

Fantasy Inquisitor – Why? Or: Introduction

Why? Simple: Inquisitor instantly became a favourite game down our way, and it seemed a shame that the excellent rules couldn't also be applied to a setting we love just as much – the Warhammer world. So, we decided to change that and set about altering the game to make it suitable for a Fantasy setting. The results are contained within this booklet. Rather than put in a lot of specific rules, scenarios and equipment, we decided to concentrate on the fundamental mechanics of the game. The reasoning was that we could come up with settings and plots later – the best story in the world is pointless if the game 'feels' wrong and destroys the illusion of the setting. This introduction is a little insight into exactly why we made some of the more noticeable changes...

Firstly, the primitive weapons in Inquisitor do next to no damage compared to bolt guns and so on, which is fine in that game because they emphasise the power of 41st millennium weaponry. However, in a Fantasy setting these primitive weapons are the only ones available, and if bows still inflicted 2-6 damage you would quite literally be there all day. Therefore the power of the weaponry has been juggled a little.

Close combat is far more important to Fantasy than 40K, because the ranged weaponry is not so potent. In Inquisitor hand to hand combat is bloody – it is generally over very quickly, and decided as much by weaponry as skill. In our opinion this is one of the best things about the game; it perfectly captures the brutality of the setting. The 40K universe and the Warhammer world are subtly different in tone, though; whilst both are dark, 40K is bleak and harsh where Warhammer is hopeful and humane. The 41st millennium has long been a graveyard for martyrs, while the Warhammer world remains a stage for heroes.

With this in mind, we have made some tweaks to the close combat rules that make it a little more detailed, less dependant on weaponry and more the skill of the characters involved, in order to make combat seem more epic and heroic. We also tried to make sure that, at least to some extent, the weapon and equipment lists are a variety rather than a hierarchy, to allow characters to express their personality through their equipment without being too heavily penalised for it. Obviously some weapons are still better than others, just not to the extent that they are in Inquisitor – even the worst weapon has some redeeming feature.

These were the most important changes, but there are others. We've put in a simple armour encumbrance system to reflect the fact that Warhammer armour isn't made of plastic and doesn't have hydraulics in it. The shield rules were also changed, since using the ones from Inquisitor would make them far too powerful for a Fantasy setting.

Perhaps the most drastic change is that from psychic powers to magic. Although the Inquisitor psychic system would work for magic, it wouldn't 'feel' quite right. Whilst in 40K psykers draw on their inner strength to use their powers, magic in Warhammer is dependent as much on the whim of the magic as the strength of the wizard – magic is a force to be appeased, not commanded.

To this end we've designed in a rather radical spellcasting system that is superficially similar to the psychic rules, but a bit more complex. For a start, because magic is so mentally draining to use and wizards don't like using their powers unless they really have to, we've made the use of magic and dispels temporarily drain the wizard's Willpower – the more powerful the spell, the more tiring it is to cast. In addition spells have a Power level, which indicates the minimum remaining Willpower required to be able to cast it. This means that a wizard must be careful how he uses his magic, lest he find himself exhausted and unable to cast a crucial spell at a vital moment. This puts a cap on the power of magic in the game and at the same time means that duels between spellcasters can take an intriguing cat-and-mouse quality, as they try to dupe each other into tiring themselves out.

To emphasise the fact that the magic as much as the wizard is doing the work, we decided that dispel rolls should be made after the casting roll rather than it inflicting a penalty to cast – one wizard casts a spell, and another must attempt to actively block or disperse the energy. There is also a sense in Warhammer that the some spells are innately more powerful than others; for example, you can imagine that the Grand Theogonist on the battlements of Altdorf casting the Great Spell of Unbinding carried rather more oomph than a quick fireball. For this reason, the basic dispel score depends on the power of the spell rather than the strength of the wizard, which helps give the spells – and the magic itself – a bit of personality!

And so, we present Fantasy Inquisitor. We hope you forgive us, and that you like it.

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HAND TO HAND COMBAT

Weapon profiles

Close combat weapons now have a weight characteristic, in the same way as missile weapons. This has the same effect as with shooting – i.e. every point that a character's weapon's weight exceeds his strength by is -1% to hit and parry.

If a character isn't strong enough to hold a weapon in one hand without penalty he can use both, counting his full strength. However, if a character is suffering a penalty to hit because of his weapon's weight, or if using two hands because using only one would incur a penalty, the weapon's vast weight may cause him to over-swing; if he rolls 96-100 to hit, his opponent can make a counter attack in the normal way.

Initiating combat/ Advance and attack

A character who is fighting at arm's length and wishes to advance on a character with a Reach 4 pole-arm (spears, halberds etc.), must pass a Weapon Skill test in order to do so, with a negative modifier of -10% per point of difference in Reach (as with rolling to hit). If they fail they are kept at bay by the longer weapon of their opponent and the action is wasted. This also applies on charges; the charging character must pass a Weapon Skill test to get inside his opponent's Reach or has to stop at arm's length, and use subsequent actions to try again (note this means he will lose any charging bonuses). No test is necessary if the character is advancing and attacking as part of a counter attack.

In addition, if a character fails to close on his opponent, his opponent can make one free attack against him, representing attempts to make the attacker impale himself on the weapon! The attack may be dodged or parried as normal, and does count towards the character's number of parries for the turn. If the character was charging that action, this attack inflicts double damage if it hits!

None of this applies if the character is advancing from outside the defender's front 45 degree arc.

Parrying

If an attacker's weapon is more than 3 times heavier than yours, you cannot parry, only dodge.

Parrying – weapon Reach

Weapon Reach doesn't count when making parries; i.e. assuming no other modifiers, a character's required parry score will simply be his Weapon Skill minus his parry penalty. Reach still applies when rolling to hit.

Parrying – counter attacks

If your weapon is twice as heavy as your opponent's or greater, you suffer -10% to parry or dodge against counter attacks, to reflect the speed advantage of knives, rapiers and the like.

Parrying – dodging

Rather than Weapon Skill, roll against Initiative when dodging. Do not add the +20 for dodging given in the Inquisitor rulebook. Instead, add a bonus of +1 per point the character's weapon skill exceeds 50 by, to a maximum of +20. This reflects the way that more experienced combatants will be better able to predict opponents' movements. Note that this still counts as a parry for the purposes of halving stats; add up the total number of dodges *and* parries attempted, and halve the relevant characteristic that many times.

If a character armed with two weapons or a weapon and a shield dodges, *both* weapons count as having made a parry for the purposes of halving their stats for successive parries.

Parrying with two weapons

If using two weapons in close combat and you manage to counter after parrying with only one of them, you can use the other to counter with. If you do your opponent suffers -20% to parry, *unless* they also have two weapons (or weapon and shield), and make *their* parry with the weapon they didn't use for the initial attack! Characters parrying with a shield then countering with a weapon in their other hand do not gain

this bonus; shields are too awkward to use in the deft manner required. Remember that if parrying with two weapons (+20% bonus), you will have to count the off-hand penalty of -10%, for a net bonus of +10%.

SHOOTING

Aiming

If a weapon is heavier than a character's strength, they cannot aim unless they have first rested their weapon.

Rested weapon

Bows cannot be rested, obviously. Don't even think about it!

Pinning

Only black powder weapons (and magical missile spells) cause pinning all the time. Bows and thrown weapons cause pinning only if the target was unaware of the shooter.

INJURIES AND RECOVERY

Hit location (optional)

Instead of adding or deducting 20 to or from a hit location roll, you can only add or deduct 10; this represents the relative clumsiness of even the most accurate of primitive weapons compared to their high-tech counterparts. However, to make up for this somewhat you can go off one end of the chart and back on the other by modifying the roll; for example, you could deduct 10 from a roll of 06 to make it 96, and hit the head.

In hand to hand combat, do not add +20 to the location roll; instead, add only +10.

Recovery

There is no Toughness bonus to recovery rolls taken during the recovery phase; the amount of injury points removed is simply D3, with no modifiers. This is to represent the fact that you simply do not heal at that rate, and also to prevent high-toughness characters being nearly invincible. It's silly having characters who recover 20 damage points a turn if there are no grenade launchers to counteract it! It's also to make sure bleeding is actually cause for concern... If a character uses an action to heal himself, the bonus is used as normal.

Damage Charts

The penalty for a Serious leg wound is -1 to movement rates and -10 to dodge in Close Combat, rather than -1 Speed. This is cumulative to -2 movement and -20 to dodge if both legs are injured.

MISCELLANEOUS : KNOCKBACK

Hits to the arms count only half damage for knockback.

MISCELLANEOUS : OFF-HAND

The off-hand penalty is only -10%, not -20%.