

NAVIGATOR

The necessary mutants.

Fractional CAF	Morale Value
0	4
Starting Traits	Ranks & Titles
Skills: Forbidden Lore (Navigators), Scholastic Lore (Navis Nobilite), Language (Low Gothic), Navigate (Warp)	Rank 1: (0-50 points) Navigator
Talents: Warp Eye	Rank 2: (51-100 points) Senior Navigator
Wargear: Pistol	Rank 3: (101-150 points) Fleet Navigator
	Rank 4: (151-200 points) Heir to the House
	Rank 5: (201-250 points) Novator

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	Commerce	1-5	Ambassador	1-5	Power Armour
11-20	Cryptology	6-15	Untrained	6-15	Energy Field
21-30	Decadence	16-25	Lavishly Equipped	16-35	Pistol
31-35	Forbidden Lore <i>(roll on subtable)</i>	26-35	Lithe	36-40	Basic Weapon
36-45	Language (roll on subtable)	36-38	Protected by Fate	41-55	Close Combat Weapon
46-50	Linguistics	39-43	Feeble	56-70	Superior Weapon
51-55	Logic	44-46	Terror	71-75	Superior Armour
56-75	Navigate <i>(roll on subtable)</i>	47-51	Lost Arm	76-80	Jump Pack
76-95	Observation	52-56	Slow	81-85	Bike
96-100	Scholastic Lore <i>(roll on subtable)</i>	57-61	Extremely Skilled	86-90	Cameleonine
<i>Forbidden Lore Subtable</i>		62-66	Exceedingly Cool	91-95	Bionics
1-5	Adeptus Mechanicus	67-71	Loyal Retainers	96-100	Psychic Hood
6-10	Archeotech	72-76	Die Hard		
11-15	Chaos Space Marines	77-81	Lucky		
16-20	Chaos	82-84	Regeneration		
21-25	Criminal	85	Possessed		
26-30	Cults	86-90	Stealthy		
31-35	Daemonology	91-100	Psychic Resistance		
36-45	Heresy	<i>Ambassador Subtable</i>			
46	Horus Heresy and the Long War	1-50	Imperial Guard		
47-48	Inquisition	51-60	Techguard		
49-53	Mutants	61-70	Space Marines		
54-55	Officio Assassinorum	71-80	Imperium		
56-60	Psykers	81-100	Squats		
61-90	Warp				
91-95	Xenos				
96-100	<i>pick one</i>				
<i>Scholastic Lore Subtable</i>					
1-5	Adeptus Terra				

6-10	Archaic
11-30	Astromancy
31-35	Beasts
36-40	Bureaucracy
41-45	Chymistry
46-50	Cryptology
51-55	Heraldry
56-60	Imperial Creed
61-75	Imperial Warrants
76-80	Legend
81-85	niche field, <i>pick one</i>
86-90	Numerology
91-95	Occult
96-100	Philosophy

Language Subtable

1-5	Administratum
6-10	Chaos Speech
11-15	dialect, <i>pick one</i>
16-30	group ciphers, <i>pick one</i>
31-55	High Gothic
56-60	Techna-Lingua
61-85	Trader's Cant
86-90	xenos, <i>pick one</i>
91-100	<i>pick one</i>

Navigate Subtable

1-90	Stellar
91-100	Surface

Career Exits

Mutant; Cultist; Daemonhost