

PRIMITIVE

Raw humanity, stripped of all pretense.

Fractional CAF	Morale Value
+0.1	5
Starting Traits	Ranks & Titles
Skills: Fieldcraft, Language (dialect)	Rank 1: (0-50 points) Brave
Talents: -	Rank 2: (51-100 points) Warrior
Wargear: Close Combat Weapon	Rank 3: (101-150 points) Warleader
	Rank 4: (151-200 points) Chieftain
	Rank 5: (201-250 points) King

Random Tables

Skills: <i>(5 points per roll)</i>		Talents: <i>(25 points per roll)</i>		Wargear: <i>(10 points per roll)</i>	
D100	Result	D100	Result	D100	Result
1-10	Language <i>(roll on subtable)</i>	1-5	Mighty Warrior	1-60	Close Combat Weapon
11-40	Navigate <i>(roll on subtable)</i>	6-7	Very Strong	61-90	Mount
41-70	Observation	8-9	Very Tough	91-100	Inferior Weapon
71-100	Stealth	10-11	Lithe		
	<i>Language Subtable</i>	12-14	Bulwark		
1-50	dialect, <i>pick one</i>	15-19	Frenzy		
51-100	Low Gothic	20	Protected by Fate		
	<i>Navigate Subtable</i>	21	Lost Arm		
1-100	Surface	22	Slow		
		23	Blind		
			Hatred		
		24-25	<i>(roll on subtable)</i>		
		26-30	Exceedingly Cool		
			Loyal Retainers		
			<i>(5 troop stands of</i>		
		31-45	<i>Primitive Warriors or</i>		
			<i>3 stands of Primitive</i>		
			<i>Cavalry)</i>		
		46-55	Die Hard		
		56-60	Lucky		
		61-65	Knowledge Seeker		
		66-75	Ignorant		
		76-85	Skilled Fighter		
		86-100	Stealthy		
			<i>Hatred Subtable</i>		
		1-10	Chaos		
		11-15	Daemons		
		16-25	Imperial Guard		
		26-30	Techguard		
		31-40	Titan Legions		
		41-50	Space Marines		
		51-55	Imperium		
		56-65	Eldar		

66-80	Orks
81-90	Squats
91-100	Tyranids

Career Exits
Militant; Crusader; Scum; Citizen; Mutant; Cultist; Daemonhost; Rogue Psyker