

Merobaud Roulant, Inquisitor

“A man sins out of entitlement or out of desperation. He feels that life owes him more, and turns to foreign deities and occult practises to increase his lot. Or he is desperately trying to survive, and turns to foreign deities because they will provide for him and his children where the faith will not. As long as men turn from the true path out of honest need, it is we, the well fed and well clothed, who are at fault. Our response must be care and education first, and the whip and pyre only when nothing else will save a soul.”

Merobaud Roulant

Presence	6	Appearance Charisma Authority	16 15 13	# MS	3 1%
Physique	6	Agility Strength	14 12	AR DMG	n/a n/a
Psyche	4	Intelligence Memory Discipline	17 11 12	HP PP	24 n/a
Potential	2	Power Control	3 4	DEF	(80) 80/60/75
Technology	4	Operation Construction	9 9	Luck ALT INTU	7 42% 36%

Vitals: Human male in his late 30s. Auburn hair, well trimmed beard, brown eyes, tan skin. Lean build.

Quirks: *Magic Sensitive, No Sense of Locations, Seductive, Violent.*

Possessed of the ability to sense magic used around him, Roulant is an intelligent and charming member of the clergy whom most people quickly come to like. He has a strong temper and may prove quite hot-headed. Acolytes often assume that he wanders the clerical halls at night keeping an eye on things, but actually, Roulant just tends to forget where he's going.

Armour: Clerical robes identifying him as a ranking member of the Inquisition (no Defense bonus)
Leather hauberk underneath (penalty 2)
Leather boots (penalty 1)

Weapons: Dagger, silver-coated (dmg d3, penalty 2)

Skills of note: Coolness (48%), Religion (66%), Street Lore (37%), Weapon, dagger (26%), Weapon, sword (39%)

Items of note: *A Gentleman's Pen*

The younger son of a baron, Merobaud Roulant entered the clergy after trying out—and deciding against—a military career. A man of integrity, zeal, and compassion, he rose through the ranks to become an Inquisitor (or your setting's equivalent). Still young and able-bodied, Roulant enjoys travelling and believes that the key to bringing people into—or back into—the faith is understanding what prompted or tempted them to leave in the first place.

He is popular with the lower classes who view him as one of few noblemen with at least some understanding of the lives of poorer men. His popularity stems in part from people remembering that his predecessors who were not as patient with the unwashed masses.

Beneath his pleasant and educated exterior, Roulant is possessed of steely faith and conviction. He tries to

solve local disputes, religious or otherwise, without violence—but if guilt is established and justice must be done, he pursues the offender with the determination of a terrier chasing rats in a barn. Those who expect a soft academic may find themselves reminded that before he became a priest, Roulant was a baron's son and trained in warfare and combat.

Roulant usually travels in the company of three or four other members of his order. Between himself and his brethren in faith, he is capable of dealing with most challenges of his profession (or most groups of rowdy player characters).

Setting

Roulant fits easily into religious hierarchy, particularly ones inspired by or modelled on the Roman Catholic Church. He can be introduced as a church or temple official, likely investigating either the actions of the heroes, or the problems that the heroes are also investigating. Roulant may be impeding the heroes or working the same case, and thus act as their opponent or as a potential ally. He is intelligent and open-minded, traits which players rarely expect from the archetypical inquisitor (who is often expected to be Torquemada but chaotic evil).

Roulant is suited for use in a situation where the game master wants to establish that a given church or faith is powerful and bureaucratic, but not without heart or compassion. He can be similarly deployed as an example of a bureaucrat or political player who is motivated by a genuine desire to right wrongs.

Plot bunnies

- The heroes are attempting to put an end to the evil-doings of a rogue wizard or sorcerer in the region when they overhear locals talking about the imminent arrival of church officials. Will the heroes ally with the inquisitor in order to bring down the villain, or will they race Roulant there in order to get the reward?
- The heroes are neck deep in political intrigue when the Inquisition appears on-scene, asking questions. Will the heroes find themselves working with Roulant to prove the guilt of an ambitious noble or church official? Or, if they are of a less noble nature themselves, will they be the ambitious nobles that Roulant is investigating?
- A friend or ally of the heroes is facing investigation and possibly trial by the Inquisition. Is the friend guilty? If not, can the heroes prove his or her innocence?
- The followers of two opposing religions clash in a region. The heroes represent one side, Roulant the other. Can a cease-fire be established, nevermind a more permanent solution to end the hostilities?
- The poor of a large city riot to protest famine and poor living conditions but the gentry cares little. The heroes hear of the Inquisition getting involved though there is no talk of heresy or illegal magics. Will they perceive Roulant as a villain whose work must be impeded? Or is the famine the result of corruption running deep within nobility and church alike, corruption which Roulant has arrived to investigate?