

Inquisitor



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hands of God	0"	-	-	-2	-

Keywords

Faction (The Vatican), Leader, Human, Discipline (Blood Rites, Runes of Sovereignty, Wild Magic)

Character Abilities

- Mage (3)
- Universal Shielding (3)

Command Ability: *For the Glory of God*

All friendly characters within 3" gain Expert Offence (2) until the end of the round.

Stigmata

If an attack with the Hands of God causes any Damage (before making Protection rolls), the target suffers -3 PRO until the end of the round. A character can only be affected by Stigmata once per round.