

INQUISITOR

The left hand of the Emperor.

Fractional CAF	Morale Value										
0	2										
Starting Traits	Ranks & Titles										
<p>Skills: Investigation, Forbidden Lore (Inquisition), Language (High Gothic, Low Gothic)</p> <p>Talents: Ultimate Authority, Ambassador (Imperium), 1 random</p> <p>Wargear: Pistol, Close Combat Weapon</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Rank 1: <i>(0-50 points)</i></td> <td style="width: 50%; text-align: right;">Inquisitor</td> </tr> <tr> <td>Rank 2: <i>(51-100 points)</i></td> <td style="text-align: right;">High Inquisitor</td> </tr> <tr> <td>Rank 3: <i>(101-150 points)</i></td> <td style="text-align: right;">Inquisitor Lord</td> </tr> <tr> <td>Rank 4: <i>(151-200 points)</i></td> <td style="text-align: right;">Master Inquisitor</td> </tr> <tr> <td>Rank 5: <i>(201-250 points)</i></td> <td style="text-align: right;">Grandmaster Inquisitor</td> </tr> </table>	Rank 1: <i>(0-50 points)</i>	Inquisitor	Rank 2: <i>(51-100 points)</i>	High Inquisitor	Rank 3: <i>(101-150 points)</i>	Inquisitor Lord	Rank 4: <i>(151-200 points)</i>	Master Inquisitor	Rank 5: <i>(201-250 points)</i>	Grandmaster Inquisitor
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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>	1-5	Power Armour
11-20	Command	6-8	Mighty Warrior	6	Terminator Armour
21-25	Cryptology	9-11	Crack Shot	7-16	Energy Field
26-30	Decadence	12-16	Ambassador <i>(roll on subtable)</i>	17-31	Pistol
31-35	Fieldcraft	17-21	Lavishly Equipped	32-41	Basic Weapon
36-45	Forbidden Lore <i>(roll on subtable)</i>	22-24	Protected by Fate	42-56	Close Combat Weapon
46-50	Language <i>(roll on subtable)</i>	25-29	Hatred <i>(roll on subtable)</i>	57-66	Superior Weapon
51-55	Linguistics	30-32	Extremely Skilled	67-76	Superior Armour
56-60	Logic	33-37	Exceedingly Cool	77	Jump Pack
61-65	Navigate <i>(roll on subtable)</i>	38-42	Insanely Faithful	78	Bike
66-80	Observation	43-47	Loyal Retainers <i>(4 tactical troop stands)</i>	79	Shield
81-85	Psyniscience	48-52	Die Hard	80	Chameleone
86-90	Scholastic Lore <i>(roll on subtable)</i>	53-57	Lucky	81-85	Bionics
91-95	Shadowcraft	58-60	Tactician	86-95	Psychic Hood
96-100	Stealth	61-63	Seize Initiative	96	Mount
<i>Forbidden Lore Subtable</i>		64-73	Tarot Guidance	97-99	Combat Drugs
1-5	Adeptus Mechanicus	74-76	Gifted Linguist	100	Selfdestruct
6-10	Archeotech	77-79	Knowledge Seeker		
11-15	Chaos Space Marines	80	Epic Hero		
16-20	Chaos	81	Possessed		
21-25	Criminal	82-86	Skilled Fighter		
26-30	Cults	87-91	Psyker <i>(roll one Psychic Power)</i>		
31-35	Daemonology	92	Null		
36-40	Heresy	93-95	Daemonhunter		

41-45	Horus Heresy and the Long War	96-100	Psychic Resistance
46-50	local, <i>pick one</i>	<i>Psychic Power Subtable</i>	
51-55	Mutants	1-5	Precognition
56-60	Navigators	6-10	Telepathy
61-65	Officio Assassinorum	11-15	Mind Control
66-70	Ordos	16-20	Mind Blast
71-75	Psykers	21-25	Purge Psyker
76-80	The Black Library	26-30	Destroy Daemon
81-85	Warp	31-35	Wind Blast
86-90	Xenos	36-40	Telekinesis
91-100	<i>pick one</i>	41-45	Psychic Blade
<i>Scholastic Lore Subtable</i>		46-50	Warp Quake
1-5	Adeptus Terra	51-55	Summon Daemon
6-10	Archaic	56-60	Invisibility
11-15	Astromancy	61-65	Cleanse Fear
16-20	Beasts	66-70	Psychic Barrier
21-25	Bureaucracy	71-75	Time Warp
26-30	Chymistry	76-80	Teleportation
31-35	Cryptology	81-85	Hammerhand
36-40	Heraldry	86-90	Illusion
41-45	Imperial Creed	91-95	Biomantic Surge
46-50	Imperial Warrants	96-100	Fly
51-55	Judgement	<i>Ambassador Subtable</i>	
56-60	Legend	1-10	Chaos
61-65	Navis Nobilite	11-50	Eldar
66-70	niche field, <i>pick one</i>	51-100	Squats
71-75	Numerology	<i>Hatred Subtable</i>	
76-80	Occult	1-10	Chaos
81-85	Philosophy	11-20	Daemons
86-90	Tactica Imperialis	21-22	Imperial Guard
91-100	<i>pick one</i>	23-24	Techguard
<i>Language Subtable</i>		25-26	Titan Legions
1-10	Administratum	27-28	Space Marines
11-20	Chaos Speech	29-30	Imperium
21-30	dialect, <i>pick one</i>	31-45	Eldar
31-40	Ecclesiarchy	46-60	Orks
41-60	group ciphers, <i>pick one</i>	61-70	Squats
61-70	Techna-Lingua	71-90	Tyranids
71-80	Trader's Cant	91-100	All
81-90	xenos, <i>pick one</i>		
91-100	<i>pick one</i>		
<i>Navigate Subtable</i>			
1-10	Stellar		
11-100	Surface		

Career Exits

Mutant; Cultist; Daemonhost