

CITIZEN

The unnumbered masses of mankind.

Fractional CAF	Morale Value
0	5
Starting Traits	Ranks & Titles
Skills: Language (Low Gothic, 1 random), 1 random Talents: - Wargear: Inferior Close Combat Weapon or Inferior Basic Weapon	Rank 1: (0-50 points) Serf Rank 2: (51-100 points) Menial Rank 3: (101-150 points) Subcitizen Rank 4: (151-200 points) 2nd Class Citizen Rank 5: (201-250 points) 1st Class Citizen

Random Tables

Skills: (5 points per roll)		Talents: (15 points per roll)		Wargear: (10 points per roll)	
D100	Result	D100	Result	D100	Result
1-10	Charisma	1-2	Pilot	1-25	Pistol
11-15	Commerce	3-7	Battlefield Surgery	26-35	Basic Weapon
16-25	Decadence	8-12	Very Strong	36-60	Close Combat Weapon
26-30	Fieldcraft	13-15	Bulging Biceps	61-65	Bike
31-35	Investigation	16-35	Untrained	66-75	Bionics
36-45	Language (roll on subtable)	36-40	Feeble	76-80	Mount
46-50	Linguistics	41-45	Mindless	81-100	Inferior Weapon
51-55	Medicae	46-50	Hatred (roll on subtable)		
56-60	Navigate (roll on subtable)	51-65	Extremely Skilled		
61-65	Observation	66-70	Insanely Faithful		
66-70	Shadowcraft	71-80	Lucky		
71-75	Stealth	81-90	Ignorant		
76-80	Techcraft	91-95	Skilled Fighter		
81-100	Trade (pick one) <i>Language Subtable</i>	96-100	Stealthy <i>Hatred Subtable</i>		
1-55	dialect, pick one	1-15	Imperial Guard		
56-75	High Gothic	16-20	Techguard		
76-85	Techna-Lingua	21-25	Space Marines		
86-95	Trader's Cant	26-35	Imperium		
96-100	pick one <i>Navigate Subtable</i>	36-50	Eldar		
1	Stellar	51-65	Orks		
2-100	Surface	66-80	Squats		
		81-95	Tyranids		
		96-100	All		

Career Exits

Militant; Administrator; Rogue Trader; Ministorum Priest; Sage; Crusader; Scum; Null; Mutant; Cultist; Daemonhost