

SQUAT GUILDER

Members of the Squats' universal Guild of Engineers.

Fractional CAF	Morale Value										
0	4										
Starting Traits	Ranks & Titles										
<p>Skills: Decadence, Techcraft, Language (Low Gothic, Techna-Lingua)</p> <p>Talents: Ambassador (Squats), Hatred (Orks, All)</p> <p>Wargear: Basic Weapon</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Rank 1: <i>(0-50 points)</i></td> <td style="width: 50%; text-align: right;">Technician</td> </tr> <tr> <td>Rank 2: <i>(51-100 points)</i></td> <td style="text-align: right;">Engineer</td> </tr> <tr> <td>Rank 3: <i>(101-150 points)</i></td> <td style="text-align: right;">Master Engineer</td> </tr> <tr> <td>Rank 4: <i>(151-200 points)</i></td> <td style="text-align: right;">Guildmaster</td> </tr> <tr> <td>Rank 5: <i>(201-250 points)</i></td> <td style="text-align: right;">Grand Guildmaster</td> </tr> </table>	Rank 1: <i>(0-50 points)</i>	Technician	Rank 2: <i>(51-100 points)</i>	Engineer	Rank 3: <i>(101-150 points)</i>	Master Engineer	Rank 4: <i>(151-200 points)</i>	Guildmaster	Rank 5: <i>(201-250 points)</i>	Grand Guildmaster
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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
1-5	Command	1-3	Pilot	1-5	Power Armour
6-20	Commerce	4-8	Combat Pilot	6-15	Terminator Armour
21-25	Cryptology	9-13	Skilled Gunner	16-25	Energy Field
26-35	Forbidden Lore <i>(roll on subtable)</i>	14-18	Vehicle Repair	26-35	Pistol
36-45	Language <i>(roll on subtable)</i>	19-20	Mighty Warrior	36-45	Basic Weapon
46-55	Logic	21-25	Crack Shot	46-55	Heavy Weapon
56-70	Navigate <i>(roll on subtable)</i>	26-30	Ambassador <i>(roll on subtable)</i>	56-65	Close Combat Weapon
71-85	Scholastic Lore <i>(roll on subtable)</i>	31-35	Bulging Biceps	66-75	Superior Weapon
86-100	Trade <i>(pick one)</i> <i>Forbidden Lore Subtable</i>	36-38	Very Tough	76-80	Superior Armour
1-35	Archeotech	39-48	Lavishly Equipped	81-95	Bike
36-40	Chaos	49-50	Bulwark	96-100	Bionics
41-70	local, <i>pick one</i>	51	Protected by Fate		
71-85	Xenos	52-56	Slow		
86-100	<i>pick one</i> <i>Scholastic Lore Subtable</i>	57-59	Hatred <i>(roll on subtable)</i>		
		60-69	Extremely Skilled		
		70-74	Exceedingly Cool		
			Loyal Retainers <i>(2 Guild Bikes stands)</i>		
1-30	Archaic	75-79			
31-40	Astromancy	80-84	Die Hard		
41-55	Chymistry	85-89	Knowledge Seeker		
56-60	Cryptology	90	Epic Hero		
61-65	Legend	91-95	Skilled Fighter		
66-80	niche field, <i>pick one</i>	96-100	Psychic Resistance <i>Ambassador Subtable</i>		
81-90	Numerology				
91-100	<i>pick one</i> <i>Language Subtable</i>	1-40	Imperial Guard		
1-15	Binary	41-100	Techguard <i>Hatred Subtable</i>		
16-30	dialect, <i>pick one</i>	1-5	Chaos		
31-50	group ciphers, <i>pick one</i>	6-30	Techguard		
51-70	Trader's Cant	31-50	Titan Legions		

71-85 xenos, *pick one*

86-100 *pick one*

Navigate Subtable

1-30 Stellar

31-100 Surface

51-70 Eldar

71-100 Tyranids

Career Exits

Sage; Cultist; Daemonhost