

# TECHPRIEST

Jealous guardians of mankind's ancient technology and seekers after its arcane secrets.

Fractional CAF	Morale Value										
0	4										
Starting Traits	Ranks & Titles										
<p><b>Skills:</b> Techcraft; Language (Low Gothic, Techna-Lingua)</p> <p><b>Talents:</b> Vehicle Repair; Ambassador (Tech-Guard)</p> <p><b>Wargear:</b> Pistol</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;">Techadept</td> </tr> <tr> <td><b>Rank 2:</b> <i>(51-100 points)</i></td> <td style="text-align: right;">Techpriest</td> </tr> <tr> <td><b>Rank 3:</b> <i>(101-150 points)</i></td> <td style="text-align: right;">Mech-Deacon</td> </tr> <tr> <td><b>Rank 4:</b> <i>(151-200 points)</i></td> <td style="text-align: right;">Magos</td> </tr> <tr> <td><b>Rank 5:</b> <i>(201-250 points)</i></td> <td style="text-align: right;">Archmagos</td> </tr> </table>	<b>Rank 1:</b> <i>(0-50 points)</i>	Techadept	<b>Rank 2:</b> <i>(51-100 points)</i>	Techpriest	<b>Rank 3:</b> <i>(101-150 points)</i>	Mech-Deacon	<b>Rank 4:</b> <i>(151-200 points)</i>	Magos	<b>Rank 5:</b> <i>(201-250 points)</i>	Archmagos
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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
<b>1-10</b>	Cryptology	<b>1-5</b>	Pilot	<b>1-10</b>	Power Armour
<b>11-30</b>	Forbidden Lore <i>(roll on subtable)</i>	<b>6-10</b>	Combat Pilot	<b>11-15</b>	Energy Field
<b>31-35</b>	Language <i>(roll on subtable)</i>	<b>11-15</b>	Skilled Gunner	<b>16-25</b>	Pistol
<b>36-60</b>	Logic	<b>16-30</b>	Implant Weapons	<b>26-35</b>	Basic Weapon
<b>61-65</b>	Navigate <i>(roll on subtable)</i>	<b>31</b>	Ambassador <i>(roll on subtable)</i>	<b>36-45</b>	Close Combat Weapon
<b>66-85</b>	Observation	<b>32</b>	Very Strong	<b>46-65</b>	Superior Weapon
<b>86-100</b>	Scholastic Lore <i>(roll on subtable)</i>	<b>33</b>	Very Tough	<b>66-80</b>	Superior Armour
<i>Forbidden Lore Subtable</i>		<b>43-62</b>	Bionic Enhancements	<b>81-95</b>	Bionics
<b>1-60</b>	Adeptus Mechanicus	<b>63-77</b>	Lavishly Equipped	<b>96-100</b>	Selfdestruct
<b>61-90</b>	Archeotech	<b>78</b>	Protected by Fate		
<b>91-95</b>	Xenos	<b>79-80</b>	Slow		
<b>96-100</b>	<i>pick one</i>	<b>81-87</b>	Extremely Skilled		
<i>Scholastic Lore Subtable</i>		<b>88-92</b>	Exceedingly Cool		
<b>1-20</b>	Astromancy	<b>93-95</b>	Seize Initiative		
<b>21-40</b>	Chymistry	<b>96-100</b>	Knowledge Seeker		
<b>41-50</b>	Cryptology	<i>Ambassador Subtable</i>			
<b>51-65</b>	<i>niche field, pick one</i>	<b>1-35</b>	Imperial Guard		
<b>66-85</b>	Numerology	<b>36-90</b>	Titan Legions		
<b>86-100</b>	<i>pick one</i>	<b>91-93</b>	Space Marines		
<i>Language Subtable</i>		<b>94-98</b>	Imperium		
<b>1-75</b>	Binary	<b>99-100</b>	Squats		
<b>76-85</b>	<i>group ciphers, pick one</i>				
<b>86-95</b>	High Gothic				
<b>96-100</b>	<i>pick one</i>				
<i>Navigate Subtable</i>					
<b>1-50</b>	Stellar				
<b>51-100</b>	Surface				

## Career Exits

Sage; Mutant; Cultist; Daemonhost