

MUTANT

The underclass of the genetically no longer human.

| Fractional CAF | Morale Value |
|--|---|
| 0 | 5 |
| Starting Traits | Ranks & Titles |
| Skills: Language (Low Gothic, 1 dialect) | Rank 1: (0-50 points) Altered |
| Talents: 1D6 random | Rank 2: (51-100 points) Mutie |
| Wargear: Inferior Pistol or Inferior Close Combat Weapon | Rank 3: (101-150 points) Mutant |
| | Rank 4: (151-200 points) Abomination |
| | Rank 5: (201-250 points) Mutant Master |

Random Tables

| Skills: <i>(5 points per roll)</i> | | Talents: <i>(20 points per roll)</i> | | Wargear: <i>(10 points per roll)</i> | |
|---------------------------------------|---|---|-------------------------------------|---|---------------------|
| D100 | Result | D100 | Result | D100 | Result |
| 1-25 | Fieldcraft | 1-5 | Very Strong | 1-5 | Pistol |
| 26-30 | Forbidden Lore <i>(roll on subtable)</i> | 6-10 | Bulging Biceps | 6-10 | Basic Weapon |
| 31-35 | Language <i>(roll on subtable)</i> | 11-15 | Very Tough | 11-65 | Close Combat Weapon |
| 36-45 | Medicae | 16-20 | Lithe | 66-70 | Bionics |
| 46-55 | Observation | 21-25 | Frenzy | 71-100 | Inferior Weapon |
| 56-60 | Psyniscience | 26-30 | Feeble | | |
| 61-70 | Shadowcraft | 31-35 | Mindless | | |
| 71-95 | Stealth | 36-40 | Terror | | |
| 96-100 | Trade <i>(pick one)</i> | 41-45 | Lost Arm | | |
| | <i>Forbidden Lore Subtable</i> | 46-50 | Slow | | |
| 1-10 | Chaos | 51-55 | Blind | | |
| 11-25 | Criminal | 56-60 | Hatred <i>(roll on subtable)</i> | | |
| 26-35 | Cults | 61-65 | Insanely Faithful | | |
| 36-45 | local, <i>pick one</i> | 66-70 | Die Hard | | |
| 46-70 | Mutants | 71-75 | Regeneration | | |
| 71-75 | Navigators | 76-80 | Ignorant | | |
| 76-85 | Psykers | 81-82 | Possessed | | |
| 86-90 | Xenos | 83-87 | Psyker | | |
| 91-100 | <i>pick one</i> | 88-90 | Null | | |
| | <i>Language Subtable</i> | 91-95 | Stealthy | | |
| 1-10 | Chaos Speech | 96-100 | Psychic Resistance | | |
| 11-65 | dialect, <i>pick one</i> | | <i>Psychic Power Subtable</i> | | |
| 66-90 | group ciphers, <i>pick one</i> | 1-5 | Precognition | | |
| 91-100 | <i>pick one</i> | 6-10 | Telepathy | | |
| | | 11-15 | Mind Control | | |
| | | 16-20 | Mind Blast | | |
| | | 21-25 | Purge Psyker | | |
| | | 26-30 | Destroy Daemon | | |
| | | 31-35 | Wind Blast | | |
| | | 36-40 | Telekinesis | | |
| | | 41-45 | Psychic Blade | | |
| | | 46-50 | Warp Quake | | |

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|------------------------|-----------------|
| 51-55 | Summon Daemon |
| 56-60 | Invisibility |
| 61-65 | Cleanse Fear |
| 66-70 | Psychic Barrier |
| 71-75 | Time Warp |
| 76-80 | Teleportation |
| 81-85 | Hammerhand |
| 86-90 | Illusion |
| 91-95 | Biomantic Surge |
| 96-100 | Fly |
| <i>Hatred Subtable</i> | |
| 1-10 | Chaos |
| 11-15 | Daemons |
| 16-30 | Imperial Guard |
| 31-35 | Techguard |
| 36-40 | Titan Legions |
| 41-50 | Space Marines |
| 51-65 | Imperium |
| 66-70 | Eldar |
| 71-75 | Orks |
| 76-80 | Squats |
| 81-85 | Tyrannids |
| 86-100 | All |

Career Exits

Daemonhost; Rogue Psyker