

ASSASSIN

Fractional CAF	Morale Value
+1.0	2
Starting Traits	Ranks & Titles
Skills: Investigation, Observation, Stealth, Forbidden Lore (Officio Assassinorum), Language (High Gothic, Low Gothic) Talents: Stealthy, 3 random Wargear: Pistol, Close Combat Weapon	Rank 1: <i>(0-50 points)</i> Assassin Rank 2: <i>(51-100 points)</i> Operative Rank 3: <i>(101-150 points)</i> Senior Operative Rank 4: <i>(151-200 points)</i> Lord Assassin Rank 5: <i>(201-250 points)</i> Temple Master

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
1-10	Charisma	1-10	Mighty Warrior	1-15	Pistol
11-15	Cryptology	11-15*	Crack Shot	16-25	Basic Weapon
16-20	Decadence	16-20	Very Strong	26-40	Close Combat Weapon
21-40	Fieldcraft	21-25	Bulging Biceps	41-60	Superior Weapon
41-45	Forbidden Lore <i>(roll on subtable)</i>	26-30	Very Tough	61-80	Cameleonine
46-50	Language <i>(roll on subtable)</i>	31-35	Lavishly Equipped	81-85	Psychic Hood
51-65	Medicae	36-40	Lithe	86-95	Combat Drugs
66-70	Navigate <i>(roll on subtable)</i>	41-45	Bulwark	96-100	Selfdestruct
71-75	Scholastic Lore <i>(roll on subtable)</i>	46-50	Frenzy		
76-95	Shadowcraft	51-55	Terror		
96-100	Techcraft	56-60	Hatred <i>(roll on subtable)</i>		
<i>Forbidden Lore Subtable</i>		61-65	Exceedingly Cool		
1-5	Adeptus Mechanicus	66-70	Die Hard		
6-10	Archeotech	71-75	Seize Initiative		
11-20	Chaos	76-80	Gifted Linguist		
21-30	Criminal	81-85**	Skilled Fighter		
31-40	Cults	86-90	Null		
41-50	Heresy	91-95	Daemonhunter		
51-55	Horus Heresy and the Long War	96-100	Psychic Resistance		
56-60	Inquisition	<i>Hatred Subtable</i>			
61-65	local, <i>pick one</i>	1-100	All		
66-70	Mutants				
71-75	Navigators				
76-85	Psykers				
86-95	Xenos				
96-100	<i>pick one</i>				
<i>Scholastic Lore Subtable</i>					
1-5	Adeptus Terra				
6-10	Archaic				

*: may be taken up to 3 times

** : may be taken up to 5 times

11-15 Astromancy
16-20 Beasts
21-25 Bureaucracy
26-30 Chymistry
31-35 Cryptology
36-40 Heraldry
41-45 Imperial Creed
46-50 Imperial Warrants
51-60 Judgement
61-65 Legend
66-70 Navis Nobilite
71-75 niche field, *pick one*
76-80 Numerology
81-85 Occult
86-90 Philosophy
91-95 Tactica Imperialis
96-100 *pick one*

Language Subtable

1-10 Administratum
11-20 Binary
21-30 dialect, *pick one*
31-40 Ecclesiarchy
41-70 group ciphers, *pick one*
71-80 Techna-Lingua
81-90 Trader's Cant
91-95 xenos, *pick one*
96-100 pick one

Navigate Subtable

1-5 Stellar
6-100 Surface

Career Exits

Mutant; Daemonhost