

# ARBITRATOR

Upholders of Imperial Law.

Fractional CAF	Morale Value
0	3
Starting Traits	Ranks & Titles
<b>Skills:</b> Investigation, Scholastic Lore (Judgement), Language (High Gothic, Low Gothic)	<b>Rank 1:</b> <i>(0-50 points)</i> Arbitrator
<b>Talents:</b> 1 random	<b>Rank 2:</b> <i>(51-100 points)</i> Proctor
<b>Wargear:</b> Close Combat Weapon, Basic Weapon, Shield	<b>Rank 3:</b> <i>(101-150 points)</i> Magistrate
	<b>Rank 4:</b> <i>(151-200 points)</i> Judge
	<b>Rank 5:</b> <i>(201-250 points)</i> Lord Justice

## Random Tables

Skills: <i>(5 points per roll)</i>		Talents: <i>(25 points per roll)</i>		Wargear: <i>(15 points per roll)</i>	
D100	Result	D100	Result	D100	Result
1-15	Command	1-5	Pilot	1-5	Energy Field
16-20	Cryptology	6-8	Combat Pilot	6-10	Pistol
21-25	Fieldcraft	9-13	Mighty Warrior	11-30	Basic Weapon
26-35	Forbidden Lore <i>(roll on subtable)</i>	14-18	Crack Shot	31-50	Close Combat Weapon
36-50	Language <i>(roll on subtable)</i>	19-23	Bulging Biceps	51-60	Superior Weapon
51-60	Navigate <i>(roll on subtable)</i>	24-28	Lavishly Equipped	61-70	Superior Armour
61-90	Observation	29-38	Bulwark	71-75	Bike
91-100	Scholastic Lore <i>(roll on subtable)</i>	39	Protected by Fate	76-90	Shield
<i>Forbidden Lore Subtable</i>		40-49	Exceedingly Cool	91-95	Bionics
1-3	Chaos Space Marines	50-59	Bodyguard	96-100	Combat Drugs
4-6	Chaos	60-64	Insanely Faithful		
7-21	Criminal	65-69	Die Hard		
22-36	Cults	70	Lucky		
37-51	Heresy	71-75	Seize Initiative		
52-54	Horus Heresy and the Long War	76-80	Gifted Linguist		
55-57	Inquisition	81-83	Ignorant		
58-72	local, <i>pick one</i>	84	Epic Hero		
73-87	Mutants	85-94	Skilled Fighter		
88-90	Navigators	99	Stealthy		
91-95	Psykers	100	Psychic Resistance		
96-100	Xenos				
<i>Scholastic Lore Subtable</i>					
1-15	Adeptus Terra				
16-20	Archaic				
21-30	Bureaucracy				
31-40	Cryptology				
41-45	Heraldry				
46-55	Imperial Creed				
56-65	Imperial Warrants				
66-70	Legend				

**71-75** niche field, *pick one*

**76-80** Occult

**81-95** Philosophy

**96-100** Tactica Imperialis

*Language Subtable*

**1-10** Administratum

**11-40** dialect, *pick one*

**41-45** Ecclesiarchy

**46-65** group ciphers, *pick one*

**66-85** Techna-Lingua

**96-100** Trader's Cant

*Navigate Subtable*

**1-100** Surface

Career Exits

Inquisitor; Sage; Crusader; Scum; Mutant; Daemonhost