



HUMAN INQUISITOR

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NAME: "The Lie Detector"
ARCHETYPE: Inquisitor
Total L.P. Earned:
Fate Pool: 1

RACE: Human
GENDER:
L.P. Left:
Spent Fate:



	Base	Bonus	Final
BODY	5		5
STRENGTH	6		6
QUICKNESS	6		6
INTELLIGENCE	5		5
WILLPOWER	6		6
CHARISMA	6		6
FOCUS	6		6
REFLEX	5		5

Combat Pool 8
Focus Pool 5
Astral Pool 5

Initiative 5 + 2d6
Initiative Dice 2
Init. Penalty -2

Primary Weapon : Double Headed Axe
Primary Weapon Damage : 8S
Secondary Weapon : Unarmed
Secondary Weapon Damage : (STR)M Stun
Ammo Count :

Iron Vine		<u>Movement :</u> 6
ARMOR		<u>Run Multiplier</u> 4
SLASHING	3	
CRUSHING	3	
ARCANE	3	
PIERCING	1	

Damage Meters		
	Physical	Mental
Deadly 10	+4 TN (-4 Init)	+4 TN (-4 Init)
9		
8		
Serious 7	+3 TN (-3 Init)	+3 TN (-3 Init)
6		
5		
4		
Moderate 3	+2 TN (-2 Init)	+2 TN (-2 Init)
2		
Light 1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Etiquette	7		Dangerous Tovala Cults	5	
Meditation	5		The Arcane Arts	5	
Interrogation	8		Dwarven Law Enforcement	5	
Medicine	5		Orc Tracker Team Methods	5	
Axes	5		Big City Security	5	

Item	Weight	Cost
"The Kitchen Sink" Kit		5
"Super Deluxe" Steamer Trunk		40
Firefly Lantern (Magical)		3
Blackwood Torches (3)		3

Mystic Disciplines	Rank	Cost
Divining Details (Advanced Action)		0
Agonizing Truth (Advanced Action)	Attack	0
Regenerative Pulse (Advanced Action)	Encounter	0.5
Confessor's Tongue (Passive)	Rank 2	1
Linguistics (Passive)		1
Instant Recall (Passive)		0.5
Maze of Phrases (Advanced Action)	Rank 2	0.5
Mind Probe (Advanced Action)		1
Thought Leech (Advanced Action)		1
Underlying Truths (Advanced Action)		0.5

TRAITS	
Knack: Trained Reflexes	
Lifestyle: Waterfront House	

Gold	10
Silver	90
Copper	

Contact #1	Location	Rank	NOTES
Corrupt City Guard	Dagger Falls, Central Valley	1	
Contact #2	Location	Rank	
Corrupt City Official	Dagger Falls, Central Valley	1	
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

Character Information

Race: Human

The humans of *Zethyria* represent the broadest and most diverse cross section of cultures in the world of *Zethyria*. From the *A'Bondi Kingdom of the Western Sands* to the island nation of *Ka'Li*, humans of every shape and color can be found. Humans tend to be the most adaptive of all races, being best able to adjust to any rapid change in condition or environment. This means that, while the humans seem to lack many of the inherent bonuses of other races, they more than make up for it with their adaptability.

Culture

Zethyria is home to as wide and diverse a variety of human cultures and environments as it is non-human races. Humans make up almost half the known population of *Zethyria* itself, often being the starting point for tense inter-species relationships with the other races of the world.

The kingdoms of man have, unfortunately, perpetrated some of the most heinous of crimes cataloged in the history of *Zethyria*. The most recent of these atrocities is the slave trade still being run by the *Theran Empire* to the north. They still manage a very heavy traffic of slaves within their region, as well as to some less scrupulous spots outside of their borders. Many an airship captain has had to make the hard decision: do they keep their principles and turn down such a lucrative *Theran* slave contract?

The human city of *Dagger Falls* sits as the prime example on the opposite end of this point. *Dagger Falls* is a city open in their beliefs and very blind to whom their trade comes from. While you may find some taverns with a prejudice of one kind or another, the city itself maintains a very short watch list of "trouble makers", and the law enforcement there can be quite accommodating to the unique properties of some of the more monstrous races of *Zethyria*.

Bozrah, major city of the *A'Bondi Kingdom*, is a haven of culture and art as well as a massive center of trade. Hidden just beneath this layer of enlightenment, however, is a major black market that specializes in the deepest dreams and darkest or most twisted fantasies a person could ever imagine.

While the human race may well be the largest population segment on the map, the primary saving grace of this tense political status will eternally be saved by the fact the primary enemy of humans are regularly other humans. This sets itself as a self balancing equation, forever preventing humans from ever rallying together as a single unified nation against the other races.

Game Information

Average Height: 1.7 Meters

Average Weight: 70 Kilograms

Skin Coloration: Pinkish-white to Ebony

Stat Bonuses: None

Abilities: Humans advance their Fate Pool **1** point for every **10** Legend Points earned, instead of every **20** as normal for other races.

Skill Bonuses: +2 to Etiquette

Archetype: Inquisitor

INQUISITOR

While the Inquisitor is not a specifically malevolent job role, they are very rarely welcomed with open arms. The arrival of an Inquisitor in any town can mean many things yes, but these are rarely good things.

Inquisitors most often work for civil government or with the backing of religious ordination. There are independent Inquisitors, hiring their skills to the highest bidder or the next contract, but these can often be even more dangerous others of their own type.

Seeing pain and fear as just another set of tools to be used in their occupation, Inquisitors have a different outlook from their kin. Intimidation and interrogation are the primary methods used to pull information, secrets, or other forbidden knowledge from the mind of its holder. To the Inquisitor, this is an art form... even if a rather mess one.

Disciplines

INQUISITOR ABILITIES

Divining Details: Mystics can often determine emotional impressions people leave behind of objects they previously possessed. Inquisitors, however, can discern far more detail in these readings. They use this ability to advance the goals of their investigations.

Requirements: Single object within touch range

Action Type: *Advanced Action* (Touch)

Skill Check: *Interrogation* Test (TN# determined by the level of details and age of the impressions left.)

Agonizing Truth (Attack): Acute mental focus gives the Inquisitor the capability to inflict waves of crippling pain upon his foe. This is a ranged debuff attack, inflicting a specific set of penalties for the duration that the target is under the effects. Initial hit is calculated as per normal ranged attack rules, with

successes rolled determining the number of rounds the effect lasts on the target. Each round the victim is effected they must make a *Willpower Test* (TN 4 + # of rolled of successes) to shake off the effects.

Requirements: Single object with line of sight

Action Type: *Advanced Action* (Ranged)

Skill Check: *Interrogation* Test (TN# 4)

Duration: Number of rolled success, in combat rounds.

Effects: While under the effect of **Agonizing Truth**, the target has a **+4** to the target number of all actions being performed. The waves of pain rolling over the victim are too distracting for them to concentrate on any complex task other than trying to resist and stop the effect.

Regenerative Pulse

Cost: 0.5

Reuse Limit: ENCOUNTER

Range: Self (3 Meter Diameter)

The mystic has gone through intensive mental training that lets them direct their combat rage, turning it into form of positive energy. Complete focus on this training grants the mystic the capability of releasing a pulse of healing energy emanating outward around them. This *Regenerative Pulse* of energy affects the mystic and all other friendly targets within a 3 meter diameter, healing all targets for **1** box of physical damage per turn of the mystic.

This healing force lasts for a total of **4 Turns** and is **only** usable **during** an encounter as the mystic fuels the ability with the mental energy of their foes. *Regenerative Pulse* does not interfere with other healing methods (magical or mundane) in any way.

Confessor's Tongue

Cost: 0.5 per rank

Usage of in depth interrogation techniques read from forgotten books of knowledge allows the mystic to cause even the most stout of will to confess their crimes. This ability adds its rank to the mystic's *Interrogation* Skill as a bet of bonus dice. These bonus dice are only usable with *Interrogation*, and do not carry over when defaulting from another skill to *Interrogation*.

Linguistics

Cost: 1

After hearing just a few sentences from a foreign tongue, the mystic can understand languages previously unknown to them. With a *Meditation* test against a target number of **4** the mystic temporarily gains the necessary language skill for a number of minutes equal to the successes rolled. After this time has expired, the mystic must make another *Linguistics* test to reacquire the lost language skill. Note: The temporary language skills earned through this ability do not stack with or

otherwise magnify already known language skills. Whichever of the two has a higher rating gets used.

Instant Recall

Cost: 0.5

The mystic has been gifted with *Instant Recall* of any information previously read, or conversation heard with a *Meditation* Test (target number variable depending on the complexity of the information being recalled, and how long ago it was absorbed).

Maze of Phrases

Cost: 0.25 per rank (Maximum rank of 4)

Reuse Limit: AT WILL

Range: Line of Sight

Recitation of the most complex of philosophical and verbal puzzles allows the mystic to send a target into a state of stupor and confusion. The mystic makes a *Meditation* test with a target number of **4** to send their foes into a spiral of confusion. Each round there after (for a number of rounds equal to the number of successes rolled) the affected target must make an *Intelligence* (**4** + number of rolled successes) Test in order to break free of the stupor. While under the effects of this ability, the target adds **+4** to all target numbers for all skill or attribute tests. *Maze of Phrases* affects one target per ability rank, and cannot be used while in combat.

Mind Probe

Cost: 1

Reuse Limit: AT WILL

Range: (FOCUS) in meters

This ability allows the mystic to telepathically probe the mind of a target within range and line of sight. The mystic makes an *Interrogation* test with a target number of their target's *Willpower*. If the mystic gains one or more successes, consult the results table below for information gained.

The mystic can probe for one piece of information per use of the ability, requiring another triggering of the power in order to gain different information from the initial probe.

Successes	Effect
1-2	The mystic can read the target's surface thoughts.
3-4	The mystic can find out anything the target consciously knows and view the target's memories.
5+	The target's subconscious can be probed, gaining information the target may not even be consciously aware of such as psychological quirks, deep fears, or hidden memories.

Thought Leech**Cost: 1****Reuse Limit: AT WILL****Range: Line of Sight**

Thought Leech summons forth a floating extension of the Mystic's own mental prowess. This floating semi-transparent leech varies in color depending on how it is conjured forth. The Mystic can choose to use *Charisma*, *Intelligence*, or *Willpower* to make the activation check with this ability. The mystic rolls whichever stat is chosen to activate the Thought Leech with a target number equal to their opponent's same attribute. This means that if a *Charisma Thought Leech* is chosen, the mystic must roll their own *Charisma* against a target number equal to their opponent's *Charisma*. *A Mystic can only ever have 1 leech active at any given time.*

Once summoned the leech latches itself onto any open area of skin on the target, at which point it immediately begins affecting the target's life force. During each of the mystic's combat rounds the attached leech drops a specific attribute on the target (based upon which mental attribute the Mystic conjured it with: *Charisma*, *Intelligence*, or *Willpower*) by 1 point. It also deals **Light** damage with a Damage Code of the Mystic's creation attribute (*Charisma*, *Intelligence*, or *Willpower*). During each round the target can choose to spend an *Advanced Action* and remove the leech. If at any point the leech is removed by the target, roll a **d6**: on a roll of 1 or 6 the leech may have been swatted off its first target but it has ended up landing on a second nearby *hostile* target... immediately restarting the process on this new target on the Mystic's next action.

Underlying Truths**Cost: 0.5****Reuse Limit: AT WILL****Range: (FOCUS) in meters**

Directed conversation allows the Mystic to determine if the target in question is speaking truthfully or not. The mystic must make an *Interrogation* skill test with a target number equal to their chosen target's *Willpower*. The target must be within hearing range for the Mystic for this ability to work. The higher the number of successes rolled by the Mystic, the more detailed and accurate the reading.

Traits

"Trained Reflexes" (Spend 3 BP)

Extensive combat experience has refined this character's perceptions and reaction times in combat. This grants them *Trained Reflexes*, adding a **+1d6** bonus to their initiative dice. This initiative bonus is considered a natural enhancement to the character, and as such does stack with the other initiative bonuses granted by archetype abilities or spells.

Equipment

'The Kitchen Sink'**Price: 5 Gold**

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (*Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak*)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- *Comfy-Soft Pillow*
- *"Sleepi-by Bedtime Defender" (Choose 1)*
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- *Arcane Chef™ Insta-Hotplate*
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!

“The Super Deluxe” Steamer Trunk

“The Super Deluxe”

40 g

“*The Deluxe*” is an exquisite piece of craftsmanship to behold. This double sided steamer trunk is the ultimate in travel luggage intended for only the most prepared and discerning of adventurers. This oversized steamer trunk is designed specifically to be stood up on its end in order to be opened, almost as if you are opening a door. Once opened the left half contains a series of twelve square pull out drawers, each with a safety latch designed to prevent unintended ‘drawer slide’ during transportation. All twelve of these drawers (laid out in four rows of three drawers per row) are enchanted “Preservationist” containers, affording its’ owner copious amounts of storage for food and perishables.

The right half of the trunk, not to be left out on details, has been designed and enchanted in similar fashion to *Packrat* luggage. Setup with the *Dimensional Warehouse* enchantment, the caliber of space capable is as impressive as it is vast.

To round out the features list, this metal reinforced steamer trunk has been given the gift of *Levitation*, allowing it to float along as it quietly follows its owner. While this levitation feature was never designed for the purposes of use as prolonged travel method, a few “Super Deluxe” owners have had to use this luggage as a life raft during an airship disaster... safely riding their luggage down to the ground far below. Don’t wait, act now! Just answer the envious stares of your associates by whispering these two words: “***Super Deluxe***”!

Firefly Lantern

The *Firefly Lantern* is built around a magical gem called a ‘firefly emerald’, which constantly radiates a brilliant heatless light. This gem is very small, but has a focusing lens that turns it into a type of *Bull’s Eye Lantern* (which does not require lantern oil).

Blackwood Torches

A *Blackwood Torch* is made out of a semi-rare type of wood that actually generates severe darkness in a 6 meter radius while burning. The flame generated by the burning of this wood defies normal convention, not emitting heat of any kind. Once burning a *Blackwood Torch* will not set other objects on fire.