

NAME




LOOK

Human: Ramon, Lucius, Maria, Isabella, Margaret, Dredd, Ximenes, Joanna
Elf: Elror, Miradir, Galadion, Imil, Eldarien, Alonel, Mirio, Evancha

Stoic Eyes, Cunning Eyes or Commanding Eyes
Cropped Hair, Ponytail or Bald
Traveling Clothes, Common Clothes or Robes
Thin Body, Pudgy Body or Knobby Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6 + CONSTITUTION

ALIGNMENT

LAWFUL

Act in accordance to the law when it hinders you.

NEUTRAL

Discover a hidden truth about someone or something.

EVIL

Punish someone unnecessarily harshly or cruelly.

STARTING MOVES

EXPERIENCED INVESTIGATOR

Choose one of the following groups or associations as a **Target Group** and explain why the inquisition has picked you to investigate their activities.

- Criminals and Bandits
- Nobles and Aristocrats
- A foreign Court or Nation
- Mages, Wizards and Others who practice the Arcane
- Heathens and Heretics of your Religion
- The Dead and Undead
- The Planar, Otherworldly and Demonic.

When you **Discern Realities**, add "How is [**Target Group**] connected to this?" to the list of questions you may ask. **When you act on the answer** to hinder or investigate them, take +1 forward.

DISPEL (WIS)

When you **remove an ongoing spell or magical effect**, roll +WIS. *On a 10+, a lesser spell is ended, or a powerful spell is reduced or dampened while in your presence. *On a 7-9, the spell is removed but choose 1:

- The spell explodes and affects everyone nearby.
- The spell is completely suppressed, but only for up to a minute.
- The spell scatters, and a related elemental or demon senses this happening.

INTERROGATE (CHA)

When you ask a question to someone who is locked up, tied up or otherwise at your mercy, roll +CHA. *On a 10+, they answer your question truthfully and you can choose 3. *On a 7-9, they answer your question truthfully and you can choose 1.

- You can ask them 2 more questions, which they must answer truthfully.
- They tell you something useful of their own accord. The GM will tell you what.
- They give you a useful item. The GM will tell you what.
- The interrogation doesn't take long.
- They will talk to nobody about what just happened.

ACCESS TO THE DOSSIERS (WIS)

When in a safe and civilized place and you **request to view the inquisition's dossier on someone**, roll +WIS. *On a 10+, choose 3. *On a 7-9, choose 1.

- The dossier carefully maps their contacts and acquaintances.
- It contains a detailed description of their past.
- It contains a detailed psychological analysis of their ambitions and fears.
- It contains a map of their house or residence, if any.
- It contains information about the source of their funds or resources.
- The person is unaware that the inquisition is investigating their activities.

RACE

HUMAN

The inquisition has its resources. Whenever you first enter a civilized place, you can meet another member of the inquisition. Name them and state how they can help you.

ELF

Your kind radiates superiority. Whenever you interrogate a non-elf, you may ask one extra question and gain one extra inquest.

BONDS

Fill in the names of your companions in at least one:

_____ is hiding something from me, and I intend to figure out what.

I fear someone is plotting against _____.

_____ could wander off the right path. I must guide them.

_____ is highly perceptive and curious; I could learn something from them.

INQUEST

Whenever you **interrogate** a member of your target group, **foil** one of its plans or **discover** one of its secrets, you gain 1 **inquest**, up to a maximum of 5. When in a civilized place, you may **send a report of your activities back to the inquisition** and trade in your inquest for one or more **assets**. This asset will arrive within a reasonable timeframe, depending on where you are and the amount of inquest it costs.

Inquest:



THE INQUISITOR

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and the badge or symbol of your inquisition: describe it (0 weight). Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Magical decoys that attract nearby magic (3 uses, 1 weight)

Choose your weapon:

- Mace (close, 1 weight)
- Rapier (close, precise, 1 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight)
- Bag of books (5 uses, 2 weight)

You may spend inquest to commission:

- Something common you could find yourself without too much trouble, such as a room at the inn, a weapon, some cash, an address, and so on. (1 inquest)
- Something uncommon that could take a while to find, such as a magical scroll, silver bullets, something the boys at the lab cooked up, etcetera. (2 inquest)
- Something you can't get your hands on easily, like a forged invitation to a ball, a secret meeting with an expert or an enemy uniform. (3 inquest)
- Something you'd otherwise never have access to, like a hidden safehouse, a masterwork weapon, a warship and so on. (4 inquest)
- Something Big. An-absolution-for-someone's-crimes Big. A-one-of-a-kind-relic Big. The-boss-will-kill-me-if-I-lose-this Big. (5 inquest)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

ROUGH METHODS

You have ways of making them talk. When you **interrogate** someone, you may choose one extra option from the list. However, you deal your damage to them and their body will be bruised or otherwise visibly harmed.

GOOD COP, BAD COP

When you try to persuade someone, through interrogation or otherwise, and **you and another PC assume the roles of Good Cop and Bad Cop**, you may always roll the dice twice and pick the highest result until the conversation ends.

NOBODY EXPECTED THIS!

When **you suddenly interrupt a party, gathering or other occasion without any warning whatsoever**, treat every player's next roll as a 7-9 if they roll 6-.

DETECT MAGIC

When you **detect nearby magic**, roll +WIS. *On a 10+, you detect what kind of magic it is, and its source. *On a 7-9, you detect either the kind or its source.

SHED LIGHT

Whenever you **unsheathe your weapon in a particularly flashy way**, it will shine with an intense white light until you sheathe it again. When it shines, you deal your damage +1d4 to members of your **Target Group**.

ILLUSION BREAKER

When you **discern realities** and ask "What here is not what it appears to be?" the GM will also tell you what it really is.

IT TAKES ONE TO KNOW ONE

Choose any wizard or cleric spell that is one level below yours, or lower. You may cast this spell as if you were that class.

SCRUTINIZE

When you **meet a person for the first time and clearly see their face**, roll +WIS. *On a 10+, you decide what alignment they are. *On a 7-9, you decide one alignment they are definitely not.

THE LIGHT PROTECTS

When you **have at least one free hand**, you gain +2 armor against magical and otherworldly attacks.

AUTHORITY

When **attempting to enter an area that is off-limits**, you may flash the inquisition's badge or symbol to whoever is guarding it and roll +CHA. *On a 10+, you may enter the area and do as you please. *On a 7-9, you may enter, but only under supervision or strict conditions. The GM tells you which.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

MANA DISRUPTION

Your weapon scrambles the flow of magic. When you **deal damage to a magical creature or person**, you may instead choose to either reduce their armor by that amount, or force them to roll twice for damage and take the worse result until the end of the battle.

INSIDE MAN

An associate has infiltrated or earned the trust of your **Target Group**. When you **need their help**, roll +CHA. *On a 10+, they have an important or useful piece of information for you, or will actively help you, your choice. *On a 7-9, they have a useful piece of information for you, but they are compromised and you will lose your inside man until they are replaced by another agent.

ADAPTABLE

Choose a second **Target Group**.

BOUND BY THE LAW

You may **arrest someone by launching magical shackles**. When you do so, roll +WIS. *On a 10+, their hands and feet are tied and they are entirely constricted. *On a 7-9, either their arms or feet are cuffed, your choice. This move only works on people and anthropomorphic creatures.

MENTAL CONDITIONING

When **someone or something attacks your mind or psyche**, you can shrug off all its effects but get the *confused* debility. This does not work if you already have that debility.

GRIZZLED VETERAN

You've *seen* things in your life. When you **remember a situation similar to the one you're in right now**, roll +WIS. *On a 10+, tell your party an anecdote and explain how it is relevant to the current situation. If they act on it, they gain +1 forward. *On a 7-9, tell your party an anecdote that is completely irrelevant to the current situation. If they act on it regardless, they take +1 forward.

SPELL BEND

When a **magical attack targets you**, you may roll +WIS to try to deflect the incoming spell. *On a 10+, the spell bounces away and hits an enemy. *On a 7-9, the spell bounces away and hits an ally, or grazes you and deals half its damage.

ONE THEY FEAR

Towards members of your **Target Group**, you have the *+terrifying* tag. Additionally, your damage die becomes a d8.

CLEANSING WAVE

Your **dispel** move can affect all magic within a reasonable distance if you so desire. Dramatically raising your weapon or stamping your foot on the floor is optional.