IMPERIAL COMMANDER

High-ranking officials, commanding vast armies or ruling whole worlds in the Emperor's name.

Fractional CAF	Morale Value
0	4

Starting Traits

Skills:
Command, Scholastic Lore (Adeptus Terra, Heraldry), Language (High Gothic, Low Gothic)

Talents:
Ambassador (Imperial Guard), Lavishly Equipped

Wargear:
Superior Pistol or Superior Close Combat Weapon, 2 random

Ranks & Titles

Rank 1: *(0-50 points)*	Colonel
Rank 2: *(51-100 points)*	General
Rank 3: *(101-150 points)*	Planetary Governor
Rank 4: *(151-200 points)*	Subsector Governor
Rank 5: *(201-250 points)*	Sector Governor

Random Tables

Skills:
(5 points per roll)

D100	Result
1-15	Charisma
16-30	Commerce
31-50	Decadence
51-55	Forbidden Lore *(roll on subtable)*
56-60	Investigation
61-65	Language *(roll on subtable)*
66-80	Linguistics
81-80	Logic
86-90	Scholastic Lore *(roll on subtable)*
91-100	Shadowcraft

Forbidden Lore Subtable

1-30	Cults
31-45	Inquisition
46-55	local, *pick one*
56-60	Mutants
61-65	Navigators
66-80	Officio Assassinorum
81-90	Xenos
91-100	*pick one*

Scholastic Lore Subtable

1-10	Astromancy
11-30	Bureaucracy
31-45	Imperial Creed
46-60	Imperial Warrants
61-65	Judgement
66-70	Philosophy
71-95	Tactica Imperialis
96-100	*pick one*

Language Subtable

Talents:
(25 points per roll)

D100	Result
1-25	Ambassador *(roll on subtable)*
26-35	Untrained
36-60	Lavishly Equipped
61	Protected by Fate
62-71	Feeble
72-76	Extremely Skilled
77-79	Exceedingly Cool
80-89	Loyal Retainers *(4 tactical troop stands)*
90-92	Tactician
93-95	Inspiring Leader (Imperial Guard)
96-100	Ignorant

Ambassador Subtable

1-5	Techguard
6-10	Titan Legions
11-20	Space Marines
21-100	Imperium

Wargear:
(15 points per roll)

D100	Result
1-5	Power Armour
6-20	Energy Field
21-40	Pistol
41-55	Close Combat Weapon
56-70	Superior Weapon
71-75	Superior Armour
76-90	Bionics
91-100	Mount

1-10	Administratum
11-20	Ecclesiarchy
21-60	group ciphers, *pick one*
61-80	Trader's Cant
81-100	*pick one*

Career Exits
Rogue Trader; Mutant; Cultist; Daemonhost