



Design an Inquisitor (The Winner)

Inquisitor Villem Quass

By Espen Gabrielsen

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. Here is the winning entry. I chose this simply because of a nicely written background, the character, himself, has no outrageous stats or special abilities yet is different enough to stand out like an Inquisitor would (if, indeed he wished to be noticed). I'm sure we will not have seen the last of Inquisitor Quass.

"To understand this tome you must first understand me. You must imagine you cannot see or touch.

You fail, of course.

I was born with the Archidon Syndrome. I have no eyes. I possess no sense of touch. By all rights I should have been dead or mad within the space of a few years. But the Syndrome includes a mutation – the ability to sense one's surroundings through the Warp. This ability is coupled with the powers of the psyker. I myself am a telekinetic – I type these words using my will rather than my deadened fingers.

People afflicted with the Archidon Syndrome never experience the psyker-exhaustion of astropaths and battle-psykers. It is somewhat ironic that I am not relieved. I have never been a man of particular physical prowess anyway.

I serve the Emperor and his Inquisition mostly through my mental abilities, carrying only a force cane and a laspistol for protection, alongside the more martial members of my retinue. As I said earlier I am a telekinetic, of some prowess I dare claim.

What else? Physically I am of average height but of slim build. My face has been described as hawkish, though that tells me nothing. My head is shaved, and my skin is dark. I wear heavy grey robes and a cloth over my sockets. I prefer

classical Imperial music – Dario, Pecyl dran, Vaspac. I eat little but dark bread and drink little but water. My chambers usually burn with incense.

The only possession I truly value is a small golden ring.

And what of my philosophy, my standpoint in the debates that rage across the Inquisitorial Conclaves these days? I dislike the fact that my viewpoint is commonly termed radical. For me the Recongregator philosophy is obvious – why some Inquisitors seek to keep every official in office, even when he is supressing his betters, is beyond me. I see the Inquisition as the Commissariat of mankind in general – at the forefront of the battle against the Enemy, ready to dispense justice against those of its "servants" who fail, or will fail. Some might say it is not our right to decide who will fail when put to the test, but we are the Inquisition and that is exactly our right.

As a radical and a mutant radical at that I find few friends amongst my colleagues in the Ordos. I care little, truth be told. Should I ever stray, my comrades will slay me. So they have sworn.

This is me. A mutant. An Inquisitor. A defender of Mankind and a slayer of its Enemies."

- Inquisitor Villem Quass, *Reflections*

Equipment: Force rod; laspistol; flak armour on all locations except head.

Special Abilities: Ambidextrous; Force of Will; Leader; Nerves of Steel; True Grit; Archidon Syndrome.

Psychic Powers: Machine Empathy; Psychic Impel; Telekinesis.

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

Archidon Syndrome

The character is unable to use his sight or his sense of touch unless he passes a psychic test, taken as though he was a Wyrd, at the beginning of each turn. He is immune to attacks effecting the eyes and cannot perceive mundane visual illusions. He is also immune to system shock, shock weapons and physical torture.

ABOUT THE AUTHOR/WINNER

I'm perhaps better known to the madmen who frequent the Inquisitor Conclave as Drazh Marazel. When not roleplaying the Dark Emperor of Vampyredom or spreading my Norwegian insanity in the out of character boards, I live a relatively normal life while plotting to become an author or journalist... or something.