SAGE

A little knowledge is a dangerous thing.

Fractional CAF	Morale Value
0	5

<table>
<tr><td colspan="2">Starting Traits</td><td colspan="2">Ranks & Titles</td></tr>
<tr><td colspan="2">Skills:
Forbidden Lore (1 random), Investigation, Language (High Gothic, Low Gothic, 1 random), Linguistics, Logic, Scholastic Lore (niche field, 1 random)
Talents:
Extremely Skilled
Wargear:
-</td><td>Rank 1:
(0-50 points)</td><td>Scholar</td></tr>
</table>

Starting Traits		Ranks & Titles	
Skills: Forbidden Lore (1 random), Investigation, Language (High Gothic, Low Gothic, 1 random), Linguistics, Logic, Scholastic Lore (niche field, 1 random) **Talents:** Extremely Skilled **Wargear:** -		**Rank 1:** *(0-50 points)*	Scholar
		Rank 2: *(51-100 points)*	Magister
		Rank 3: *(101-150 points)*	Loremaster
		Rank 4: *(151-200 points)*	Sage
		Rank 5: *(201-250 points)*	Eminent Sage

Random Tables

Skills: *(5 points per roll)*		Talents: *(20 points per roll)*		Wargear: *(15 points per roll)*	
D100	**Result**	**D100**	**Result**	**D100**	**Result**
1-10	Cryptology	1-15	Untrained	1-15	Energy Field
11-35	Forbidden Lore *(roll on subtable)*	16	Protected by Fate	16-55	Pistol
36-50	Language *(roll on subtable)*	17-26	Feeble	56-65	Close Combat Weapon
51-60	Medicae	27	Mindless	66-70	Superior Weapon
61-65	Navigate *(roll on subtable)*	28-30	Slow	71-75	Superior Armour
66-95	Scholastic Lore *(roll on subtable)*	31-45	Extremely Skilled*	76-95	Bionics
96-100	Trade *(pick one)*	46-50	Lucky	96-100	Psychic Hood
		51-60	Tarot Guidance		
		61-75	Gifted Linguist		
		76-100	Knowledge Seeker		

: may be taken up to 2 times

Forbidden Lore Subtable

1-3	Adeptus Mechanicus
4-13	Archeotech
14-16	Chaos Space Marines
17-19	Chaos
20-21	Criminal
22-31	Cults
32-33	Daemonology
34-36	Heresy
37-41	Horus Heresy and the Long War
42-44	Inquisition
45-49	local, *pick one*
50-59	Mutants
60-62	Navigators
63-64	Officio Assassinorum
65-66	Ordos
67-76	Psykers
77-78	The Black Library
79-80	Warp
81-90	Xenos
91-100	*pick one*

Scholastic Lore Subtable

1-5	Adeptus Terra

6-10	Archaic
11-15	Astromancy
16-20	Beasts
21-25	Bureaucracy
26-30	Chymistry
31-35	Cryptology
36-40	Heraldry
41-45	Imperial Creed
46-50	Imperial Warrants
51-55	Judgement
56-60	Legend
61-65	Navis Nobilite
66-70	niche field, *pick one*
71-75	Numerology
76-80	Occult
81-85	Philosophy
86-90	Tactica Imperialis
91-100	*pick one*

Language Subtable

1-15	Administratum
16-20	Binary
21-25	Chaos Speech
26-30	dialect, *pick one*
31-45	Ecclesiarchy
46-55	group ciphers, *pick one*
56-65	Techna-Lingua
66-75	Trader's Cant
76-85	xenos, *pick one*
86-100	*pick one*

Navigate Subtable

1-55	Stellar
56-100	Surface

Career Exits

Techpriest; Inquisitor; Militant; Administrator; Rogue Trader; Ministorum Priest; Crusader; Scum; Mutant; Cultist; Daemonhost