

ASTROPATH

Soul-bound to the Emperor, the astral telepaths' optic nerves are seared from contact with the divine.

Fractional CAF	Morale Value										
-0.1	5										
Starting Traits	Ranks & Titles										
<p>Skills: Psyniscience, Language (High Gothic, Low Gothic)</p> <p>Talents: Blind, Psyker, Psychic Power (Telepathy)</p> <p>Wargear: -</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Rank 1: (0-50 points)</td> <td style="width: 50%; text-align: right;">Astropath</td> </tr> <tr> <td>Rank 2: (51-100 points)</td> <td style="text-align: right;">Senior Astropath</td> </tr> <tr> <td>Rank 3: (101-150 points)</td> <td style="text-align: right;">Astropath Transcendent</td> </tr> <tr> <td>Rank 4: (151-200 points)</td> <td style="text-align: right;">Astral Choirmaster</td> </tr> <tr> <td>Rank 5: (201-250 points)</td> <td style="text-align: right;">Astropath Prime</td> </tr> </table>	Rank 1: (0-50 points)	Astropath	Rank 2: (51-100 points)	Senior Astropath	Rank 3: (101-150 points)	Astropath Transcendent	Rank 4: (151-200 points)	Astral Choirmaster	Rank 5: (201-250 points)	Astropath Prime
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Random Tables

Skills: (5 points per roll)		Talents: (20 points per roll)		Wargear: (15 points per roll)	
D100	Result	D100	Result	D100	Result
1-30	Cryptology	1-10	Psychic Power (roll on subtable)	1-15	Energy Field
31-45	Forbidden Lore (roll on subtable)	11-30	Untrained	16-20	Pistol
46-70	Language (roll on subtable)	31-35	Protected by Fate	21-60	Close Combat
71-85	Linguistics	36-45	Feeble	61-70	Weapon
86-95	Observation	46	Mindless	71-80	Superior Armour
96-100	Scholastic Lore (roll on subtable)	47	Terror	81-85	Cameleonine
	<i>Forbidden Lore Subtable</i>	48	Lost Arm	86-100	Bionics
1-2	Adeptus Mechanicus	49	Slow		Psychic Hood
3-7	Archeotech	50-54	Lucky		
8-12	Chaos Space Marines	55-59	Seize Initiative		
13-17	Chaos	60-74	Tarot Guidance		
18-22	Criminal	75-79	Gifted Linguist		
23-27	Cults	80	Possessed		
28-32	Daemonology	81-100	Psychic Resistance		
33-37	Heresy		<i>Psychic Power Subtable</i>		
	Horus Heresy & the				
38-39	Long War	1-100	Precognition		
40-44	Inquisition				
45-49	local, pick one				
50-54	Mutants				
55-59	Navigators				
60-61	Officio Assassinorum				
62-63	Ordos				
64-68	Psykers				
69-70	The Black Library				
71-90	Warp				
91-95	Xenos				
96-100	pick one				
	<i>Scholastic Lore Subtable</i>				
1-5	Adeptus Terra				
6-10	Archaic				

11-15	Astromancy
16-20	Beasts
21-25	Bureaucracy
26-30	Chymistry
31-40	Cryptology
41-45	Heraldry
46-50	Imperial Creed
51-55	Imperial Warrants
56-60	Judgement
61-65	Legend
66-70	Navis Nobilite
71-75	niche field, <i>pick one</i>
76-80	Numerology
81-85	Occult
86-90	Philosophy
91-95	Tactica Imperialis
96-100	<i>pick one</i>
<i>Language Subtable</i>	
1-5	Administratum
6-10	Chaos Speech
11-20	dialect, <i>pick one</i>
21-30	Ecclesiarchy
	group ciphers, <i>pick</i>
31-65	<i>one</i>
66-70	Techna-Lingua
71-80	Trader's Cant
91-95	xenos, <i>pick one</i>
96-100	<i>pick one</i>

Career Exits

Mutant; Cultist; Daemonhost
