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CALL TO ARMS:
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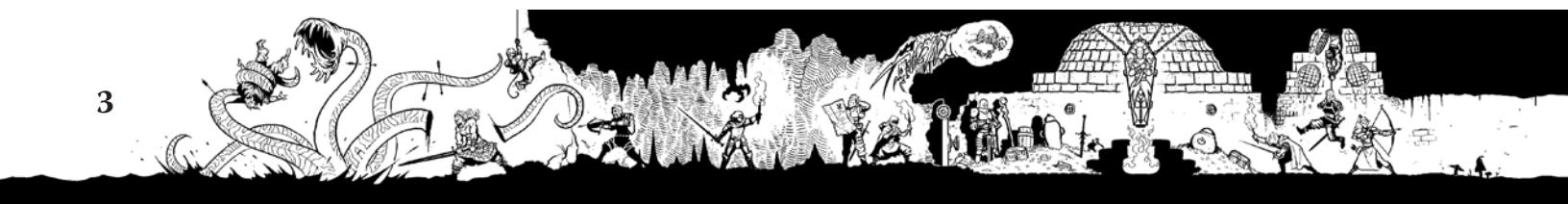
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INTRODUCTION

Welcome to **Call to Arms**, a series of character expansions for Fantasy Craft. In each installment we offer a new class, appropriate for any fantasy setting. Some, like this volume's **Inquisitor**, come with additional character options and other supporting material. For more information on this and many other great products, visit the Crafty Games website at www.crafty-games.com, your home for all things Fantasy Craft.

INQUISITOR (EXPERT)

In many fantasy worlds, the power of the Church extends far beyond spiritual stewardship, into the very center of legal, political, and civil life. The Inquisitor is an agent of the Church, tasked with rooting out blasphemy and corruption, be it to protect the weak or preserve the powerful. This holy mandate is often violent but rarely involves what many fantasy adventurers call "combat." It is, however, nearly always full of the tensest form of desperate intrigue.

Depending on the campaign, an Inquisitor could be...

- A Church agent charged with hunting down heretics and other enemies of the faith
- An imperious noble whose connections to Church leaders grant great political clout
- A charismatic peasant whose divine calling inspires the people and rattles disbelievers
- A cruel enforcer protecting those in power from popular disapproval
- A zealous investigator whose keen eyes spy the seed of heresy in every corner
- A frustrated commoner inspired to excoriate unbelievers from society

Party Role: Solver/Talker. The Inquisitor is a divine bloodhound, tasked with sniffing out dissent and sacrilege through perseverance, guile, and sometimes, direct force.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Alignment, Intimidate 6+ ranks, Investigate 4+ ranks, Persecution Basics (see page 6)

Favored Attributes: Wisdom, Charisma, Intelligence

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Bluff, Crafting, Intimidate, Investigate, Medicine, Notice, Resolve, Search, Sense Motive, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Disconcerting: The Inquisition's eye strikes terror in the hearts of all — believers or no. Once per scene as a full action, you may announce your affiliation with your Alignment's Inquisition to spend and roll an action die. You may choose a number of characters equal to the result and within line of sight to become *shaken* until the end of the scene or until the start of the next combat, whichever comes first.

CLASS ABILITIES

Hammer of Heretics I: You reveal the truth through fear and divine authority. At Level 1, you gain 1 rank of Noble Renown. You also gain a bonus with Intimidate and Investigate checks equal to your Noble Renown.

Hammer of Heretics II: At Level 5, you gain an additional rank of Noble Renown (total 2). You also gain the *menacing threat* NPC quality: you may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

Hammer of Heretics III: At Level 9, you gain an additional rank of Noble Renown (total 3). Also, when a character attempts to lie or conceal the truth from you, his skill check must equal or exceed your total Intimidate bonus or the deception fails.

Condemn I: Just one of your pronouncements can destroy the most respected target's standing. At Level 2, you may spend a full action condemning a single character within line of sight. The character suffers a morale penalty with Charisma-based skill checks equal to your Wisdom modifier (minimum 1). This penalty lasts until the end of the scene or until you condemn a different character, whichever comes first. You may use this ability a number of times per scene equal to your starting action dice.

Condemn II: At Level 7, when you condemn a character, they also suffer stress damage equal to your Class Level.

Persecution Mastery: At Level 3, you gain the Persecution Mastery feat (see page 6).

Incorruptible: You're unsullied by the hand of a heretic. At Level 4, you gain Damage Resistance 5 against 1 Alignment of your choice.

At Level 8, you gain Damage Resistance 5 against an additional Alignment (total 2).

Path of the Devoted: At Levels 4 and 8, you take a Step along any 1 of your Alignment's Paths.

Agent of the Church: Your holy patrons afford you whatever support you need in your investigations. At Level 6, at the start of each adventure, you gain an amount of Reputation equal to your Wisdom score, which may only be spent to gain Noble Favors (see *Fantasy Craft*, page 187). You may supplement this "free" Reputation with Reputation you've earned in play. Favors secured with any amount of this "free" Reputation do not count against the number of Prizes you may keep, and are lost if not employed by the end of the adventure.

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Persecution Supremacy: At Level 7, you gain the Persecution Supremacy feat (see page 6).

Torches and Pitchforks: You can whip the most reticent commoners into a frenzied mob thirsty for heretical blood. At Level 10, once per session, you may select an Alignment other than your own. As a 1-minute action, you may make a powerful speech to all allies who can see or hear you, as well as a number of non-adversary standard characters who can see or hear you equal to $10 \times$ your Wisdom modifier (minimum 10). Afterward, each affected character gains the following benefits for a number of hours equal to your Charisma modifier (minimum 1 hour).

- They gain Rage Basics as a temporary feat (see *Fantasy Craft*, pages 84 and 93).
- They become immune to negative Morale effects (see *Fantasy Craft*, page 379).
- They become Hostile toward characters with the chosen Alignment (see *Fantasy Craft*, page 373).
- They become Supportive of you.

BUILDING THE INQUISITOR

As a species inclined to suspicion and religious division, humans are most likely to become Inquisitors. That said, an Elf's massive Wisdom bonus and natural elegance can be very handy when filling the role, and the natural inclination to remain aloof to "lesser species" is well within this class' theme. Effective Inquisitors can also be made of Orcs, whose battle-readiness and knack for intimidation are quite useful in this line of work, and drakes can always purge things with fire.

Human Inquisitors come in many different varieties, but most tend to be hardened and wary, which leans toward Talents like Crusading, Grizzled, and Vigilant. Less predictable but equally effective choices include Methodical and Savvy, both for their bonus Wisdom and a collection of abilities that make for reliable and flexible investigations.

Since the Inquisitor spends most of his career searching for and then... *neutralizing* threats of the faith, Specialties that grant an investigative edge are most useful. Adept is an excellent all-rounder thanks to handy benefits like Turning and Heroism,

Table 1: The Inquisitor

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+0	+0	+2	+1	+2	+1	+1	<i>Disconcerting</i> , hammer of heretics I
2	+1	+0	+0	+3	+1	+3	+2	+2	Condemn I
3	+1	+1	+1	+3	+2	+4	+2	+3	Persecution mastery
4	+2	+1	+1	+4	+2	+5	+2	+3	Incorruptible (1 Alignment), path of the devoted
5	+2	+1	+1	+4	+3	+5	+3	+4	Hammer of heretics II
6	+3	+2	+2	+5	+4	+6	+3	+5	Agent of the church
7	+3	+2	+2	+5	+4	+7	+4	+6	Condemn II, persecution supremacy
8	+4	+2	+2	+6	+5	+8	+4	+6	Incorruptible (2 Alignments), path of the devoted
9	+4	+3	+3	+6	+5	+9	+4	+7	Hammer of heretics III
10	+5	+3	+3	+7	+6	+10	+5	+8	Torches and pitchforks

plus an investigative boost and a Spellcasting feat (Blessed or Devotion Basics being strong candidates here). Cleric and Shaman are two divine-leaning concepts that support the Inquisitor's background, while Aristocrat and Lord offer strong social skills and discounts on Noble Renown that will fit many play styles like a glove.

Like our own historical inquisitor, a character with this class can emerge from many quarters. He may start his career as a Priest, or a Crusader (available now as a digital download), either of which naturally has close ties to the faiths of your campaign world, and plenty of handy divine abilities to build from. The Explorer (*Fantasy Craft*, page 38) and the Emissary (*Adventure Companion*, page 103) are equally strong starting points, and what they lack in sacred training they make up for with inquisitive approaches. Other choices include the Assassin and the Courtier, whose social prowess and ability to lie low before surgically removing foes can be invaluable once heretics are identified.

Suggested Species: Drake, Elf, Human, Orc

Suggested Human Talents: Crusading, Gifted, Methodical, Savvy, Wise

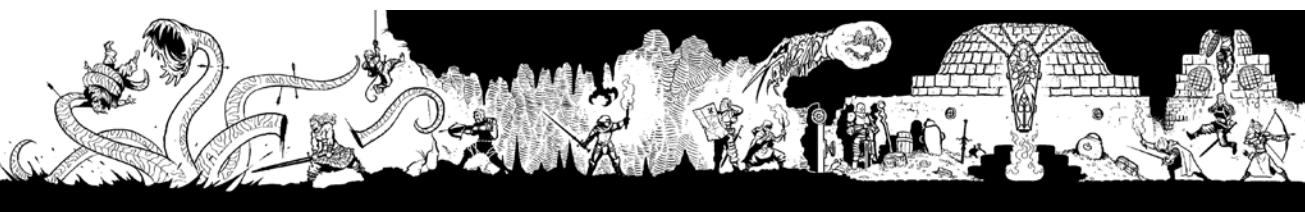
Suggested Specialties: Adept, Aristocrat, Cleric, Lord, Shaman

Suggested Entry Classes: Assassin, Courtier, Crusader, Emissary, Priest, Sage

PLAYING THE INQUISITOR

Fantasy Craft's Inquisitor is a bit different than the broader fantasy archetype. He's not so focused on the destruction of witches or the abolition of sorcery (except perhaps if you're playing in The Realm, a micro-setting from *Time of High Adventure*); instead, he's dedicated to rooting out and punishing heresy and dissent. The Inquisitor's weapons are as often coin and pen as torch and blade, and he wages his war as often in the halls of nobility as among blasphemous covens. Sacrilege can emerge in all sorts of places, and the Inquisitor fights it wherever — and whenever — it rears its ugly head.

As such, the Inquisitor offers an unusual combination of social and investigative abilities needed to find and take down his prey, directly or indirectly. A great example of this is *hammer*





of heretics, which increases the Inquisitor's Noble Renown (a vital tool for accessing the resources he so commonly needs), which when coupled with his ability to find and terrify targets and his requisite Persecution feats (see right) makes him one of the most effective pursuers around. *Condemn* cripples a target's ability to seek out assistance and withers confidence from others, and *agent of the church* further tips the resource battle in the Inquisitor's favor, bringing his effort into brutal focus.

Despite the Inquisitor's low base attack bonus and saving throws, or his middling Defense, he still has quite the ability to impact combat in significant ways, particularly against enemies with an opposing Alignment. *Hammer of heretics* grants devastating use of Intimidate, and when combined with Threaten actions and the *menacing threat* quality (gained at Level 5), the Inquisitor can easily end a fight before it even starts. *Disconcerting* can give the Inquisitor's party an edge by dropping the *shaken* condition on key foes early in the fight, the Persecution feats (particularly Supremacy) and *incorruptible* focus still more pain on those with opposing Alignments, and when all else fails *torches and pitchforks* can provide quick and valuable support from an angry mob, so long as there's a crowd nearby to whip into a frenzy.

The feats an Inquisitor chooses should depend largely on his desired approach. A social Inquisitor will probably want to invest in Style feats that further enhance his social mojo, like Repartee Basics, Glint of Madness, or Boundless Zeal (see *Call to Arms: Crusader*). Combat-oriented Inquisitors may also benefit from Glint of Madness, thanks to the Intimidate skill's utility in combat, but they can get equal use of Basic and Melee Combat feats like Contempt, Iron Will, and the Club tree (thanks to the Intimidate bonus and benefits for non-lethal takedowns). Mystical Inquisitors may enjoy the Blessed feat (to counteract the class's slower *path of the devoted* progression) or Devotion Basics (*Adventure Companion*, page 137 or *Call to Arms: Avatar*). Those wanting to surprise their enemies shouldn't overlook feats like Ambush Basics, Bushwhack Basics, and Misdirection Basics, either.

Inquisitors are different from other fantasy adventurers in another way: they don't tend to go in for a lot of heavy gear. Their job is complex and often requires writing implements, seals of their office, and blessed objects beyond their weapons and armor. Since an Inquisitor can avert many fights before they start, fighting gear is often simple and only as effective as necessary.

Suggested Feats: Blessed, Boundless Zeal, Club Basics, Contempt, Devotion Basics, Glint of Madness, Misdirection Basics, Repartee Basics

Suggested Adventuring Equipment (250s): Mace, hide shield, 2 hatchets, moderate leather armor with light fittings, anointed vial, brand, manacles, 3 pints of oil, 5 torches, grooming case, signet ring, sheaf of paper + invisible ink, 5 candles, 7 days' rations

STYLE FEATS

For more about Style feats, see *Fantasy Craft* page 107.

PERSECUTION BASICS

Unbelievers are everywhere, and they're not without signs.

Prerequisites: Alignment

Benefit: Choose 1 Alignment in your campaign. The threat ranges of attack and skill checks targeting you, made by characters with the chosen Alignment decrease by 1 (minimum 20).

Also, once per scene as a full action, you may choose a single special character or standard mob within line of sight. The target must make a Will save (DC equal to 10 + your Wisdom modifier + the number of Style feats you have). With failure, you learn the target's Alignment (or lack thereof).

PERSECUTION MASTERY

Under your watchful eye, *no heresy* takes root.

Prerequisites: Persecution Basics

Benefit: Choose an additional Alignment in your campaign (total 2). You gain the benefits of Persecution Basics and Mastery with both chosen Alignments.

Also, your threat range with skill checks targeting characters with either chosen Alignment increases by 1.

Finally, you may always act during surprise rounds which include an opponent with either chosen Alignment.

PERSECUTION SUPREMACY

Death to infidels!

Prerequisites: Persecution Mastery

Benefit: Choose an additional Alignment in your campaign (total 3). You gain the benefits of Persecution Basics, Mastery, and Supremacy with all three chosen Alignments.

Also, your threat range with attacks targeting characters with any of these three chosen Alignments increases by 1.

Finally, once per round you may make a free attack against an opponent with any of these three chosen Alignments.

NEW CLASS ABILITY NPC QUALITIES

The following Inquisitor abilities are available to NPCs using the *class ability* NPC quality (see *Fantasy Craft*, page 231).

Class Ability	XP Value
Condemn I-II	2 per grade
Disconcerting	2
Incorruptible	5 per grade
Torches and pitchforks	10



CALL TO ARMS



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