

Inquisitor

These are my conversions of Games Workshop's awesome Inquisitor "Narrative WarGame."
Essentially, one could play Inquisitor as-is, without conversion, but for players wanting more balance and universality (?) I've converted a big chunk of it to HERO. I've a few weapons and what-not left to do, and I'll update the Wiki when they are complete.

For descriptive text and the like, see [the Inquisitor Rulebook](https://specialist-games.com/) at specialist-games.com.

Characters

Races

[Space Marine](#)

[Eldar](#)

[Orks](#)

[Imperials](#)

[Ogryn](#)

[Squats](#) (Demiurg??)

[Ratlings](#)

[Sensei](#)

[Tau](#)

[Vespid](#)

[Kroot](#)

[Visteon](#)

[Alien Generator](#)

Careers

[Ordo Malleus](#)

[Ordo Hereticus](#)

[Ordo Xenos](#)

[Mystic](#)

[Warrior](#)

[Sage](#)

Gear

Weapons: http://www.angelfire.com/ok3/markdoc/Inquisitor/inquistor_index.htm

[Armor](#)

Powers

[Psyker Disciplines](#), Eldar Powers, Chaos Marks, and Acts of Faith

Vehicles

Threats

[Necrons](#)

[Tyranids](#)

[Other WH40K Monsters](#)

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