

NAME _____

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

BLOOD ON THE LENS

INQUISITOR

You've been given a clandestine directive. Maybe you're tracking supernatural monsters, hounding criminals, or infiltrating a heretical cult. Your keen senses might help you uncover the truth, but will your superiors turn against you when you learn too much?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

CREATING AN INQUISITOR

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.



APPEARANCE

I LOOK LIKE: _____

I'M USUALLY WEARING: _____

I'M ALWAYS CARRYING: _____

RACE Dragonborn, Dwarf, Elf, Gnome, Halfling, Human, Mousefolk, Tiefling, _____

GEAR

WEAPONS. You use Expert Weapons. What do you use to mete out justice? Choose two:

- Crossbow. (use Aim, +1 die when far)
- Greatsword. (use Force, +1 die against supernatural)
- Halberd. (use Force, +1 die when an ally is close)
- Warhammer. (use Force, +1 die against armor/objects/machines)
- Whip. (use Aim, +1 die against people)

HISTORY

THE INQUISITION. What is your organization like? Choose one or more:

- A lumbering bureaucracy
- Directed by the government
- A vast, clandestine network
- A fraternity or sorority of inductees
- Divided into competing chapters
- Paranoid, even of their own membership
- Obsessed with the occult
- _____

HISTORY

CONNECTION. Choose one for another player.

- They're considered an "Asset" by my order. How might they help?
- I've read their file. What was in it?
- My order has detained one of their family members. For how long?
- My superiors want me to keep tabs on them and report back. Why?
- _____

TRUST OF MY SUPERIORS. One mistake is all that it takes for your fellow inquisitors to turn on you.

MOTIVE

FEAR

NOTES

PRONOUNS: /

HISTORY

MY DIRECTIVES.

Your superiors have tasked you with carrying out a clandestine edict. Choose one:

- CENSOR.** Acquire and sequester objectionable materials. Reroll Sneak. (1/Session)
- HUNT.** Bring a specific wrongdoer to justice, dead or alive. Reroll Aim or Force. (1/Session)
- INFILTRATE.** Break bread with your enemies to learn their secrets. Reroll Convince. (1/Session)
- UNCOVER.** Crack a case whose trail has long gone cold. Reroll Investigate. (1/Session)

DETERMINATION.

When you spend Adrenaline on a roll and roll a Failure, you don't fill in the second half of the box.

EXTRAPOLATE THE FACTS.

Whenever you succeed on an Investigate roll and uncover a clue, you have Advantage on Think rolls relating to that clue.

ACCUSAL. If you know another player's Fear, you can leverage it against them. They roll Withstand; on a failure, they act in accordance with their Fear, as if compelled to by the Director.

NO REST FOR THE WICKED. Whenever a target that is Close to you moves, you can move after them, remaining Close.

