

Lord Inquisitor Gav Thorpe has been smiling like this ever since Inquisitor hit the shelves. As the author of the new games system, he is in the privileged position of being right at all times; a games designer's dream.

EXTERMINATUS

Expanded Rules for Inquisitor

Exterminatus is our regular Inquisitor column, featuring new rules, wargear, special abilities, etc. This month Gav presents some random character generation rules, power fields, a new optional rule and his own warband leader – Inquisitor Kessel.

CREATING RANDOM CHARACTERS

There are a number of ways to create your character for games of Inquisitor.

Some players like to generate their characters from scratch preferring the challenge of gaming with a character or warrior band that chance and fate have deemed for them. They'll go on to model up the resulting attributes and equipment for use on the tabletop. Random characters are also useful for GMs wishing to knock up a quick non-player character for a scenario.

Some players will prefer to lavish time and effort on painting and converting their model and once this masterpiece is complete set about creating a suitable background based on the look of the model.

Others will fall somewhere between these two camps – generating the attributes randomly but using the equipment as dictated by the model.

So, to help this process along, here is a random procedure for generating characters. Of course, you may want to modify your character a bit after you have finished, just to tidy it up a bit or iron out any inconsistencies. For example, it is possible (though not likely) that your marksman character ends up with no ranged weapons at all. Now, this isn't very appropriate for a marksman, so you may want to jiggle with his or her equipment to better suit their character.

Remember also that your characters need to be modelled appropriately, so bear this in mind when choosing weapons and such. That said, randomly generating a character is a great way to inspire yourself to make a new model which you may not necessarily have considered before.

SEQUENCE

There is a set sequence to follow for randomly generating characters:

1. Decide character type.
2. Generate profile.
3. Generate abilities.
4. Generate equipment.
5. Name them!

1. DECIDE CHARACTER TYPE

There are a few broad categories or types of character. This character type will determine the sort of profile and skills they have.

Fighter: A fighter is big on WS, tough and strong but with not that many smarts or psychic potential!

Marksman: This character is good at shooting, as you might expect.

Scout: Scouts can shoot and fight in hand-to-hand combat with reasonable skill, relying more on stealth, speed and dexterity than brute force.

Sage: Great intellect and knowledge are the prime strengths of a sage, though they tend to be physically weaker than other characters.

Psyker: Psykers are generally less physically adept and brawny but compensate with their psychic powers.

2. GENERATE PROFILE

Opposite are random profile generators for each type of character.

3. GENERATE ABILITIES

Each character gets D6+1 rolls on the appropriate Abilities table. Re-roll multiples of the same skill (profile increases are cumulative).

Note: All psykers start with D3+1 psychic abilities.

4. GENERATE EQUIPMENT

Each character gets D3+3 rolls on their equipment table. Then roll on the appropriate table.

WEAPONS

Determine a weapon's availability on the Weapons table, and then choose a weapon of the appropriate type from those available.

5. NAME THEM!



2. RANDOM PROFILE GENERATOR

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fighter	60+2D10	40+2D10	55+2D10	55+2D6	35+2D10	30+3D10	30+3D10	65+2D6	50+2D6
Marksman	40+2D10	60+2D10	45+2D6	45+2D6	45+2D10	30+3D10	30+3D10	67+2D6	45+2D6
Scout	50+2D10	50+2D10	50+2D6	50+2D6	50+2D10	40+3D10	40+3D10	75+2D6	50+2D6
Sage	30+2D6	30+2D6	30+2D10	35+2D6	30+2D10	60+3D10	70+3D10	40+2D6	40+3D10
Psyker	40+2D10	40+2D10	40+2D10	50+2D6	45+2D10	60+3D10	40+3D10	55+2D6	55+2D6

3. ABILITIES GENERATOR

Fighter	Marksman	Scout	Sage	Psyker	Ability
01-07	01-03	01-05	-	-	+10 WS
08-10	04-10	06-10	01-03	-	+10 BS
11-15	11-13	11-13	-	-	+5 S
16-20	14-17	14-17	-	-	+5 T
21-24	18-21	18-22	04-08	-	+10 I
-	-	23	09-11	01-14	+10 Wp
-	-	24-25	12-21	-	+10 Sg
25-28	22-27	26-29	22-24	15-19	+10 Nv
29-31	28-29	30	25-26	20-23	+10 Ld
32-33	30-32	31-34	-	-	Acrobatic
34-37	33	35-37	27-29	24-25	Ambidextrous
38-40	34-35	38	30-31	-	Blademaster
41-43	-	39-41	-	-	Catfall
-	36-42	42	32-33	-	Deadeye shot
44-46	43-44	43-45	-	-	Deflect Shot
-	45-46	46-48	34-36	26-29	Dodge
-	47-51	49	37	-	Fast Draw
47-51	-	50-51	38-40	-	Feint
52-56	-	52	-	-	First Strike
57-59	52-53	53	-	30-34	Force of Will
60-64	54	-	-	-	Furious Assault
-	55-59	54-55	-	-	Gunfighter
65-67	60	56	-	35	Heroic
-	61-66	57-58	-	-	Hipshooting
68-71	67	-	41-50	36-39	Leader
72-74	68-71	59-64	51-54	40-42	Lightning Reflexes
-	72	65-67	55-60	43-44	Medic
75-80	73-74	68-71	61-62	45-47	Nerves of Steel
-	75-79	72-73	63-64	-	Quickload
-	80-85	-	-	-	Rock Steady Aim
81-84	86	74-75	65	48-49	True Grit
85-88	87-89	76-78	66-69	50-59	Exotic ability (see table on next page)
-	-	79-80	70-74	60-77*	Psychic power (see right)
-	90-92	81-86	75-79	78-81	Roll again on Fighter table
89-92	-	87-91	80-85	82-85 table	Roll again on Marksman table
93-96	93-95	-	86-90	86-90	Roll again on Scout table
-	96	92-95	-	91-00	Roll again on Sage table
97-00	97-00	96-00	91-00	-	Roll again on Psyker table

PSYCHIC DISCIPLINE TABLE

A psyker has abilities from D3 different disciplines

D100 Discipline

01-16	Misc
17-35	Biomancy
36-50	Telepathy
51-70	Telekinesis
71-90	Pyromancy
91-00	Daemonology

MISCELLANEOUS ABILITIES

D100 Ability

01-40	Detection
41-00	Gaze of Death

BIOMANCY ABILITIES

D100 Ability

01-18	Blood Boil
19-35	Choke
36-55	Enfeeble
56-70	Hammerhand
71-80	Regenerate
81-90	Storm of Lightning
91-00	Warp Strength

TELEPATHY ABILITIES

D100 Ability

01-10	Demoralise
11-25	Distraction
26-30	Embolden
31-38	Enforce Will
39-44	Mesmerism
45-50	Mind Scan
51-60	Psychic Shriek
61-69	Psi-track
70-72	Puppet Master
73-90	Telepathy
91-00	Terrify

TELEKINESIS ABILITIES

D100 Ability

01-20	Machine Empathy
21-35	Psychic Impel
36-50	Psychic Shield
51-60	Psychic Ward
61-00	Telekinesis

PYROMANCY ABILITIES

D100 Ability

01-35	Blinding Flash
36-50	Burning Fist
51-80	Fireball
81-00	Firestorm

DAEMONOLOGY POWERS

D100 Ability

01-34	Banishment
35-49	Instability
50-84	Sanctuary
85-94	Teleportation
95-00	Vortex of Chaos

EXOTIC ABILITIES TABLE

D100	Ability
00-05	Daemonic
06-11	Possession
12-18	Familiar
19-35	Fearsome
36-42	Frenzy
43-50	Regeneration
51-67	Spit Acid
68-75	Terrifying
76-82	Vampirism
83-90	Word of the Emperor
91-100	Wyrd (generate power)

4. EQUIPMENT GENERATOR

Fighter	Marksman	Scout	Sage	Psyker	Equipment table
01-30	01-05	01-15	01-05	01-10	Close combat weapon
31-50	06-20	16-30	06-25	11-20	Pistol
51-55	21-45	31-45	26-35	21-25	Basic weapon
-	46-55	-	-	-	Heavy weapon
56-65	56-60	46-55	36-40	26-30	Grenade
-	61-70	56-60	41-50	31-35	Special ammunition
66-80	71-80	61-70	51-60	36-45	Armour
81-90	81-85	71-80	61-75	46-55	Bionics and implants
91-95	-	-	-	56-60	Combat stims
-	86-90	81-90	76-80	61-65	Gunsights and auspexes
-	-	91-95	81-90	66-80	Cyber creatures
96-100	91-100	96-100	91-100	81-100	Miscellaneous

WEAPONS TABLE

D6	Weapon availability
1-3	Common
4-5	Rare
6*	Exotic

* Roll another D6. If you roll another 6, they have a Legendary weapon.
For grenades, the character has D3 of a Common type, or one of a less available type.

ARMOUR GENERATOR

D100	Armour type
01-10	Padded clothing (2 points)
11-25	Flak
26-30	Carapace
31-38	Powered
39-44	Shield (roll on shield generator)
45-50	Ceramite powered
51-63	2 points ablative
64-73	2 points ablative plus roll again
74-82	Refractor field
83-90	Conversion field
91-100	Power field (see opposite)

Powered armour covers all locations except Head. For other armour types, roll D6 random locations, re-roll duplicate results and Head results.

To see if the character has a helmet, roll a D6. On a 1, 2 or 3 they have no helmet, on a 4 or 5 they have an open helm, on a 6 they have a closed helm. An open helm has a 25% chance of containing D3 randomly generated autosenses (see Gunsights & Auspex opposite). A closed helm has a 40% chance of incorporating D3 autosenses.

COMBAT STIMMS

D6	Dispenser type
1-3	Inhaler (D10 doses)
4-5	Injector (2D10 doses)
6	Gland

Roll D6 to determine type. Re-roll if not allowed with dispenser type generated.

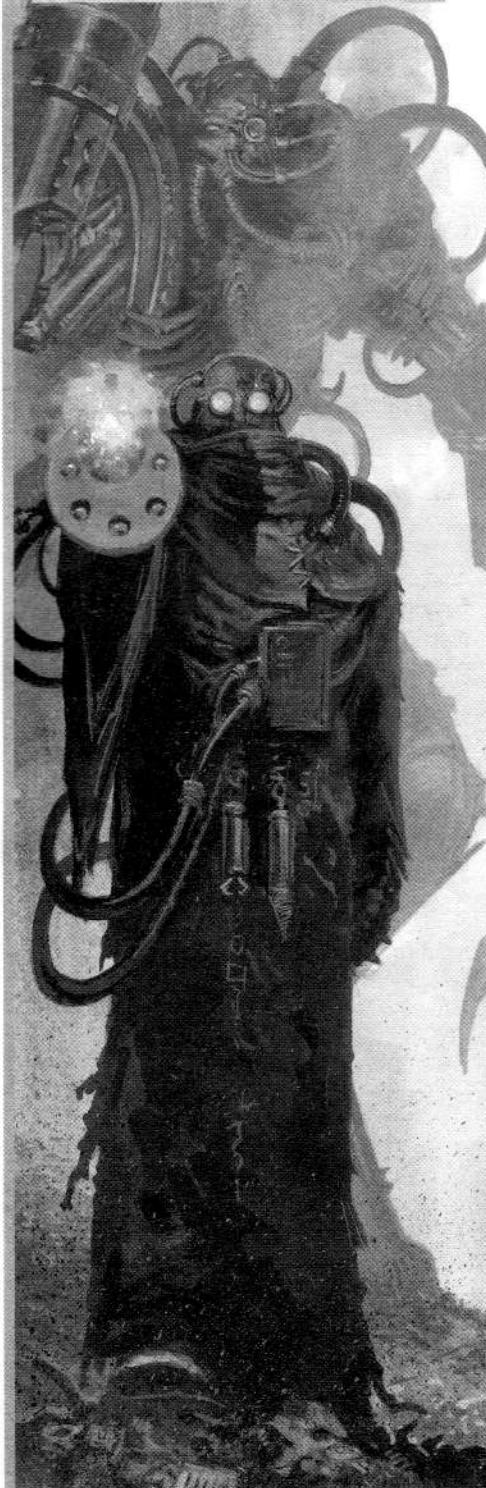
D6	Stimm type
1	'Slaught
2	Psychon
3	Reflex
4	Barrage
5	Spook
6	Spur

SHIELD GENERATOR

D10	Shield type
1-3	Light shield (2 points of armour)
4-5	Reinforced shield (3 points of armour)
6-7	Buckler
8	Suppression shield
9	Mirror shield
10	Storm shield

MISCELLANEOUS

D100	Equipment
01-14	Medi-pak
15-20	Web solvent
21-30	Psychic hood (non-psykers re-roll)
31-45	De-tox (2D10 doses)
46-74	Filtration plugs
75-82	Gas mask
83-89	Re-breather
90-00	Synskin

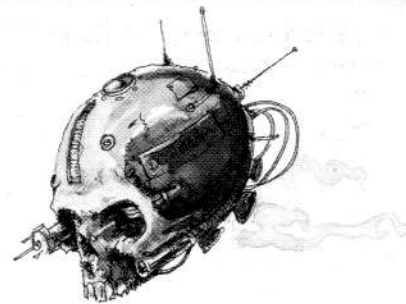


GUNSIGHTS & AUSPEX

D10	Gunsight/Auspex type
1-2	Range-finder
3-4	Infrascopes
5-6	Laser sight
7	Motion predictor
8	Bio-scanner
9	Motion tracker
10	Psi-tracker

CYBER CREATURES

D10	Cyber/psyber creature
1-2	Gun-skull
3-4	Med-skull
5-6	Combat-skull
7-8	Hunter-skull
9	Cyber-mastiff
10	Psyber-eagle (non-psykers re-roll)



BIONICS TABLE

D6	Bionic type
1-3	Bionic Limb
4-5	Bionic sense
6	Other implant

BIONIC SENSES

D6	Sense
1-2	Hearing
3	Right eye
4	Left eye
5	Both eyes
6	Both eyes and ears

IMPLANTS

D6	Implant type
1	Implant weapon (D6: 1-3 = left hand, 4,5 = right hand, 6 = shoulder/chest implant)
2	Bionic organ (D6: 1,2 = lungs, 3,4 = heart, 5,6 = brain)
3	Bionic head (+D6-1 armour)
4	MIU
5	Psi-booster (re-roll if not a psyker or Wyrd)
6	Mechadendrites

BIONIC LIMBS

D6	Limb
1	Left arm
2	Right arm
3	Both arms
4	Left leg
5	Right leg
6	Both legs

BIONIC QUALITY

D6	Quality
1-2	Crude
3-4	Average
5-6	Advanced

NEW WARGEAR & ADDITIONAL RULES

The following is an extra item of wargear to equip your characters with or for use in scenarios.

POWER FIELD

Power fields are the standard energy defence used by the Imperium. They work by throwing up a force wall to deflect incoming energy and projectiles. They provide good protection but are generally heavy devices which require substantial amounts of power. As well as personal protection, they are used for defending vital equipment such as power generators, access portals, vehicles and the like.

Power fields provide a force field defence. Unlike other force fields, they have a variable setting and a limited duration of use. A power field normally provides D10 armour, and each contains sufficient energy for 20 turns use. However, this may be increased to 2D10 armour, which will drain two turns of power every turn, or 3D10, which will drain four turns of energy every turn. A power field generator has a weight of 50.

The following are some extra, optional rules GMs might like to introduce to their games and campaigns.

ENCUMBRANCE

These rules allow GMs to take into account the difficulties of moving swiftly whilst laden down with heavy armour, weapons and equipment. If you find that your characters are taking everything bar the kitchen sink into battle, you may want to introduce the rules to your campaign to encourage more lightly-equipped characters.

A character can carry a certain amount of equipment before their performance is impaired. The amount a character can carry (their Encumbrance value) is equal to their Strength+50, after all modifications for bionics, power armour, combat stims, etc. Add up the weight of all weapons and equipment carried (treat all equipment without a specified weight as 5). In addition, each point of armour (except powered armour) weighs 5 points. This is the total weight of their

equipment. Compare this to their Encumbrance value. For every 25 points, or part, that their equipment is more than their Encumbrance value they are at -1 Speed (minimum 1). No model may carry more than twice their Encumbrance value.

NEW CHARACTER

On the next page are the rules for Inquisitor Kessel, the leader of my own warrior band. He is a quite simple conversion, using Cherubael's head on Eisenhorn's body, Covenant's sword and a repositioning of Eisenhorn's runestaff. As you might expect, he is fairly radical, having been the victim of a daemonic possession which left him physically altered. He is now a dedicated member of the Chaoticians, an old precursor to the Xanthite movement, whose studies into daemonology and the warp have earned him many enemies but much rare knowledge. He is currently one of a number of Inquisitors drawn to the world of Karis Cephalon following widespread rumours of a device called the Angel located on that world.