CCD Agent (Consistorial Court of Discipline Operative)

The CCD (Consistorial Court of Discipline) is the Magisterium’s secret police, tasked with rooting out heresy, eliminating threats to their authority, and maintaining control over the masses. Their agents are ruthless, well-trained, and utterly devoted to the Authority’s doctrine.

Elite Inquisitor (Lawful Evil)

Armor Class: 16 (Bulletproof Vest, Tactical Gear)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

Ability Scores

• Strength: 14 (+2)

• Dexterity: 16 (+3)

• Constitution: 16 (+3)

• Intelligence: 14 (+2)

• Wisdom: 12 (+1)

• Charisma: 14 (+2)

Saving Throws

• Dexterity +6, Intelligence +5, Wisdom +4

Skills

• Intimidation +5, Insight +4, Investigation +6, Perception +4, Stealth +5

Damage Resistances:

• Psychic (indoctrinated minds resist manipulation)

Senses:

• Passive Perception 14

Languages:

• Common (Human Tongue), Latin, Secret CCD Code

Traits & Abilities

Religious Zealotry:

• CCD Agents cannot be frightened or charmed.

• They are trained to resist Dust-based influences and gain advantage on all saves against mind-affecting abilities.

Daemon Suppression Training:

• When targeting a creature’s daemon, CCD agents have advantage on attack rolls.

• If a daemon is killed, the agent gains temporary HP equal to the daemon’s HP total.

Authority’s Will (Recharge 5-6):

• As a bonus action, a CCD agent can invoke the Magisterium’s doctrine, compelling others to comply.

• All non-hostile creatures within 30 feet must make a DC 14 Wisdom saving throw or be frightened for 1 minute.

Cold-Blooded Enforcers:

• If an agent has an ally within 5 feet of their target, they deal an extra 2d6 damage.

• They always aim for weak points and do not hesitate to kill.

Actions

Multiattack

• CCD Agents can make two attacks per turn.

Tactical Sidearm (Pistol, Firearm)

• Ranged Attack: +6 to hit, range 50/150 ft., one target.

• Hit: 12 (2d6 + 3) piercing damage.

Electric Baton (Melee Weapon Attack)

• Melee Attack: +5 to hit, reach 5 ft., one target.

• Hit: 10 (2d6 + 2) bludgeoning damage + 4 (1d8) lightning damage.

Daemon Snare (1/Day):

• The agent throws a magical net designed to bind and weaken a daemon.

• The target daemon must make a DC 15 Strength saving throw or be restrained and unable to move for 1 minute.

Legendary Agent Variant (Boss-Level CCD Operative)

For more dangerous CCD agents, such as high-ranking inquisitors or special assassins, consider these additional features:

• AC 18, HP 120, Extra Attack (3 per turn)

• Marksman Training: Can fire two pistol shots per action.

• Daemon Slayer: When attacking a daemon, they deal +2d6 additional radiant damage.

• Unbreakable Will: Immune to charm, fear, and psychic damage.

• Execution Order (Recharge 6): Issues a kill order, granting all CCD agents within 60 feet advantage on a target.

CR (Challenge Rating):

• Standard CCD Agent: CR 5 (1,800 XP)

• Legendary CCD Agent: CR 9 (5,000 XP)

Final Thoughts

• These agents should be feared enforcers of the Magisterium, eliminating threats with cold precision.

• Their tactics target daemons first, knowing it cripples their enemies.

• Special operatives could be enhanced with cybernetics or experimental Dust weapons, depending on your setting.