

# DARK MAGENTA

## Oh, To Be an Inquisitor – Part II

By Ben Hulston

**So...**

*“So, you think you’re good enough to cut it in His Most Holy Ordos, do you? We’ll see, my friend, we’ll see.....”*

Welcome to the second part of, “Oh To Be an Inquisitor!” As a brief recap, the first article covered those Inquisitor archetypes which were – in my humble opinion – terrible, and hopefully contained just enough justification to say why they were so very bad.

This article will focus on altogether more positive aspects of character creation. I will attempt to guide players through a process I consider fairly loose, but with enough focus that players should be able to avoid creating truly terrible, hackneyed characters.

### ... The Real Inquisitor Induction Pack

Creating the central beacon within a warband, usually the Inquisitor, is a player’s greatest source of joy, but can also be a huge chasm of misery. A concept or idea – even a great one – may simply fizzle out due to an inability to actually execute the idea effectively.

As a sufferer of this kind of creative fizzle from time to time, I’ve found that a structured approach can often help me hold onto the idea and, more than that, help to form it into something truly exciting.

### The Idea

Write it down! I can’t emphasize this point enough. Whatever it is – if it is half an idea, a small word, a phrase or a paragraph – just get it down on paper, the quicker the better. From this, fire off a few lines with concepts and words that relate to the idea. You’ll probably find yourself quickly developing the concept really rather quickly with a rapid brain-storming session.

### The Brief

So your idea is down on paper, perhaps even with a few scribbled notes and ideas relating to the concept.

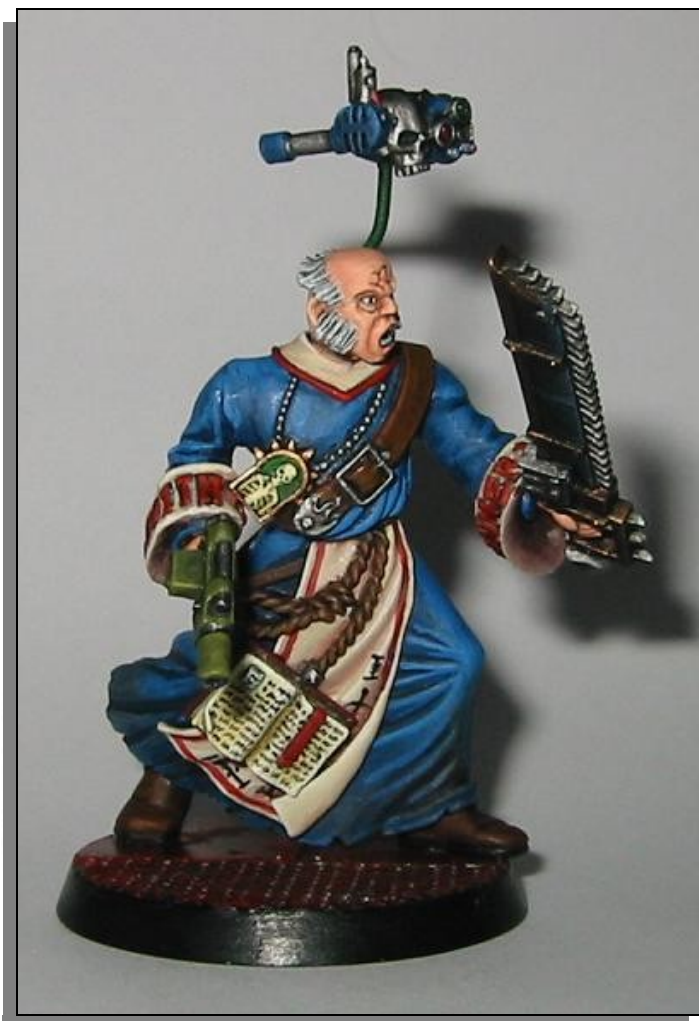
The next stage is to develop that idea a little further, into a brief. The brief should detail, in as few words as is possible, who the character is. Who are they? Where did they train? No specifics are required at this point, but it would be a good idea at this stage to at least apply a name and some rough details on philosophy and their past. If you’re struggling for those, try to think of the future for this character. Where do they want to go? Do they have any overriding goals and ambitions?

Future targets should align with their general philosophy. The categories given in the *Inquisitor* rulebook can be a great way to catalyse further thoughts regarding the ins and outs of your character, but don’t be afraid to play with them to suit your own needs.

Philosophy can also help form ideas over the next stage in the process (the model), as it can help with iconography, colours and weaponry – all of which are important considerations when building a model.

### The Model

Almost enough said really on this front! You can’t play the game without a model (54mm, in my mind). But, use this as an opportunity to give that concept a face, allow your idea to expand and become reality. I’m not entirely sure I need to emphasize this point to *Inquisitor* gamers – but what the hell – with your Inquisitor, really go to town with the model. This is the centrepiece of your warband, your shining representation of the last line of defence in the battle for the Emperor’s soul! What are you waiting for? Get stuck in!



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The Inquisitor model should also be the first constructed in the warband. This is because those who the Inquisitor chooses to retain as his followers will be influenced in terms of weapons, dress, colours and iconography by their leader.

It is also a great time to go back to that brief and develop it a little more. By now it should be nearing 150 or so words, in brief note form – a few more isn't likely to hurt, especially now you have a model (54mm) staring up at you, longing to be turned into a living, breathing defender of humanity... At least in your head, anyway!

Planning a conversion should be a considered process, and could even be the subject of an article in itself! Take a look through your bits box, the GW website and other *Inquisitor* sites to get some inspiration. Make a list of parts, purchase / scavenge / trade for them, and do a dry run fit. If you're not happy with anything at this stage, don't be afraid to change it. Mix up the parts, add and take them away.

As stated, I cannot emphasize enough how important I feel it is to get your leader right. I guess the other reason for this is that there is so much potential at 54mm with your conversion, it is simply wrong not to just harness that potential and really produce something spectacular!

Don't forget – WYSIWYG (What You See Is What You Get) is your friend here. While statistics and equipment have not been discussed yet, the brief previously produced will probably influence who the character will turn out to be.

## Background Check

The briefing should be of sufficient thickness now that most people will have notes, ideas and even a few numbers that they can begin to develop into a fully-fledged character background – great!

It is important to check that your character concept fits in with the canon of the 40k universe. Good checks can be performed by having a read of the Inquisitor rulebook, other 40k source books and rules books, and possibly even drifting into the books from the Black Library.

Where do you see your character fitting into the establish background? Is it something new? If it is, does it fit with the feeling of the 40k universe? Extending canon with "fan-on" is fine, so long as it fits with the feeling, the logic and the ethos behind the 40k universe. Be careful though – you could quite easily step on some toes, or cause problems if you play outside your own gaming group and your idea is a little "off-the-wall".

Of course, if the idea synergises with the background that should be no issue...

## Character Unleashed!

How does this character act on the table top? This is the most important point of ensuring your character sticks to the background you placed behind it. Regardless of scenario, sticking to the core character of your Inquisitor is always important when playing *Inquisitor*. Remember, the



game is narrative driven, and sticking to the core integrity of your character should always be an objective of the players in any game. Step away from thinking as a gamer, and think as if you were the character on the tabletop. There is guidance towards this approach and manner of gaming in the back of the *Inquisitor* rulebook, and the recent series of battle reports in previous issues of *Dark Magenta* have also highlighted the importance of this aspect of good *Inquisitor* play.

## Conclusion

Creating an Inquisitor isn't an easy task. It can also be a fairly thankless task if someone comes along and rips your concept to bits. But fear not, my brothers in 54mm arms – there is hope. And I hope my advice leads you that little bit closer to creating that perfect Inquisitor.

Happy gaming,

- Ben

## About the Author

*Mr Hulston is a disreputable miscreant, known for showing up at Warhammer World at the Inquisitor meets and making everyone feel rather uncomfortable with his incoherent babble and terrible GMing skills. His shady alter-ego, SlaaneshBen, is known for doing rather the same thing online at The Conclave.*

*When not fighting the eternal battle for the Emperor's Soul, he leads a life in an alternate universe where he is a trainee chartered accountant, IT consultant, and all round nice guy.*

Models built and painted by Dave Knowles, known to the Conclave as Kaled.

