

## ROGUE TRADER

Licensed to explore and subjugate the far regions of the galaxy, beyond the light of the Astronomican.

Fractional CAF	Morale Value										
0	3										
Starting Traits	Ranks & Titles										
<p><b>Skills:</b> Commerce, Language (Low Gothic, Trader's Cant)</p> <p><b>Talents:</b> 1 random</p> <p><b>Wargear:</b> Pistol, Close Combat Weapon, Superior Weapon, 1 random</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"><b>Rank 1:</b> <i>(0-50 points)</i></td> <td style="width: 50%; text-align: right;">Rogue Trader</td> </tr> <tr> <td><b>Rank 2:</b> <i>(51-100 points)</i></td> <td style="text-align: right;">Lord Captain</td> </tr> <tr> <td><b>Rank 3:</b> <i>(101-150 points)</i></td> <td style="text-align: right;">Viceadmiral</td> </tr> <tr> <td><b>Rank 4:</b> <i>(151-200 points)</i></td> <td style="text-align: right;">Admiral</td> </tr> <tr> <td><b>Rank 5:</b> <i>(201-250 points)</i></td> <td style="text-align: right;">Lord Admiral</td> </tr> </table>	<b>Rank 1:</b> <i>(0-50 points)</i>	Rogue Trader	<b>Rank 2:</b> <i>(51-100 points)</i>	Lord Captain	<b>Rank 3:</b> <i>(101-150 points)</i>	Viceadmiral	<b>Rank 4:</b> <i>(151-200 points)</i>	Admiral	<b>Rank 5:</b> <i>(201-250 points)</i>	Lord Admiral
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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
1-15	Charisma	1-5	Pilot	1-5	Power Armour
16-35	Command	6-8	Combat Pilot	6-15	Energy Field
36-45	Decadence	9-10	Skilled Gunner	16-30	Pistol
46-50	Fieldcraft	11-15	Mighty Warrior	31-35	Basic Weapon
51-55	Forbidden Lore <i>(roll on subtable)</i>	16-20	Crack Shot	36-50	Close Combat Weapon
56-60	Investigation	21-35	Ambassador	51-65	Superior Weapon
61-70	Language <i>(roll on subtable)</i>	36-60	Lavishly Equipped	66-75	Superior Armour
71-80	Navigate <i>(roll on subtable)</i>	61	Protected by Fate	76-80	Jump Pack
81-85	Observation	62	Lost Arm	81-82	Bike
86-90	Scholastic Lore <i>(roll on subtable)</i>	63	Slow	83-85	Shield
91-95	Shadowcraft	64-68	Extremely Skilled	86-87	Cameleonine
96-100	Techcraft	69-71	Exceedingly Cool	88-97	Bionics
<i>Forbidden Lore Subtable</i>		72-76	Loyal Retainers	98	Mount
1-10	Archeotech	77-81	<i>(4 tactical troop stands)</i>	99-100	Combat Drugs
11-15	Chaos	82-86	Lucky		
16-25	Criminal	87-91	Seize Initiative		
26-30	Cults	87-91	Inspiring Leader		
31-45	local, <i>pick one</i>	92-94	Gifted Linguist		
46-50	Mutants	95	Epic Hero		
51-60	Navigators	96-100	Skilled Fighter		
61-65	Psykers	<i>Ambassador Subtable</i>			
66-75	Warp	1	Chaos		
76-95	Xenos	2-41	Imperial Guard		
96-100	<i>pick one</i>	42-51	Techguard		
<i>Scholastic Lore Subtable</i>		52	Titan Legions		
1-5	Adeptus Terra	53-55	Space Marines		
6-10	Archaic	56-65	Imperium		
11-20	Astromancy	66-75	Eldar		
		76-85	Orks		

<b>21-25</b>	Beasts	<b>86-100</b>	Squats
<b>26-30</b>	Bureaucracy		
<b>31-40</b>	Heraldry		
<b>41-45</b>	Imperial Creed		
<b>46-65</b>	Imperial Warrants		
<b>66-75</b>	Legend		
<b>76-85</b>	Navis Nobilite		
<b>86-90</b>	Occult		
<b>91-95</b>	Philosophy		
<b>96-100</b>	Tactica Imperialis		

*Language Subtable*

<b>1-15</b>	Administratum
<b>16-25</b>	dialect, <i>pick one</i>
<b>26-45</b>	group ciphers, <i>pick one</i>
<b>46-60</b>	High Gothic
<b>61-70</b>	Techna-Lingua
<b>71-85</b>	xenos, <i>pick one</i>
<b>86-100</b>	<i>pick one</i>

*Navigate Subtable*

<b>1-60</b>	Stellar
<b>61-100</b>	Surface

**Career Exits**

Administrator; Crusader; Scum; Mutant; Cultist; Daemonhost; Imperial Commander