

# INQUISITOR

A fan-made player profession for the Dragon Warriors roleplaying game by Patrick Murray (A.K.A. Rumtap).



## Version

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## Foul Fiends Beware

Legend tells many tales of brave warriors such as noble knights who charge into battle or the fierce barbarians that defend their homelands. These fighters have been trained for war against their fellow humans. There is however another type of warrior, one that is born to hunt the evil things lurking in the shadows. The power to defend humanity flows through their veins. They are known by many different names like Witch Hunter or Demon Slayer, but we will refer to them as an Inquisitor. An Inquisitor is born special, they are destined to fight against the dark. In the more civilised lands, the church secretly identifies children with the gift to recruit and train from an early age. In other less developed lands, a village elder or seer may do the same. Either way, the Inquisitor is the one that stands for all humanity against the encroaching darkness.

Note: The birth of such individuals is normally marked by a significant event. For example, an Inquisitor's father being turned into a vampire or lycanthrope while the baby was still in the womb. This may mark the child for a higher purpose as a greater power seeks balance for the world. Being born on a particularly rare celestial alignment may also have similar significance. The Inquisitor could be a decedent of the famous Von Helstein bloodline. Players that choose to be an Inquisitor are encouraged to be suitably creative in coming up with a backstory that fits their campaign.

- A. Strength, Reflexes, Intelligence, Psychic Talent and looks; roll 3d6 for each.
- B. Health Points = 1D6+6
- C. Basic Attack = 12; Basic Defence 6
- D. Basic Magical Defence = 5
- E. Basic Evasion = 4
- F. Basic Stealth = 14; Basic Perception = 6

## Minimum Requirements

A player wishing to be an Inquisitor must roll at least a 9 for each characteristic. A character with scores that are below average will not be chosen by destiny.

## Special Abilities

The skills of the Inquisitor reflect their years of training to enhance their innate abilities. The Inquisitor begins with seven abilities. At

3rd Rank, the Inquisitor may choose one further skill to add to their abilities and then again at 6th Rank, 8th Rank and at each rank thereafter. The skills are:

- Literacy and Scripts
- Hunter and Slayer
- Investigation
- Blessed Holy Oil
- Fletcher - Quarrels
- Letter of Introduction
- Defender of Humanity
- Track
- Resistant to Magic (Rank 3 onwards)
- Seize the Initiative (Rank 3 onwards)
- Devout (Rank 3 onwards)
- Intimidating (Rank 3 onwards)
- Fight Blind (Rank 6 onwards)
- Exorcism (Rank 6 onwards)
- Sense Falsehood (Rank 6 onwards)
- Sworn Enemy (Rank 8 onwards)
- Words are Power (Rank 8 onwards)
- Master Fletcher - Quarrels (Rank 8 onwards)

### Literacy and Scripts

In order to study old texts and acquire the knowledge of the creatures they hunt, the Inquisitor is fluent and literate in their native language, one ancient language of their choosing and Arcane. Although they can't use scrolls or cast spells the language of sorcery often contains demonic lore which is useful for the Inquisitor.



### hunter and Slayer

An Inquisitor is the enemy of the unnatural beasts that stalk the lands. At Rank 1 the Inquisitor chooses to be a hunter and slayer of one of the types from the list below. They can then choose from this list again at Rank 4 and again at Rank 8.

- **Demon Slayer:** Hunter and Slayer of Infernal Creatures (*Bestiary*, Chapter 8) and Lesser Demons (*Players Guide*, p. 129). Demon

Slayer can be selected a 2<sup>nd</sup> time allowing the Inquisitor to add the Demonic Nobility (*Players Guide*, p. 136) to this list.

- **Monster Hunter:** Hunter and Slayer of Monsters of Legend with a rank equivalent of 6 or less (*Bestiary*, Chapter 5). Monster Hunter can be selected a 2<sup>nd</sup> time allowing the Inquisitor to add the Monsters of Legend of over 6<sup>th</sup> Rank equivalent to this list.
- **Supernatural Slayer:** Hunter and Slayer of Supernatural creatures (*Bestiary*, Chapter 6)
- **Witch Hunter:** Hunter and Slayer of Fey creatures, Elves, Goblins, Hobgoblins, Ire Goblins and Trolls as well as Creations of Sorcery (*Bestiary* Chapter 7) and those that create them, Sorcerers, Mystics, Elementalists, Warlocks and Demonologists (*Dragon Warriors* and *Players Guide* p. 121). Note this does not mean that the Inquisitor travels the land murdering innocent mages. They hunt those that use sorcerous powers for evil. However, it is in the nature of Witch Hunters to be mistrustful of these people and while they may adventure with them, they will always keep an eye out for the slightest sign that the mage may be straying from the true path.
- **Undead Slayer:** Hunter and Slayer of the Undead (*Bestiary* Chapter 9).

Being a Hunter and Slayer grants +2 Attack when fighting creatures from the selected list. It may also confer other bonuses as detailed below under other Inquisitor skills.

Note: If the campaign uses creatures other than those found in the published material, then these may be added to an appropriate list at the game master's discretion.

### Investigation

An Inquisitor has spent a good deal of time reading ancient tomes in search of the knowledge required to hunt the dark forces that plague the world. This allows them to examine clues such as tracks, wounds, bits of fur, scratch marks and other such evidence to try and identify the creature involved. The player must roll under their Intelligence score on 1d20 to recall the knowledge required to successfully identify the creature from the clues. Like tracking, the signs being examined diminish with an extra 1d4 being added to the roll each day after the third with an extra 1d6 for any other event that may have significantly

disturbed the evidence. A failed roll means the Inquisitor just doesn't know the answers.

If taken a second time this skill grants the Inquisitor +2 to the roll to identify.

Being a Hunter and Slayer of the type of creature involved grants an additional +2 to the change of success. Although this will be known only to the Game Master for obvious reasons.

The Inquisitor will have automatic success if the creature is their Sworn Enemy (see below).

### **Blessed holy Oils**

The Inquisitor learns to prepare the sacred oils used in the fight against darkness. Blessed holy oil can be prepared in a special hour-long ritual by a 1st rank Inquisitor. The oil is used to coat the blade of a weapon and while it does not confer any combat bonuses, the weapon will count as enchanted in terms of being able to harm certain types of creatures. It costs 100 florins to prepare a batch of 5 doses of Oil of Blessing. It takes one combat round to apply the oil which will then last for 3 combat rounds before the blessing fades.

This ability can be taken a second time in which case the oil will last for 5 combat rounds and inflict an extra 2 points damage when wounding creatures that are vulnerable to enchanted weaponry.

Preparing a flask of Blessed Holy Oil is the final ritual completed by an Inquisitor before they set out in the world and is included in their starting equipment.



### **Fletcher – Quarrels**

The Inquisitor knows some creatures are best dealt with at a distance and many choose to place their faith in the crossbow. The Inquisitor can manufacture their own quarrels (not bows or arrows) as per a Hunter with the Bowyer & Fletcher skill (*Players Guide*, p. 12).

### **Letter of Introduction**

The Inquisitor carries a letter signed by the Church hierarchy stating that the bearer should be looked after and provided with assistance. If presented at a Church or Abbey, the Inquisitor will be given food, accommodation and access to any library.

### **Defender of humanity**

It is the role of the Inquisitor to hold the line against the forces of darkness. The Inquisitor may temporarily add +1 to Defence for every 3 points they subtract from Attack for that round.

### **Track**

The Inquisitor is skilled at tracking down the monsters they seek. As per Assassin (*Dragon Warriors*, p 48). May be taken a second time for a +2 bonus.

If the Inquisitor has used Investigation to identify the creature being tracked and they are a Hunter and Slayer of that type of creature, they gain an additional +2 to the change of success.

### **Resistant to Magic**

The Inquisitor with this skill can focus the mystical energy within them to better resist evil magics. This ability gives +2 to Magical Defence.

### **Seize the Initiative**

The Inquisitor can pounce quickly upon the foe. Seize the Initiative grants +2 when determining the order of combat. This can be taken a second time for a +3 bonus.

### **Devout**

An Inquisitor is devoted to a destiny that others cannot understand. They have been chosen by a higher power for the great war with evil. The force that flows through them makes them more resilient and the Inquisitor receives a +2 bonus against fright attacks, a vampire's mesmerism and morale checks. This ability can be taken a second time for a +4 bonus.

### **Intimidating**

The Inquisitor may use their sheer presence and force of will while trying to extract information from those they suspect. The Inquisitor gains the Intimidating skill (*Players Guide* p. 117).

## Fight Blind

While hunting creatures of the night the Inquisitor becomes accustomed to the darkness. As per Warlocks (*Dragon Warriors* p. 39).

## Exorcism

The Inquisitor can focus their righteous rage to try and banish the unholy. As per Priest (*Players Guide*, p. 17).

Being a Hunter and Slayer of the type of creature involved grants an additional +2 to the change of success.

## Sense Falsehood

The Inquisitor may conduct many enquiries while on the hunt and knowing truth from lie is vital. As per Knave (*Players Guide*, p. 9).

## Sworn Enemy

The Inquisitor swears holy vengeance on a single type of creature. Instead of the bonus from Hunter and Slayer, the Inquisitor when fighting this type of creature gains +4 Attack and +2 Defence. For example, Jenna the Just, a Rank 8 Inquisitor with average stats, chooses vampires as her sworn enemy. Her Attack score of 19 will increase to 23 against the fanged foe while her Defence will improve from 8 to 10. Should Jenna face off against multiple vampires she can split her regular Defence anyway she chooses and add +2 to her Defence against each vampiric attack.

## Words are Power

The Inquisitor at times may need to rally a peasant mob with torches and pitchforks to march on the creatures of darkness. As per Knave (*Players Guide*, p. 9).

## Master Fletcher – Quarrels

The Inquisitor can manufacture advanced types of quarrels (not arrows) just like the Hunter (*Players Guide*, p. 14). Additionally, the Inquisitor can also make the following:

- **Silver tipped quarrels.** -1 ABR, useful against many types of creatures, it takes 3 days to make 6 silver tipped quarrels at a cost of 18 florins.

## Equipment

Initially equipped with a backpack, mail hauberk (AF 3), crossbow, case of 5 quarrels, dagger, two-handed sword or battleaxe, holy

symbol, 6 hawthorn stakes, a mallet, flint and tinder, lantern, rituals and prayer book, letter of introduction, flask of Blessed Holy Oil (5 doses) and 2-12 florins.

## Armour

The Inquisitor suffers combat penalties as per Mystics (*Dragon Warriors* p. 71).

## Advancement

+1 to Attack each time the character increases in rank.

+1 to Defence at 3rd rank, then +1 at 5th rank etc.

+1 to the characters Health Points score each time they increase in rank.

+1 to Magical Defence each time the character increases in rank with an additional +1 at 7th and 12th rank.

+1 to Evasion when the character reaches 5th rank, and another +1 at 9th rank.

+1 to Perception each rank.

+1 to Stealth at 4th, 7th and 10th rank.

## Background

The Inquisitor uses the Priest Profession Background Table (*Players Guide* p. 19).

## Feedback

I hope you enjoy the Inquisitor. Your feedback and constructive criticism are most welcome and can be provided on the Dragon Warriors Forum. Thank you.

<http://forum.libraryofhiabuor.net/viewtopic.php?f=16&t=523>

