

# COMMISSAR

Watchers over the Emperor's soldiers' spiritual vigour.

Fractional CAF	Morale Value										
+0.1	3										
Starting Traits	Ranks & Titles										
<p><b>Skills:</b> Command, Scholastic Lore (Tactica Imperialis), Language (High Gothic, Low Gothic)</p> <p><b>Talents:</b> Commissar</p> <p><b>Wargear:</b> Pistol, Close Combat Weapon</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"><b>Rank 1:</b> <i>(0-50 points)</i></td> <td style="width: 50%; text-align: right;">Commissar</td> </tr> <tr> <td><b>Rank 2:</b> <i>(51-100 points)</i></td> <td style="text-align: right;">Veteran Commissar</td> </tr> <tr> <td><b>Rank 3:</b> <i>(101-150 points)</i></td> <td style="text-align: right;">Commissar-Captain</td> </tr> <tr> <td><b>Rank 4:</b> <i>(151-200 points)</i></td> <td style="text-align: right;">Lord Commissar</td> </tr> <tr> <td><b>Rank 5:</b> <i>(201-250 points)</i></td> <td style="text-align: right;">Commissar-General</td> </tr> </table>	<b>Rank 1:</b> <i>(0-50 points)</i>	Commissar	<b>Rank 2:</b> <i>(51-100 points)</i>	Veteran Commissar	<b>Rank 3:</b> <i>(101-150 points)</i>	Commissar-Captain	<b>Rank 4:</b> <i>(151-200 points)</i>	Lord Commissar	<b>Rank 5:</b> <i>(201-250 points)</i>	Commissar-General
<b>Rank 1:</b> <i>(0-50 points)</i>	Commissar										
<b>Rank 2:</b> <i>(51-100 points)</i>	Veteran Commissar										
<b>Rank 3:</b> <i>(101-150 points)</i>	Commissar-Captain										
<b>Rank 4:</b> <i>(151-200 points)</i>	Lord Commissar										
<b>Rank 5:</b> <i>(201-250 points)</i>	Commissar-General										

## 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
<b>1-15</b>	Fieldcraft	<b>1-3</b>	Mighty Warrior	<b>1-10</b>	Energy Field
<b>16-20</b>	Forbidden Lore <i>(roll on subtable)</i>	<b>4-13</b>	Crack Shot	<b>11-35</b>	Pistol
<b>21-35</b>	Investigation	<b>14-15</b>	Bulwark	<b>36-40</b>	Basic Weapon
<b>36-45</b>	Language <i>(roll on subtable)</i>	<b>16</b>	Protected by Fate	<b>41-60</b>	Close Combat Weapon
<b>46-55</b>	Linguistics	<b>17-26</b>	Hatred <i>(roll on subtable)</i>	<b>61-70</b>	Superior Weapon
<b>56-65</b>	Navigate <i>(roll on subtable)</i>	<b>27-41</b>	Exceedingly Cool	<b>71-75</b>	Superior Armour
<b>66-85</b>	Observation	<b>42-51</b>	Insanely Faithful	<b>76-80</b>	Bike
<b>86-100</b>	Scholastic Lore <i>(roll on subtable)</i>	<b>52-56</b>	Die Hard	<b>81-95</b>	Bionics
<i>Forbidden Lore Subtable</i>		<b>57-61</b>	Lucky	<b>96-100</b>	Mount
<b>1-5</b>	Chaos Space Marines	<b>62-66</b>	Champion (Imperial Guard)		
<b>6-10</b>	Chaos	<b>67-71</b>	Tactician		
<b>11-70</b>	Heresy	<b>72-81</b>	Inspiring Leader		
<b>71-75</b>	local, <i>pick one</i>	<b>82-86</b>	Ignorant		
<b>76-90</b>	Mutants	<b>87</b>	Epic Hero		
<b>91-100</b>	Xenos	<b>88-97</b>	Skilled Fighter		
<i>Scholastic Lore Subtable</i>		<b>98-100</b>	Psychic Resistance		
<b>1-20</b>	Adeptus Terra	<i>Hatred Subtable</i>			
<b>21-30</b>	Bureaucracy	<b>1-15</b>	Chaos		
<b>31-45</b>	Heraldry	<b>16-20</b>	Daemons		
<b>46-65</b>	Imperial Creed	<b>21-40</b>	Eldar		
<b>66-90</b>	Judgement	<b>41-60</b>	Orks		
<b>91-100</b>	Philosophy	<b>61-75</b>	Squats		
<i>Language Subtable</i>		<b>76-100</b>	Tyranids		
<b>1-15</b>	Administratum				
<b>16-40</b>	dialect, <i>pick one</i>				
<b>41-55</b>	Ecclesiarchy				
<b>56-80</b>	group ciphers, <i>pick one</i>				
<b>81-85</b>	Techna-Lingua				
<b>86-90</b>	xenos, <i>pick one</i>				

**91-100** *pick one*

*Navigate Subtable*

**1-100** Surface

Career Exits

Inquisitor; Rogue Trader; Ministorum Priest; Mutant; Daemonhost; Imperial Commander