



The Judicious Remit of an Acolyte Inquisitor

A look at the various forms of proto-Inquisitors...

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INTRODUCTION

The routes from subject of the Imperium to Inquisitor are many and varied, some are chosen from the ranks of the Schola Progenium, some others were (un) fortunate enough to come to the attention of the inquisition in their way through life. The candidates vary as much as the Inquisitors, from frail old adventurers, to nimble young priests, an Inquisitor can start as any one of the billions of faceless subjects of the Emperor of Mankind. But almost *all* Inquisitors have one thing in common, they were all once apprentices, they were all once acolytes.

It is well known that before becoming an Inquisitor, most potential Inquisitors serve underneath an Inquisitor, or within an Inquisitorial station or institution of some form for some lengthy period of time before they truly earn their Rosette/Inquisitorial Seal (not the pinniped form). Whether this is through extended exceptional service, the death of and inheritance from an Inquisitor or simple appointment; an acolyte's duties and experiences prior to their ordainment typically hold marked significance in them as an Inquisitor.

In many cases an Inquisitor will have served in innumerable roles in service of their mentor or patron, usually ranging from a simple but ever-present dogsbody through to their most trusted aide, advisor and backup. In this article we seek to loosely diversify and describe just some of the many particular or (relatively) well-defined Inquisitor-Acolyte stages.

ACOLYTE ARCHTYPES

The Interrogator

The position of Interrogator within an Inquisitor's staff is one of the many archetypal images of an Inquisitor's Acolyte. More often than not an Interrogator is their Inquisitor's 'Right Hand Man'. Trained in a wealth of varied skills from being excruciatingly efficient interrogations to expert combat techniques. Their role is often as varied and as far-reaching

as their master's, with the dedication and inquisitiveness to match them.

Often relegated to the image of a 'side-kick', an Interrogator typically still forms a crucial part in the Inquisitor's staff. Sometimes fulfilling the position of second allows the Interrogator intense exposure to the vast majority of an Inquisitor's experiences. They are more often than not exceptionally experienced in field techniques and most typically trained as the inheritor of an Inquisitor's works due to their extremely close relationship with their Inquisitor.

Though the position itself is primarily one of subservience to the Inquisitor, an Interrogator will often take full responsibility for exactly what their name suggests: interrogations. In this, they are exposed to the vast horrors that their masters encounter first hand, often uncovering the darkness first themselves. It is no surprise then that Interrogators, being so closely tied to their master, will tread the same path as their master to an uncanny degree. Where their master becomes an astute and powerfully established puritan monodominant, it is entirely common in Inquisitorial circles for an Interrogator to end up in a similar, if not the exact same position. The converse of this is that when the master walks the path of heresy, the general lack of extended independence from their master often means they too will walk such a path.

In terms of rules, equipment, skills and abilities, an Interrogator is first and foremost the Inquisitorial acolyte. To this extent we generally propose that Interrogators and Interrogator-based-Inquisitors are essentially those presented as 'average' or 'general' for the game. Those presented in the main Inquisitor Rulebook ably cover the basics of Interrogator characters' statistics.

When it comes to equipment and abilities, we can easily see a marked departure, or more accurately an addition, onto the original format. Interrogators are highly likely to carry with them extensive interrogation apparatus, from simple pain-

needles and stimuli-applicators through to an immense array of arcane equipment especially suited to their roles. Pict-recorders and Arcostylus Servo-skulls are quite common to Interrogators, used for acquiring the burden of guilt desired for public trials or presentation to a conclave.



The Deductor

The acolytes known as Deductors are those given specified authority from their master for independent work closely related to investigation and tracking. A Deductor is less experienced with the strict activities of their Master, they operate alone, or alongside an affiliated cell of their master's, often extended independence not only from their master but from his network for many years.

Given the nature of Deductor as an independent investigator they will often be highly skilled in their line of work, often finding themselves thrust alone into the world of intrigue, deceit and deception long before many other acolytes. It is not uncommon for Deductors to find themselves becoming extremely divergent from their master's ideologies and methodologies. This can lead to dual, or triplicate patronage for Deductors acting in concert with more than one Inquisitor often without the knowledge of the other patrons. It is therefore not entirely uncommon for Deductors themselves becoming embroiled in intrigue that implicates their own masters, allowing a Deductor based character to have the independence of thought and action of an Inquisitor for decades, simply lacking the direct authority and seal of the Inquisition.

A Deductor is often well acquainted with both the underworld and high society, bridging the gap succinctly and deftly whilst being strictly tied to neither. Given the investigative directions that Deductors take, it is quite likely for them to have little extensive field combat experience, becoming more prone to a fist fight than a sabre-duel. Indeed is somewhat uncommon for a Deductor to be disposed towards mutation or witchery given the inhibiting dangers they draw combined with the distance from the security of their patron. This generally means that a Deductor is both highly independent, but generally orthodox in their matters, being less flamboyant and more unassuming and discrete than a vast majority of their colleagues.



Deductors, like the vastness of investigators before them, rely particularly on their mental

prowess to see them through their duties. Where an Interrogator has access to the extensive dungeonyard of their patrons and a Lector similarly endowed with the Libraria of their patron, a Deductor is usually left only connections and cells, often without the reliance on the power and authority of their master. A suggestion for Deductors is to have above average sagacity and willpower over their average colleague, but with a drastically reduced martial skill. Going from the basic stats presented in the Inquisitor rulebook, a suitable modification for a Deductor would be: +10/15 Sagacity and Willpower but -20 Weapon and Ballistic Skill, and a -10 Strength and Toughness. Generally speaking a Deductor is of high initiative, but such is often better accommodated as a Games Master allocated modified to awareness when searching or noticing clues, indicators or hidden/underlying oddness of situations. In such terms it seems fair to apply a bonus of +20 (again GM arbitrated for appropriateness) to Awareness Checks.

The natural skill and ability of a Deductor often lies in their uncanny investigative prowess, a difficult thing to model in terms of a strict rule for a narrative skirmish game. In this manner, it is highly unlikely that an Inquisitor will have particularly many Special Abilities due to their past as a Deductor. Similarly it is generally very rare for Deductors to exhibit any signs of mutation, psychic prowess or other unnatural ability. Of course this does not prohibit Deductors from accessing and utilising sanctioned (and unsanctioned) Psykers, or a having a wealth of contacts in the mutant outcasts of society, rather it would often encourage them.

For equipment it is generally taken as poor form to attempt to be discreet in full Tactical Dreadnought Armour. A Deductor, again relying heavily on their mental abilities, will often be equipped with little more than a side-arm and a discrete breast plate, in addition to certain other trappings. Utilising a repertoire of investigative and recording equipment such as Spectral-Surveyors, arco-stylus, data slates and pict-recorders in their line of work it is quite uncommon for Deductor acolytes to be decked out in full armour, extensive arcane weaponry and with backup consisting of a combination of Astartes, Praetorians and Guard Regiments. Conversely though, a Deductor is not unlikely to be well acquainted with the local Imperial offices such as the Cult Mechanicus, the Administratum's Audit Imperialis or the Adetpus Arbites, so

finding members of such organisations aiding the investigations of a Deductor would not be out of place.

The Lector

The Lector, though primarily an acolyte is typically an obvious savant. Acolytes of extreme intellectual disposition are the mark of the Lector. High acumen, with an exceptional talent for piecing together complex academic issues that face an Inquisitor, the Lector is deployed to deal with the intellectual, and often the philosophical and metaphysical intricacies of their master's works. Lectors are invariably cooped in the libraria and institutions of an Inquisitor, drawn on for fieldwork in only the most difficult and unavoidable situations. Though afforded an intriguing degree of independence from the direct scrutiny of their master and patron, a Lector is still exposed to the vast quantities of the information and problems they encounter.

Whilst their master will investigate the workings of a proposed Genestealer cult, a Lector will be applied in the direct analysis of all the information gathered. Often working closely with the Cult Mechanicus contacts an Inquisitor has, a Lector is afforded a great deal of latitude in their work. Unfortunately the price that comes with knowledge is an intense scrutiny from afar. Often mistrusted due to their vast and relatively unchecked knowledge, Lectors are both valuable assets and often great problems for the Inquisitors that employ them. Their intense intellectual capacity is both their strength and their weakness, being exposed to the vagaries of terrible knowledge makes them intently vulnerable to its prying and corruption. Such is the risk run by a Lector.

In addition to the academic-investigative work of Lectors, they are also placed in positions of direct authority derived from their master, relied on for careful corroboration of data from research and listening stations, as well as being utilised in the facilitation of appropriate information exchange between the cells of an Inquisitor. In such cases the Lector is much less at risk from the knowledge they deal in, but are often of less direct importance to an Inquisitor's dealings.



In terms of rules, a Lector is typically extremely frail for an Inquisitor Acolyte. Reducing their Weapon and Ballistic Skills by up to -30 is fitting, as is the reduction of their Strength, Toughness and Nerve by -20 to -30 depending on the history of a specific Lector based from the archetypal Acolyte presented in the rulebook. Similarly, it is quite appropriate for a Lector's initiative to be reduced anywhere up to -50 in quite rare cases.

It is quite uncommon for Lectors to possess much in the way of notable physical skills, often lacking them entirely. In terms of Exotic Abilities, Mutations and the like, it is still rare for a Lector possess any. Given the probable nature of their discipline and research, it is not entirely rare for Lectors to be psykers, often a desirable skill in acolytes of less reputable Inquisitors.

In the manner of equipment, a Lector is rarely without a data slate, or similar cognitive implant. Due to their extensive intrusion onto the Quest for Knowledge of the Cult Mechanicus, many Lectors have fostered relations with less orthodox members of the Cult and find the relationship beneficial both in terms of revealed knowledge and more materialistic gains. In such a manner, it is not unlikely that a Lector would be befitted with various augmetics and bionics of varying quality and purpose from the Adepts of the Machine. It is of some surprise that many Lectors spend much of their time training in martial disciplines. Whilst they are unlikely to be of tremendous skill in general physically or martially, the plausibility of a WS/BS/S bonus based on the use of a certain weapon is quite high for many Lectors. An example would be a Lector well studied in the arts of Taracallian

sabre duelling, but with little experience using more general swords, or indeed any other kind of weapon. Conversely it is likely no surprise to learn that Lectors will be highly unlikely to be found wielding tremendously powerful or dedicated weaponry, or bulky and extensive armour.

The Scriptor

The Scriptor is an unusual archetype in many respects. Whilst extremely common in the retinues of Inquisitors operating in the near reaches of worlds such as Terra, Hydraphur, Kar Duniash, Cypra Mundi and Bakka, they are conversely common in the retinues of Inquisitors with almost no tangible affiliation and operating on the extreme outside of Inquisitorial 'society'. A Scriptor is typically tasked with the investigation of data and transmission directed from the vastness of the Imperium and it's many organisations. Drawn from almost any suitable walk of Imperial life, a Scriptor operates in close liaison with Astropaths and couriers associated appropriated by their master.

Though typically exposed to a vast portion of the knowledge learned by their patron, a Scriptor is often but highly independent from them and yet highly dependent on their resources. Carefully acting in concert with various other members of their master's retinue, the Scriptor is generally less specialised in many aspects than their fellow acolytes. Neither exposed to the forefront of their masters activities nor learning of the greater lessons associated with dealing and combating the foul enemies of Humanity as Interrogators are. Scriptors are still being held back from the independent intellectual capacities of the Lectors are permitted to entertain. A Scriptor is first and foremost a networker. Whilst their ingenuity and insightfulness is highly valuable, their strict mental and physical disciplines are often outstripped. As mentioned, they draw highly on the resources available to them.

Many Scriptors are charged with utilising their patron's resources to monitor the activities of a specific world, organisation or person in an effort to further their patron's interests. Whilst a Scriptor based on one of the core bastions of Humanity will often be one amongst many dozens of Scriptors operating for a well established Inquisitor, all simultaneously searching different avenues for leads and information for their master, a Scriptor operating on behalf of a reclusive Inquisitor will be one of the primary sources of information and therefore be extremely

valuable, having access to almost as many resources as their master Inquisitor has themselves.

Though typically quite proficient acolytes, Scriptors are usually less than exemplary in a particular discipline. When examining their statistics it is strongly proposed for a Scriptor to be generally less than average pretty much across the board. A reduction of -5 or -10 to most statistics is quite appropriate, even as much as -15 in particular cases for specifically suitable Scriptors.

In terms of special and exotic abilities it is uncommon for Scriptors to be particularly special, often only having a single innate ability such as fast draw or dead eye shot, with little in the way past such abilities. Similarly with psychic abilities, it is generally an uncommon trait in Scriptors, though no less so than the average acolyte.

With equipment, it is not uncommon for a Scriptor to have the access to or have it assigned directly from their master's own armoury and assets. In this manner a Scriptor can arguably have access to a wide range of equipment based on the profiling of their master and patron. Most significantly for Scriptors is their access to other personnel, often drawing on Astropaths, Navigators, Machine Cultists and other agents affiliated with their master. For the purpose of a Scriptor or former Scriptor leading a Warband, it is highly likely that they will have a numerous warband, and quite unlikely that they will operate alone. Even still, it is very uncommon for a Scriptor to access highly unusual associates such as operatives of the Officio Assassinourm, the Adeptus Astartes or senior members of the Cult Mechanicus.

The Explicator

The Explicators, closely linked with both the Deductors and Interrogators, are largely neither. They form indirect aides to their masters, being an archetypal agent of the Inquisition. Capable in many aspects, again much akin to the Interrogator, the Explicators are tasked with independently corroborating information, often working closely with their patron (unlike the Deductor). More independent than a direct aide such as an Interrogator, the Explicator is often assigned missions and objects in parallel with their master, acting in concert and collusion to approach a problem from more than one angle. As a substantially independent operative, the Explicator will tend towards the similar operating methods of an Inquisitor, but be

disposed towards a complementary role, rather than supplementary. As a primary component of an Explicators function is to corroborate the beliefs and suspicions of their master, it is quite common for the Explicators to follow the path of their patron in both faction and ideology, though more often diverging significantly as both master and acolyte continue with increasing independence.

Historically Explicators are ordained usually by their patron, rather than upon their death as is often the case with Interrogators. Given the semi-independent nature of Explicators, former Explicators often find themselves drawn towards the overarching Inquisitorial intrigues of subsectors and sectors, forming integral components of dispersed Conclaves and less well established Ordos and Orders.

Given the relative independence of Explicators, they make ideal characters for Acolytes leading their own warbands as not too distant operatives and agents of a more senior patron Inquisitor. They conform well with the statistics for an Acolyte presented in the Inquisitor Rulebook. Divergence from it can all be well accounted for in the background of any particular Explicator with their progression, history and future often more malleable and less dependent on their patrons than many of the other Acolyte archetypes.

In terms of their warband and accomplices, it is a generally good idea to work through the background and history of their patron Inquisitor, as well as the cells associated with an Explicator to give a more solidly founded character, as they may often find themselves displaced from their masters, but still influenced by them.

For equipment, skills and abilities, the realm for an Explicator is quite open. Typically these will be loosely linked to the archetype and personality of their master. A Lector-Inquisitor adopting several acolytes as Explicators would, perhaps, find themselves with a great deal of access to arcane equipment, but with little founding in terms of orthodox contacts in the various branches of the Imperium. Given the rough mentoring presumably provided by their patrons, they may adopt initially similar skills, but through practice find themselves divergent and routed in complementing the abilities, reaches and ranges of the patron, rather than duplicating them.



The Elucidator

The Elucidator is a strong archetypal acolyte. Often working as backup to their masters own investigations, the Elucidator forms a close bond with the Deductors and Explicators in tracing information and working to augment their patron's own work. A mobile operative and often working with solid backing from their patron's assets, an Elucidator is dispatched to act as a vanguard and monitor of the interests of the Inquisitor. Working primarily as an initial investigator, well trained and skilled in shedding light on otherwise inconspicuous connections and associations, an Elucidator is a primary asset to the Inquisitors that utilise them. Often working in close collaboration with fellow acolytes, the Elucidator is primarily an individual operative. They rarely work directly with a retinue or warband, and are archetypal individual.

Should an Inquisitor's attention be drawn to a certain area, but with pressing matters on hand already, they will often dispatch an Elucidator to evaluate the threat and potential depth of any anomaly or issue. In this way, it is not uncommon for an Elucidator to have first been an Interrogator or Explicator before progressing into this vanguard role for their patron.

Though generally independent from their patron when directly surveying and following a suspicion, they are also closely tied to their patron. Rarely will an Elucidator act for extended periods away from their patron on any one path. Typically they will, upon reaching a conclusion, return to convene with their master before being dispatched once more as another anomaly arises.

In any event it is quite common for an Elucidator to form similar views and practices akin to their patron, becoming intimately familiar with what is considered to be a genuine problem, and what is relegated to other bodies of the Imperium. Elucidators are the typical preserve of less well established Inquisitors who utilise these acolytes as vanguard agents and operatives to act outside their own sphere and aid in the determining of their next move. Well established Inquisitors with extensive operations will more often than not focus on the mentoring of Scriptors and Lectors for similar purposes.

Such is the duality of independence and dependence that Elucidators often simply grow and expand into the position and role of an Inquisitor, with their ordainment becoming a formality and cementing of independence from their patron rather than a strict and discrete elevation. Conversely, the nature and purpose of Elucidators means that a great many

have neither aspiration nor desire to act as full Inquisitors, such is their bond with their own patrons.

In terms of their physical and mental statistics, most Elucidators fall closely within the representation of an Acolyte as presented in the Inquisitor Rulebook. The only significant departure would be at least an initial disposition away from extensive leadership ability. A proposed aspect would be a reduction of their Leadership attribute by from -10 to as much as -30 depending upon the background and character of a given Elucidator.

Given the stricter independence of Elucidators in terms of directly working with others, they will often be intensely skilled operatives and agents, thus it is not uncommon for an Elucidator to have some repertoire of special abilities. In terms of exotic abilities, mutation and psychic powers the prevalence of such abilities is likely no more common than amongst general acolytes, though depending upon their respective patrons it may be significantly increased or decreased.

When it comes to equipment it is of little surprise that Elucidators will typically be well equipped for acting independently. Though they are no more distinguishable than other acolytes in terms of the rarity and power of their equipment, an Elucidator will typically be reasonably armoured, and capable of tackling many foes, therefore having both ranged and melee equipment in essentially equal measure and capacity.



The Agitator

The Agitator is an unusually highly specialised form of acolyte. Typically operating under direct authority from their master, with a rough mutual idea of each others intent, they are some of the most independent acolytes utilised by the Inquisition.

Often deriving much of their starting assets directly from their patron, they are then essentially left unhindered to go about their duty, should it take years or decades.

The duty itself is perhaps their most controversial and contentious aspect of their use throughout the Inquisition. They operate primarily with facilitating a counter-movement, often directly opposed to their patrons own intentions. This in itself serves a great many purposes. For the more single-minded Puritan Inquisitors it serves to increase the significance and impact of their actions, greatly increasing the success of their own operations by toppling an ideally capable and competent foe. Clearly, in such cases, the Agitator is not intended to succeed in their plans, merely to facilitate a sufficient counter-movement and gain the experience associated with it.

Creating such credible foes means that a great many heretics and insurgents are drawn out of their hiding and into the knowledge of, at least, the agitator, thereby successfully exposing many threats to the Imperium whilst dealing with only a handful initially.

Ardent Radicals are often less clear cut in their intent when assigning Agitators, often thereby trying to entrap Puritans or rogue Inquisitors who are acting contrary to their plans, or even simply as part of their destabilising ideologies. Indeed it is not uncommon for both the Agitator and their patron to be working fully and entirely to ensure that their own method and approach is the successful one, even if one or both are substantially heretical in creed.

What truly separates the Agitator from the host of acolytes is the sheer independence their kind is permitted, often being deployed for the course of many decades conducting repeatedly similar and effective agitations amongst the populaces of the Imperium and beyond should it suit the motives of their patron.

It is not uncommon for Agitators to meet their end at the hands of their own Inquisitor for overstepping the line of heresy, and even more common is another Inquisitor being unaware of the Agitator's connections and simply intervening and likely killing or detaining the Agitator before an explanation is

afforded or sought.

When and if an Agitator is eventually ordained, it is common for them to be of rapidly divergent views. Where one may ascend from agitation and assert themselves as a Monodominant and assign a host of acolyte-agitators of their own, another of similar background may suddenly find themselves rapidly approaching the path of a Radical, finding their own ideologies and views rapidly swept from under them as they descend into the intrigue of Inquisitorial deception and divisiveness.

The case of Agitator acolytes is varied and extensive. Whilst most roughly conform to the general acolyte profile presented in the Inquisitor Rulebook, a great many will find themselves with heightened oratory skills, able to swing a hardened band of rebels to their cause or to rouse anger in a crowd easily, swiftly escaping as the might of the Imperium crashes down on their web. In any event, a typically Agitator will be roughly standard in their profile, with usually only a marked increase in their Sagacity or Leadership of the form of a +5 or +10 modifier to those stats. As they are more often the catalysts of change, whilst capable they will usually not progress greatly past their initial ability with weapons and their physical stature. In such a manner, most Agitators will typically be slightly below average in terms of Weapon and Ballistic Skill as well as strength and toughness, but usually not by a significant enough portion to warrant a modifier.

In terms of special, exotic and psychic abilities, it is not uncommon for agitators to have a few select abilities. It is unlikely they will be extensive, or intense, but typically present in some form. Although generally uncommon, it is not entirely unheard of for mutants to be inducted as acolytes Agitators within their own communes, thus the prospect of a heavily mutated Agitator is not inappropriate.

In terms of equipment, a Agitator initially dispatched by their patron will often find themselves with a sizeable portion of resources, often including added staff members, a not-unimpressive cache or weaponry, armour and other equipment or other such items. In this way, whilst an Agitator themselves may not be inundated with equipment, their immediate retinue will often be highly equipped through their resources. In the long run, however, an Agitator will receive little if any further outside support from the Patron, thus requiring a solid independent

infrastructure to support their plans. Specific equipment included to them will often be highly relevant to their cause. An Agitator inciting, say, a Cult of the Machine would be well endowed with obvious mechanical apparatus such as Bionics or icons of the Omnissiah, whereas an Agitator working intently with the Imperial Cult and, say, the Redemptors will find themselves using many flammers, and Imperial 'Relics' and similar.

As can be expected, an Agitator will often find themselves surrounded by many, apparently like minded, individuals. Be they cultists of one form or another (from death cults, machine cults and cults of the Emperor Ascendant through to doomsayers and even Chaotic or Genestealer influenced cults!), they will typically be loyal to the agitator. As a note, it is also not necessary for the Agitator to be the primary figure in such cults, often they will adopt the form of a critical or trusted advisor seemingly quite innocuous, but subtly guiding the organisation nonetheless. In any event, an Agitator will, like the Scriptor, typically have an extensive warband or retinue at their disposal.



Agitator Alatzar Sho-Creen

Alatzar is a former con artist, but now he serves the Emperor. On behalf of his patron the Recongregator Inquisitor Kessen Vral, he has currently infiltrated the court of Dalekhan's Planetry Govener. He acts in capacity as an advisor to the Govenor, and thanks to his careful advice, the govendors diversion of funds and failure to keep Imerial Creed will soon be publicly and bloodily exposed.

Age: 53

Left Handed

Equipment: Ornate Carapace Chest and Abdomen (Av 4). Sword

Special Abilities: Leader

Physic Powers: Gaze of Death, Demoralise, Embolden

WS BS S T I Wp Sg Nv Ld
55 51 67 56 76 71 69 65 73

Deductor Alex 'Dirty' Polis

Alex serves as the eyes and ears to Inquisitor Donathor, keeping a close and unobtrusive eye on half a dozen key worlds within the subsector. Often posing as a small scale freight merchant, he is able to catch important the gossip and rumours from both upper class merchant houses, and lower class 'private businessmen'.

Age: 42

Right Handed

Equipment: Flak Armour (Av 2 Chest and Abdomen), Sawn off Shotgun (with scatter shells), Pict Recorder (200 turns in duration, 1 action to record, 1 to stop, 1 to play back, 3 to load a new cartridge)

Special Abilities: Force of Will

Psychic Powers: none

WS BS S T I Wp Sg Nv Ld
58 49 47 54 76 82 85 78 73

Eludicator Valen Carramond

Eludicator Carramond serves as one of the eyes and ears of Amalathian Inquisitor Konstandin Garibaldi. She is often dispatch to the far reaches of the Galaxy assessing threats and

links in the Inquisitor's on-going search for the elusive daemonologist Kethas Quan.

Age: 36

Right Handed

Equipment: 2 spring-braced micro-duelling pistols (Shots: 1, Weight 10), flak armour 3, all location except head, sword.

Special Abilities: Gunfighter, Acrobatic, Leader

Psychic Powers: none

WS BS S T I Wp Sg Nv Ld
54 77 67 56 69 67 68 72 60

Explicator Tan Bronner

Bronner was recruited from the Circus Arcana and it is his showmanship that makes him so valuable to his patron. Few men can enter the secret world of entertainers. Specialising in the infiltration of anomalous travelling shows, often sources or spreaders of corruption, and they almost always have a superb knowledge of the local situation. Bronner serves the Xenarite Inquisitor Ardentine Ronagne of the Ordo Sepultrum in his cleansing of the Segmentum Solar's worlds of the Plagues of Disbelief.

Age: 28

Left Handed

Equipment: 6 throwing knives, 2 knives, capitol, average bionic eye with rangefinder.

Special Abilities: Blademaster

Psychic Powers: none

WS BS S T I Wp Sg Nv Ld
54 59 59 61 77 72 88 68 63

Interrogator Itjus Kar

Ten year old Itjus Kar was a primitive tribesman on the world of Braknor, when Inquisitor Gortestue led an investigation into the rituals of certain sects on the planet. Initially taken by the Inquisitor as a local guide, he impressed the Inquisitor with his dedication and purity to the Emperor, demonstrating an impressive and exponentially increasing grasp of the workings and dangers of the Imperium. Almost a decade after being brought into the Inquisitor's permanent retinue after saving his life, Kar was elevated to the rank of Interrogator and cast as Gortestue's pre-eminent protégé.

Age: 24

Ambidextrous

Equipment: ArmaPlas Shield (Av 4, Left Arm, Left leg, Chest, Abdomen) Spear, Pain Needles.

Special Abilities: Lightning Reflexes

Psychic Powers: none

WS BS S T I Wp Sg Nv Ld
79 61 69 67 71 72 68 79 76

Lector 'Nathaniel' 5W337

Born with a serial code, rather than a name, 5W337 was a child of a minor Adeptus Ministorum orphanage, where the children would be turned out as good menials. However, 5W337 showed a prodigal ability to read, and the ability to seek out and absorb information. By the time he was twelve, he became chief assistant to the archivist. First recruited by one Monodominant Inquisitor Bracin, he has served a variety of masters, and resides primarily in the Legacy of Katheshan Conclave Inquisitorial libraria upon Kar Duniash.

Age: 82

Left Handed

Equipment: Average Bionic Arm (left arm, Str 53) Implant Data Slate (Left Hand, Mk IV Kardunish 'Universal' pattern), Stylus.

Special Abilities: none

Psychic Powers: none

WS BS S T I Wp Sg Nv Ld
37 39 68 39 65 59 81 68 69

Scriptor Ganlli Bemask

Ganalli was picked up by the black ships at the age of eleven for his telepathic ability. It was his diplomatic tact that allowed him to survive the hellish confines of the journey to Terra. He became a Sanctioned Pysker affiliated to the Departamento Munitorum and was assigned to the PDF of *Gravense Folly* and liased with the Mutant population of the world, deftly able to calm situations between the various reaches of the mutant populace. Brought to the attention of Thorian Inquisitor Rectjivain on her summary inspection of the world. After her untimely death he now currently serves as a Scriptor to the predominantly Puritan Conclave addressing Proliferative Mutant Management in the Drython Sector.

Age: 46

Right Handed

Equipment: Short Sword, Laspistol, Conversion Shield.

Special Abilities:

Diplomat: If Ganalli passes a Leadership test he can force a roll as he attempts persuade a character. The character must pass a Willpower, or Nerve Save (Ganalli's choice) or be swayed by Ganalli's words (GM decide reaction). This Skill only works on those he has a chance of reasoning with, not for example, an implacable Assassin.

Psychic Powers: Telepathy

WS BS S T I Wp Sg Nv Ld
63 54 56 49 64 76 72 68 83



Though by no means extensive, we felt the above gave a sufficiently wide berth for players to examine the various acolytes they would even allow to begin to speculate after their own Seal! For those of a creative streak, we came up with a few possible names for other acolytes, but our brains started to give up: Edictors, Convenors, Excruicators and Directors.

NEW EQUIPMENT

Pain-needles

Acolytes, particularly Interrogators, are skilled at questioning people, and forcing answers out of them. Their methods range from threats to Unimaginable Torture, but one of their most effective, and most common tools are the ubiquitous pain needles.

Pain needles are long slender silvery pins, attached by micro wires to a control pack, a prisoner must be restrained for them to be applied.

A typical case of needles will allow for up to D6+2 distinctly different 'levels' of pain. They are typically stowed easily in little more than a secure fabric wrap and pocket or holster. The needles send signals directly to the nervous system, causing excruciating pain. Any person who is questioned while a trained operator uses the needles is at a -45 (or other suitable modifier) to any test to resist answering. GMs should determine what can be done in any particular action.

The Needles can also be used as an improvised weapon, if any un-armoured location is hit the target is stunned for D3 turns as a massive shock is delivered to their nerves.

Stimuli-applicators

A substantially more advanced variant of pain needles, they come in far more wider styles and settings, with each set often custom made and modified to the specifications of it's owner. The various different designs range from pain needles with far superior individual variance units, to entire body suits.

They manipulate the senses of the victim in a far more subtle way than pain needles, able to create sensations of warmth or cold, water or fire. Any person who is questioned or otherwise subjected to the applicators is at -60 to any test to resist an interrogator. Clearly the GM should feel free to alter this depending on both the skill of the interrogator and the training or ability of the subject and any other suitable factors.

Arco-stylus

An arco-stylus is typically an indentured servant, a servitor or similarly lobotomised human, or most often a servo-skull of forms. In any event, an Arco-stylus are typically

equipped with powerful and sometimes sophisticated pict-recording devices. A sophisticated machine spirit or cogitation is intact in the entities such that they can pinpoint timeframes and make rudimentary choices as to how and what to record, as required. It is not uncommon for an Arco-stylus to be capable of communing with other vassals of the Machine God and directly revealing the knowledge stored in it's devices.

Standard equipment is a substantial parchment roll and auto-quills utilised for select reproduction of images as required by their owner or master.

Pict-recorder

Though specifications vary widely, it is not uncommon for many agents of the Imperium to carry with them, or in their repertoire, a pict-recorder of some form.

In game terms, a pict-recorder will have a nominally allotted field of vision (from narrow a 30 degrees for crude or highly specialised devices, to broader fields up to all-round for high quality equipment). Typically it will record mainly in the visible spectrum, though as noted highly advanced forms are available with extra apparatus. Indeed, some may fit securely behind and within the a servo-skull whilst others record every moment upon vast, hulking servitors.

They can be set to record everything, or specific items, or probably any combination possible (Sg tests are recommended...we all know how good we are with VHR/DVD players...). It takes an action to input a simple command (I.e. record) or several more depending on the further complexity of the task. A test based on the skill of bearer of the pict-recorder, or the programmer, is also recommended depending on the likelihood of detecting crucial or significant events that happen within (or without) the field of vision of the recorder.

Spectral-Surveyors

A series of ocular aides that fit over the eye in some form or another. From simple a monocle that enhances the visible spectra to a vast and complex array adorning the entire skull that can flex and change to suit the particular needs of the bearer.

In any event, depending upon the various sets

and combinations and specific intended effects of a piece, an abstraction of their effect is a suggested bonus to awareness of one form or another. (Viewing primarily in the IR and thermal range will obviously aid in detecting of heat signatures and benefit a bonus to detection of said phenomena whereas scanning radio-frequencies would incur a penalty in the same situation)

Data Slate

A portable, typically hand-held, cogitator easily suited to bearing, recording, noting and accessing a variety of information. Typically produced to STC standards, but can be highly specialised to access or prevent access to restricted databanks, and can often come in specialised variant-patterns thus sometimes prohibiting it's use when faced with incompatible patterns.

The data slate allows a character to access, upload and download data from a vast host of information repositories across the Imperium (this one's a Kar Duniash pattern, so GMs should adjudicate on compatibility) whilst allowing the user to make a variety of notes and other similar actions. It typically takes one action to utilise the data slate for simple purposes, e.g. a quick note or calculation or accessing a specific piece of data (though it may take substantially more time to read/understand/etc the data). It may take two actions to commence simple data exchange with a suitable counter component, or even more actions to conduct more complex actions.

Stylus

A stylus is an unassuming mechanical scribing implement of the Imperium, and perhaps the Imperium's most widely used tool. The Adeptus Terra combine the Stylus and Quill not to any small means: they facilitate the running of the Imperium of Mankind with such devices. In addition to it's typically basic yet extensive scribing abilities many types of Stylus can be utilised alongside data slates and other similar devices to facilitate more accurate recording and amendments.

Primarily over the quill the Stylus allows a greater dexterity when utilising data slates. Additionally they can be used as set-quills to mark objects in a variety of inks and manners (e.g. 'hidden ink' etc). To change ink type of the Stylus simply requires an action. To mark an object requires one action and a Sagacity

test. The degree of success or failure of the test will account for how well the marking was completed (or botched). GMs should apply modifiers rather liberally, also allowing characters to 'concentrate' (or 'aim') and such for similar bonuses (e.g. +10% to Sg).



ABOUT THE AUTHORS

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