



Design an Inquisitor

The Runners Up

Compiled By Andy Hall

In June I ran a 'Design an Inquisitor' competition on the Specialist Game website. The competition proved very popular and I was inundated with entries. Below and in no particular order are three of my favourites that just didn't quite make it as the winner. I'll be publishing the winning entry in issue 25 of Fanatic Online.

INQUISITOR AURELIAN BAST

by Tom Strasz

Solar Cults are a common variant on the Imperial Cult, where the sun is worshipped as an incarnation of the Emperor, or, heretically, instead of the Emperor. In the Hyperion System, the Emperor is known as the Sol Invictus: the Unconquered Sun. During investigation by the noted Thorian, Inquisitor Phaedra, the Cult provided the young priest Aurelian Bast to act as an intermediary and aide. The acolyte had already made the pilgrimage to Terra, and taken the Ordeals of the Sun-staring down the unceasing sun of the Hyperion System until all he could see was the glory of the Emperor.

After finding the Cult to be fully in line with Imperial teachings, Inquisitor Phaedra was so impressed by Aurelian's faith and zeal that she offered to train him as an Interrogator. Over the years, Phaedra indoctrinated her apprentice in the lore of the Thorians, whilst continuing her investigations in to the Cult. Something about their ideas on the nature of the Sun intrigued her Resurrectionist beliefs. Phaedra realised that, if their beliefs were true, the Sun of Terra rather than a human shell would somehow be the source of a host for the risen Emperor.

Before she could propagate this view amongst her fellow Thorians, however, a coven of psychics who she and Aurelian had been hunting for over a decade succeeded in her assassination. Upon his elevation to full rank as an Imperial Inquisitor, Aurelian Bast made it his mission to investigate the potential of this theory. Though a member of the Ordo Hereticus, Aurelian maintains links with Thorians in the Ordo Malleus researching the true nature of the celestial bodies. Meanwhile, the full weight of the Cult of the Sol Invictus is behind him.

With his bright robes and gold-laid armour covering the scars and burns of his youth's trials, Aurelian strikes an unsubtle figure in the Inquisition. Though none would doubt his dedication to destroying the insidious threat of Chaos, several Inquisitors, particularly those opposed to the Thorian faction, have suggested that his actions are little more than an attempt to push his old cult to the forefront, destroying rivals and critics under the cover of his zeal. Others, though sympathetic to his cause, worry that his recent studies in to the secrets of the Immaterium will lead him down a dark path. So far, Inquisitor Aurelian has stayed well clear of dealing with daemons and their followers with anything but violence, but surely, whisper some, it is only a matter of time before his bright light dims in the darkness of heresy?

Aurelian Bast is right handed.

Equipment: Inferno pistol with reload; Power hammer; Advanced bionic pair of eyes with infrascopes; Carapace armour on chest, Abdomen and Groin; Flak armour on all other locations except head.

Special Abilities: Leader; Word of the Emperor; True Grit.

Psychic Powers: Blinding Flash; Firestorm; Fireball; Sanctuary.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Aurelian Bast	69	72	62	63	66	86	81	84	93

Ordeal by the Sun

Worshippers of the Sol Invictus put themselves through rigorous tests of heat and light. Due to this, Aurelian halves damage caused by flame, plasma and melta weapons after deductions for armour.

Sun Staring.

Aurelian's bionic eyes are specially designed to protect him from the effects of the sun. Photon flash flares and similar attacks have no effect on him.

Andy: I liked this character because I thought the idea of a deeply religious Inquisitor almost abusing his power to foster and force his faith on others was an intriguing idea. The cult's background, that of the sun and heat also allowed for some unique but not overly powerful abilities.

INQUISITOR JANICE MINITER

by Jonathan Olson

Fifty years later, she still has the same nightmare:

Cultists are fleeing in front of her through the grime darkened tunnels of the underhive, leading her straight to their lair. Her bolt pistol shines in her right hand; the chain-sword in her left growls with the prospect of bringing the Emperor's redemption to even more heretics. The occasional lasbolt or bullet flies past her, but she charges on heedless of them, confident that the Emperor shall protect her. The cultists turn right sharply, heading down a half collapsed service tunnel lit only by the sparks of broken electrical lines overhead. She continues on, vaulting over cultists who have tripped in the darkness, leaving them to the Arbites following on her heels. A bright light appears ahead: the exit of the tunnel. As she closes, she sees darkened silhouettes appear in the light, wisps of shadow at first, then coalescing into solid shades of black. The sparks illuminate a cultist jumping at her with his axe raised. She lunges to the right as the axe crashes down past her half a second before she feels the chain-sword hungrily bite home into the cultists gut. She doesn't bother to look back as she sprints back into the chase. Against the light of the tunnel exit she sees one of the silhouettes appear to raise something. Her right hand flies up. The bolt pistol lets out a sharp crack of approval as she fires it into the shape. The silhouette falls to the ground. She screams with triumph as she reaches the end of the tunnel.

The bolt pistol slips from her hand. She gasps. The chain-sword ceases its whirring as it bit the floor.

There, cooling face-down on the ground in front of her, is the body of a young woman clad in rags. Blood is pooling around her, flowing out of the hole the bolt blew through her

torso. A few feet in front of her lays what is left of a young boy. It is difficult to tell what parts belonged to him and what belonged to the girl. His sharp blue eyes blink a few times, then the lids stop moving, and the eyes fade into dullness.

She falls to her knees and screams.

She wakes up.

The very next day, Janice Minter swore that she would never again use lethal force against another human being. She did not care how powerful or corrupted the heretic might be. She did not care how heinous the crimes he had committed. Let the other Inquisitors act how they would, she would find other ways of bringing them to the Emperor's justice.

Janice Minter has kept her oath for the past fifty years. Over time, her oath has completely changed her philosophy. Once she had proudly defined herself as a Monodominant. Now she calls herself a Utopian. She has become convinced that no heretic has fallen so far that the Emperor's grace cannot reach them. Her experience has convinced her that the only way to make mankind safe is to bring its fallen brethren back into the loving arms of the emperor. She has devoted herself to the capture and re-education of heretics, including those inside the Inquisition. During the past fifty years she has successfully captured several rogue Inquisitors through her skill and brought them back into the Inquisitorial fold through her charisma and the strength of the Emperor's word and grace.

It has not always been easy to keep the oath she swore, but the Emperor has given Janice the strength to persevere. And when even that has seemed insufficient, she can always count on one thing to nightly restore her resolve – those bright blue eyes turning dull on the ground in front of her.

Janice Minter is right handed.

Equipment: Web Pistol (1 reload); Shock Maul; Conversion Field; 2 Blind Grenades; Stasis Grenade; 2 Tanglefoot grenades; Synskin; Psychic Hood.

Special Abilities: : Word of the Emperor; Leader.

Psychic Powers: Demoralize; Distraction; Enforce Will; Telepathy; Psychic Shriek.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Janice Minter	88	67	54	62	76	93	75	89	95

Andy: Jonathan's entry had a nicely written background and a good concept for the character. If I were ever to bump into one of the Emperor's finest I'd hope it would be this lady! I'm sure her colleagues bate her for her liberal attitude. The only downside for me was the name 'Janice' doesn't conjure up the dark future horror of the 41st millennium in my mind, instead I can't help thinking about Coronation Street!



INQUISITOR BASIL KRESS

by David McLeod

Basil Kress is one of a new breed of Ordo Xenos personally trained by Kryptman himself to combat the tyrannid menace. Time is short and compromises have had to be made. Out of thirty initial acolytes chosen Kress was the foremost acolyte who survived the final test, single combat with a Tyrannid purestrain Genestealer. The Kryptman acolytes, as they are known, are sent out to act as front-line investigators of the tyrannid threat. Detailed a squad of Deathwatch Space Marines trained by Ultramarine Tyrannic war veterans and four squads of stormtroopers and ten of shock troopers plus Valkrie and Vulture support. Each Acolyte commands a cobra destroyer that is used to scour space for the tendrils of Hivefleet Kraken. Along with a Magos Biologous each acolyte is tasked

to capture and study tyrannid vanguard organisms. Kress is now orbiting Tarsus Minor IV, a world untouched as yet by the hive fleets. The agrarian population is to be sacrificed to Kryptman's decree. A desperate message that a new foe of the genestealer strain known to imperial codifiers simply as a Broodlord is to be captured at all costs. An entire planetary population is to be sacrificed in the trap where Basil Kress's merit shall be tested.

Kress himself offers only these words:

"Shall we do our duty? Or fight like unintelligent beasts against a foe who sees us only for what our deaths provide, genetic matter. What horror we cause is nothing compared to what awaits us if we fail, and failure here is failure forever. In Kryptman we trust."

Basil Kress is right handed.

Equipment: Bolt Pistol; Toxin Needler; Webgun; Psyc-whip (as Neural Whip); Suppression Shield; Ablative Armour over all locations except head and left arm; Bionic Right Leg (advanced); Re-breather; Bio-Scanner; Web Solvent.

Special Abilities: Force of Will; True Grit

Psychic Powers: Mind Scan; Psychic Shriek.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Basil Kress	81	72	68	62	81	77	81	90	78

Andy: *The last of the Runners up is David McLeod's Inquisitor Kress (who has another first name that reminds me of a TV programme). I liked the idea of ultra-specialised Inquisitors. I could imagine Kryptman and his acolytes almost having a 'dirty dozen' feeling. It's also nice to see an Inquisitor with out Leader or Word of the Emperor for a change.*