

CULTIST

Secret devotees to false and dark gods.

Fractional CAF	Morale Value
0	5
Starting Traits	Ranks & Titles
Skills: Language (Low Gothic)	Rank 1: (0-50 points) Cultist
Talents: -	Rank 2: (51-100 points) Initiate
Wargear: -	Rank 3: (101-150 points) Coven Leader
	Rank 4: (151-200 points) Champion
	Rank 5: (201-250 points) Exalted Champion

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	1-5	Psychic Power <i>(roll on subtable)</i>	1-25	Pistol
11-20	Cryptology	6-10	Mighty Warrior	26-40	Basic Weapon
21-30	Decadence	11-15	Ambassador <i>(roll on subtable)</i>	41-65	Close Combat Weapon
31-45	Forbidden Lore <i>(roll on subtable)</i>	16-20	Very Strong	66-70	Superior Weapon
46-55	Investigation	21-25	Untrained	71-80	Bionics
56-60	Language <i>(roll on subtable)</i>	26-30	Very Tough	81-85	Mount
61-65	Observation	31-35	Lithe	86-90	Combat Drugs
66-75	Psyniscience	36-40	Frenzy	91-95	Inferior Weapon
76-80	Scholastic Lore <i>(roll on subtable)</i>	41-45	Feeble	96-100	Selfdestruct
81-90	Shadowcraft	46-50	Slow		
91-100	Stealth	51-55	Hatred <i>(roll on subtable)</i>		
	<i>Forbidden Lore Subtable</i>	56-60	Extremely Skilled		
1-5	Chaos Space Marines	61-65	Loyal Retainers <i>(4 Cultist troop stands)</i>		
6-25	Chaos	66-68	Champion <i>(Chaos)</i>		
26-30	Criminal	69-73	Knowledge Seeker		
31-50	Cults	74	Epic Hero		
51-60	Daemonology	75-79	Possessed		
61-65	Heresy	80-84	Skilled Fighter		
66-70	Horus Heresy and the Long War	85-94	Psyker		
71-75	Inquisition	95	Daemonic		
76-80	local, <i>pick one</i>	96-100	Stealthy		
81-85	Mutants		<i>Psychic Power Subtable</i>		
86-90	Psykers	1-5	Telepathy		
91	The Black Library	6-10	Mind Control		
92-96	Warp	11-15	Mind Blast		
97	Xenos	16-20	Purge Psyker		
98-100	<i>pick one</i>	21-25	Wind Blast		

<i>Scholastic Lore Subtable</i>		26-30	Telekinesis
1-5	Archaic	31-35	Psychic Blade
6-10	Beasts	36-40	Warp Quake
11-15	Cryptology	41-55	Summon Daemon
16-25	Imperial Creed	56-60	Invisibility
26-30	Legend	61-65	Cleanse Fear
31-40	niche field, <i>pick one</i>	66-70	Psychic Barrier
41-50	Numerology	71-75	Time Warp
51-85	Occult	76-80	Teleportation
86-90	Philosophy	81-85	Hammerhand
91-100	<i>pick one</i>	86-90	Illusion
<i>Language Subtable</i>		91-95	Biomantic Surge
1-25	Chaos Speech	96-100	Fly
26-35	dialect, <i>pick one</i>	<i>Ambassador Subtable</i>	
36-45	Ecclesiarchy	1-65	Chaos
46-65	group ciphers, <i>pick one</i>	66-85	Imperial Guard
66-75	High Gothic	86-90	Orks
76-80	Trader's Cant	91-100	Squats
81-90	xenos, <i>pick one</i>	<i>Hatred Subtable</i>	
91-100	<i>pick one</i>	1-10	Imperial Guard
		11-20	Techguard
		21-30	Titan Legions
		31-40	Space Marines
		41-50	Imperium
		51-60	Eldar
		61-70	Orks
		71-80	Squats
		81-90	Tyranids
		91-100	All

Career Exits

Sage; Scum; Mutant; Daemonhost