

BEASTMAN

Hooved and horned and just barely stable enough to be seen as abhumans rather than mutants.

Fractional CAF	Morale Value
+0.1	4
Starting Traits	Ranks & Titles
Skills: Fieldcraft, Language (Low Gothic)	Rank 1: (0-50 points) Bray
Talents: -	Rank 2: (51-100 points) Gor
Wargear: Close Combat Weapon	Rank 3: (101-150 points) Bestigor
	Rank 4: (151-200 points) Wargor
	Rank 5: (201-250 points) Beastlord

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
1-25	Decadence	1-5	Mighty Warrior	1-20	Pistol
26-30	Forbidden Lore <i>(roll on subtable)</i>	6	Ambassador <i>(roll on subtable)</i>	21-60	Close Combat Weapon
31-35	Language <i>(roll on subtable)</i>	7-11	Very Strong	61-70	Shield
36-60	Navigate <i>(roll on subtable)</i>	12-21	Bulging Biceps	71-75	Bionics
61-75	Observation	22-26	Very Tough	76-85	Combat Drugs
76-100	Stealth	27-41	Frenzy	86-100	Inferior Weapon
<i>Forbidden Lore Subtable</i>		42	Protected by Fate		
1-10	Chaos	43-44	Mindless		
11-25	Criminal	45-46	Lost Arm		
16-35	Cults	47	Slow		
36-60	local, <i>pick one</i>	48	Blind		
61-90	Mutants	49-58	Hatred <i>(roll on subtable)</i>		
91-95	Psykers	59-60	Extremely Skilled		
96-100	<i>pick one</i>	61-65	Exceedingly Cool		
<i>Language Subtable</i>			Loyal Retainers		
1-10	Chaos Speech	66-70	<i>(4 Beastmen troop stands)</i>		
11-80	dialect, <i>pick one</i>	71-80	Die Hard		
81-90	group ciphers, <i>pick one</i>	81-85	Lucky		
91-100	xenos, <i>pick one</i>	86-95	Skilled Fighter		
<i>Navigate Subtable</i>		96-100	Stealthy		
1-100	Surface	<i>Ambassador Subtable</i>			
		1-100	Chaos		
		<i>Hatred Subtable</i>			
		1-10	Chaos		
		11-20	Daemons		
		21-30	Imperial Guard		
		31-40	Space Marines		
		41-50	Imperium		
		51-60	Eldar		

61-70	Orks
71-80	Squats
81-90	Tyranids
91-100	All

Career Exits

Mutant; Cultist; Daemonhost