

CHARACTER CLASS SUMMARIES

Inquisitor (80/94/112)

Talents: Leader
Equipment: Any
Abilities: May not take any Exotic Abilities *EXCEPT* Word of the Emperor.

Space Marine (299)

Talents: Ambidextrous, Nerves of Steel, Spit Acid
Equipment: Any
Abilities: May not take any Exotic Abilities *EXCEPT* Word of the Emperor.
Special: Comes with Space Marine Power Armour (See rulebook pg.103)

Adeptus Mechanicus (67/86)

Equipment: TechPriest – Common, Rare and Implants
Magos – Any *EXCEPT* Alien and Daemonic
Abilities: May not take Psychic or Exotic Abilities *EXCEPT* Machine Empathy
Special: +20% to SG rolls for using or disabling machinery, locks, etc.

Rogue Trader (73)

Equipment: Any
Abilities: May not take any Exotic Abilities.

Cultists (53/65)

Equipment: Fanatic – Common
Demagogue – Common and up to (1) Rare
Abilities: Imperial -May not take any Exotic Abilities except Word of the Emperor
Chaos – Any non-Daemonic Exotic Ability except Word of the Emperor

Imperial Guard Veteran (67)

Equipment: Common and Rare
Abilities: Any Non-Exotic, non-Psychic Ability. May take Word of the Emperor

Desperado (64)

Equipment: Common. May also have Rare Ammo and Explosives.
Abilities: Any Non-Exotic, non-Psychic Abilities.

Enforcer (75)

Equipment: Common, Rare and Cyber Creatures.
Abilities: Any Non-Exotic, non-Psychic Abilities. May take Word of the Emperor.

Mutant (49)

Equipment: Common
Abilities: Any Non-Daemonic abilities except Word of the Emperor.

Ecclesiarchy (49/59/66)

Equipment: Preacher - Common
Abbot – Common and up to (1) Rare
Cardinal – Common and up to (1) Rare OR (1) Legendary
Abilities: Any Non-Exotic, Non-Psychic. May take Word of the Emperor.
Special: May never have Psychic Abilities, no matter how they are gained.

Arco-Flagellant (100)

Talents: Ambidextrous, Furious Assault, Fearsome, Force of Will
Equipment: Common, Rare, and up to (1) Exotic
Abilities: Any Non-Exotic, non-Psychic Abilities.
Special: All equipment must be bought as Implants. Must have a Trigger Word.

Assassin (76/108)

Equipment: Death Cultist -Common and Rare
Officio Assassinorum - Any
Abilities: Any Non-Exotic.
Special: There is a –20% chance to detect assassins.

Daemonhost (81)

Talents: Daemonic, Fearsome, Possession
Equipment: (1) Force or Daemon Weapon
Abilities: Any

Pathfinders (77)

Equipment: Common and Rare
Abilities: Any Non-Exotic, Non-Psychic
Special: Detection (as pg 57)

Eldar Ranger (116/138)

Talents: Catfall, Lightning Reflexes, Nightvision, camouflage
Equipment: Any
Abilities: Any Non-Exotic
Special: Cannot be detected by hearing when sneaking or crawling.

Eldar Pirate (117/148)

Talents: Catfall, Lightning Reflexes, Nightvision, Leader
Equipment: Any
Abilities: Any Non-Exotic

Kroot Mercenary (85)

Talents: Acrobatic, First strike, Furious Assault, Stealth, Cannibal Hunger
Equipment: Common, Rare and up to (1) Exotic OR (1)Legendary. No Drugs.
Abilities: Any Non-Daemonic.