D6	45+3D6	50+2D6
Scout	40+2D10	40+2D10	50+2D10	50+2D10	45+2D10	45+3D6	40+3D6	45+3D6	50+2D6

Mutations: Oh yes! WD 259. D6+1 mutations.



Ecclesiarchy Characters

Equipment: WD 258. Common and Rare items only. No bolt weapons or power weapons. No alien weaponry.

Armour: WD 258. No Power Armour. No special armour types. May have wards if willing to downgrade other items of equipment.

Psychic Abilities: None.

Exotic Abilities: May have Word of the Emperor.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	50+2D10	40+2D10	50+2D10	50+2D10	50+2D10	50+4D6	50+3D6	60+3D6	55+3D6
Scout	45+2D10	45+2D10	50+2D10	50+2D10	50+2D10	50+4D6	50+3D6	60+2D6	55+2D6
Sage	40+2D10	60+2D10	45+2D10	50+2D10	50+2D10	55+4D6	60+3D6	60+3D6	55+3D6

Mutations: None.

Bounty Hunters and Gunslingers Characters

A specific variation of the Desperado character class taking in most of the combat-orientated personalities which are available.

Equipment: WD 258. Common and Rare items only. No power weapons. May carry alien weaponry.

Armour: WD 258. No Power Armour.

Psychic Abilities: None.

Exotic Abilities: May be *Fearsome*. 5% chance of a Wyrd power.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	50+2D10	50+2D10	50+2D10	50+2D10	40+2D10	60+4D6	50+2D10
Marksman	40+2D10	60+2D10	45+2D10	50+2D10	50+2D10	50+2D10	40+2D10	60+4D6	50+2D10
Scout	50+2D10	50+2D10	50+2D10	50+2D10	50+2D10	50+2D10	40+2D10	60+4D6	50+2D10

Mutations: WD 259. 10% chance of a random mutation.



Antagonists Characters

A second, lesser, variation on the Desperado designed to represent street corner rabble-rousers, political orators and general leaders of common Imperial citizenry.

Equipment: WD 258. Common and Rare items only.

Armour: WD 258. No more than Flak Armour.

Psychic Abilities: Sages may have D3 abilities of not more than Difficulty 10 (D3-1 if mixed disciplines).

Exotic Abilities: May have Word of the Emperor. 10% chance of a Wyrd power.

Skills: WD 258. Maximum of one.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Scout	45+2D10	45+2D10	50+2D10	50+2D10	50+2D10	50+2D10	50+2D10	50+2D10	60+2D10
Sage	30+2D10	30+2D10	45+2D10	45+2D10	50+2D10	60+2D10	60+2D10	45+2D10	60+2D10

Mutations: WD 259. 5% chance of random mutation.

Other: Man of the People. Antagonists should be allowed significant leeway in their dealings with the common people of the Imperium.

Daemonhosts, Space Marines and Arco-Flagellants

These characters are designed exactly as detailed in the Inquisitor rulebook, with no modifications being made to the character creation profiles.

Having a Go...

As an example of how the character generation process under this system works, presented below is a step-by-step run through of my own Inquisitor character, Inquisitor Herodotus Benedict Saussure of the Ordo Hereticus.

Step 1 - Profile Generation

I'm looking to create an all-round character here, as the Inquisitor battlefield has many challenges that need to be solved other than at the end of a gun, but also has many that are far better solved in exactly that fashion! To this end, I roll on the 'Scout' category tables, to gain a good mix of characteristics and, later, abilities.

Armed with my trusty D10, I begin. I really fancy a slight bias towards close combat over shooting, so good Ws and S values would be appreciated here. Below is what I end up with:

Ws	Bs	S	T	I	Wp	Sg	Nv	Ld
68	61	62	64	68	71	69	72	77

This is a perfectly acceptable stat-line, and I got the good Ws and S values I was looking for (my Strength of 62 is enough to confer an extra +1 damage on all the blows I inflict in close combat!). I rolled fairly low for my Initiative, so I'm only going to be Speed 4, which is rather disappointing (Speed is your Initiative divided by 20,

and with 1 added to the score, producing for me $[68/20]+1 = 3.4+1 = 4.4 \sim 4$). My mental characteristics have all come out pretty good as well, with a respectable Nv value and a good Ld value, which will be useful for the Leader skill which, as an Inquisitor, I am almost certain to get.

Step 2 - Kitting up with Equipment

This is the serious bit – a bad set of rolls at this stage could confine my character to a desperate scramble to find equipment in the first few weeks of the campaign. Especially important will be finding some decent armour – I need that elusive 61-70 roll on the Scout equipment tables!

Things start off well as I roll a 5 on my D6; meaning that I will get 6 rolls on the Equipment Generator tables. With a fine set of rolls of 89, 17, 73, 06, 42 and 94, I end up with the following:

- 1x Gunsight or Auspex
- 2x Basic Weapons (1 Common, 1 Rare)
- 1x Bionics or Implants
- 1x Close Combat Weapon (Rare)
- 1x Cyber Creature

This is a fairly eclectic mix, but I'm gutted to see that I haven't rolled any armour. I'd have to sacrifice two of the above in an attempt to roll again, and while I'm tempted to lose one Basic Weapon and the Cyber creature, I'm not guaranteed to receive armour even if I do roll again, so I'll stick with what I've got – Inquisitor Saussure will just have to avoid the

big guns until he finds some proper armour to face the world with!

Getting more specific now, I discover that I've been given a Bio-Scanner (a roll of 8 on the Gunsights and Auspexes table), an average bionic left arm (with a randomly generated strength of 49), as well as a Combat Skull for my Cyber creature. These are some handy little items – the Bio-Scanner is the best all round scanner in my view, as it has the potential for such massive coverage, but it does not give such in-depth information as, for example, a Psi-tracker. The Bionic arm is great, and will pump my Strength value up to a massive 80! (New strength is $[62/2] + 49 = 80$). Clearly, I'm going to need some form of hefty close combat weapon to whack people with! The Combat skull is a little bit extra as far as I'm concerned, and I don't particularly rate them that highly – I would have rather ended up with a Med-skull or a Hunter-skull, but you can't win them all.

As for offensive weapons, I'm allowed one Common and one Rare Basic Weapon, and one Rare Close Combat Weapon. Now, I've decided that I really want a Power Hammer for Inquisitor Saussure, but it's classed as 'Exotic' on the weapons tables (Inquisitor Rulebook p. 182). It's not as destructive as a Power Sword or Axe, which are both Rare weapons, but I love the image of my Inquisitor smiting heretics with a massive hammer. So I reduced my two Basic weapons to one Basic weapon (a Double-barrelled Shotgun) and a Pistol (a Laspistol). Both of these are Common items, so my downgrading of these two should allow a GM to be happy with my upgrading of my Close Combat weapon to Exotic status. When Inquisitor Saussure hits someone with that hammer, it will inflict $2D10+7$ points of damage, and almost certainly will knock my opponent prone!

Finally, the rules specify that, as an Inquisitor of the Ordo Hereticus, I receive ten rounds of special ammunition for a weapon of my choice. Rolling randomly from the four types of Shotgun ammo listed in the rulebook, I generate 10 Executioner rounds which I will use in my Shotgun. As the clip of a Double-barrelled Shotgun is only two rounds (!), I also receive 3D10 starting rounds, for which I roll a 23.

Step 3 - Skills and Abilities

This is the last stage in my character creation, with the exception of the all-important background, which I'll create once I see what my Inquisitor is fully capable of. The rules restrict this section quite sternly, to avoid killer characters appearing from the word go. I get crucially lucky at this point, and my $D3+3$ rolls on the Abilities generator ends up as being 6 rolls! Full of hope, I roll 9, 44, 56, 42, 70 and 77. This gives me the following abilities;

- +10 Bs
- Deflect Shot
- Heroic
- Deadeye Shot
- Nerves of Steel
- Exotic Ability

This would be a fine selection, but the rules only allow a character to have one skill to begin with, and for Inquisitors it's always Leader or nothing! So one of my skills automatically becomes Leader, and I re-roll the others. This finally produces the following list of skills and abilities;

- +10 Bs
- Leader
- +10 Nv
- +5 T
- Psychic Power
- Exotic Ability

I add the characteristic advances to my profile (still no Initiative boost – damn!), and I look at what's left. Like I said earlier, I was almost certain to end up with Leader, and sure enough, I have. My Ld value is good enough to make decent use of it once I finally recruit some more fighters into my retinue. I don't have to bother randomly generating which exotic ability I have, as the rules only allow Inquisitors to have Word of the Emperor except for very special cases, and so Word of the Emperor it is!

The Psychic power is a great result, as it means that Inquisitor Saussure has ended up as a psyker (albeit a weak one), but without the reduced stat-line which psychic characters normally have to endure. Randomly generating the power gives me a single power from the Telekinesis discipline, and it ends up being Psychic Ward. This is brilliant, as it will provide an extra D6 force field armour to every location on my body, and shouldn't tax my relatively low (for a psyker) Wp of only 71, as it is only difficulty 10.

Finally, I roll to see if I have a Wyrd Power – the rules allowing a 5% chance of this for Inquisitors – but I roll a 63, so that's that.



And so my new character looks like this at the end of the process:

INQUISITOR HERODOTUS BENEDICT SAUSSURE, ORDO HERETICUS
Inquisitor Saussure is right-handed
Equipment: Double-Barrelled Shotgun with 23 solid shells and ten Executioner rounds, Laspistol, Power Hammer, Average Bionic Left Arm (Strength 49), Bio-Scanner, Combat Skull, Knife
Skills: Leader, Word of the Emperor.
Psychic Powers: Psychic Ward.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Spd
Saussure	68	71	(80)	69	68	71	69	82	77	4



So that's how my own Inquisitor started out, and he's still the character I play with on the gaming table, now leading his own warband. His details have changed quite substantially over the course of time, and Saussure can, I hope, more than hold his own against anyone else's character (well, he could if only I had the ability to roll more successful actions...).

I hope that this alternative look at character generation has at least raised the possibility of someone being willing to play with a less god-like character at the start of a new campaign.

Characters with less skills and equipment don't make the game any less fun to play, and not having enough firepower to depopulate a city at least forces you to come up with more inventive solutions to problems than using the barrel of a gun.

Give it a try – ten minutes, a few D10, a hastily scribbled character sheet and a flick through the Mail Order catalogues to find the appropriate pieces, and you'll have a new character before you know it!

