THE BASIC CAREERS
for Warhammer 40000: The Roleplaying Game

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Better riddled in the body than corrupted in the mind.
Warmaster Solon

This is the second part of the *Warhammer 40.000* Roleplaying Game; the first part appeared on Kaos 21. In the previous paper we described an easy character generation method, starting from the Army Lists; in this number instead we present a list of Basic Careers by which you can create your PCs (and NPCs), exactly with the same method of *Warhammer* (the Fantasy RPG providing the basic rules of our system). The random career generation tables are not included.

1 Basic Careers

We present 26 Basic Careers. You can find them in the table 1, divided by class (Soldier, Rogue, Explorer, Academic). Since the completeness of the Soldier careers would take up too much room, they've been mostly omitted. Furthermore, a soldier character can be drawn from the Army Lists more easily than the ones here described. Likewise, there're a few careers for the Academic class, since these are mostly connected with psyonic powers, and the section devoted to them will appear in the future.

The indicated career exists sometimes refer to basic or advanced careers not yet described, which will be presented on the future issues of Kaos. The undescribed career exists are written in *slanted* in order to make the reference easier.

2 Basic Trappings

Like in *WFRP*, each character owns, beside the specific trappings depending on his career, some standard trappings depending on his class. These include "at least" the clothes (of course!) and 3d10 imperial credits (see the future section about the costs of the equipment to understand acquisition value of this amount). We suggest to vary the standard equipment depending on the scenario (primitive planet, Craftworld, hive planet, etc.)

3 Basic Careers

Agitator

The career is similar to the *WFRP* one, where the psychology of the character is widely described. As a rule, we can say Agitators actively sponsor the popular movements and so they can embrace any cause.

Skills: Bureaucracy, Culture Classification, Public Speaking, Read / Write.

Soldier

1	Bodyguard
2	Genestealer-slayer
3	Labourer
4	Mercenary
5	Space Hulk Warrior

Explorer

1	Astropilot
2	Exodites Farmer
3	Navigator
4	Settler
5	Spaceman
6	Taxy-driver
7	Web Navigator

Rogue

1	Agitator
2	Bounty Hunter
3	Hacker
4	Outlaw
5	Provocateur
6	Pusher
7	Space Pirate
8	Vehicles' Thief

Academic

1	Chronicler
2	Harlequin Artist
3	Physician Apprentice
4	Student
5	Technician

Table 1: Alphabetical index of basic careers

Trappings: Auto Pistol, Flak Armour, Protest leaflets for several causes.

Career Exits: *Charlatan*, Outlaw.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10			+10				+10

Astropilot

The astropilot has to pilot spaceships during the most dangerous manoeuvres (such as combat) by mean of hand drive. Usually, a space vehicle requires at least one astropilot which controls its movements in the 'real' space, but his skills are useless in the Warp.

Skills: Astronomy, Pilot Spaceship, Space Navigation, 50% Luck.

Trappings: Bolt Pistol, Flak Armour, 2d6 Space Charts.

Career Exits: *Explorer*, Settler, *Smuggler*, Space pirate.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10		+10		+10	+10		

Bodyguard

This career is quite similar to the *WFRP* one, with some differences mostly in the trappings.

Also in the 41th millenium there exist Bodyguards, employed, in most of the cases, to protect wealthy settlers and weapons and precious metals merchants. A Bodyguard on the ball can be payed very well.

Skills: Disarm, Dodge Blow, Martial Arts, Strike Mighty Blow, Strike to Injure, Strike to Stun.

Trappings: Flak Armour, Las Pistol, Power Sword, 25% Refractor Shield.

Career Exits: Bounty Hunter, Footpad, Mercenary, *Outlaw Chief*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20		+1		+2	+10	+1						

Bounty Hunter

This career is almost similar to the one of *WFRP*. In the 41th millenium the bounty hunters are often employed by the powerful lords of the Empire, the autonomous governors of the worlds under the jurisdiction of the Emperor, to get rid of the most damaging fellows for the social balance of the planet. Even though it is a dangerous career, rewards for the most wanted criminals and more generally for the fomenters of rebellion against imperial authority are sometime very high.

Skills: Follow Trail, Shadowing, Silent Move (Rural), Silent Move (Urban), Specialist Weapon — Web Pistol, Strike to Stun, 50% Dodge Ranged Weapons, 50% Marksmanship.

Trappings: Carpace Armour, Las Gun, Power Axe, Power Sword, Web Pistol.

Career Exits: *Android Hunter*, *Assassin*, Footpad, Mercenary, *Mutant Hunter*, Outlaw, Provocateur.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10						+10	

Chronicler

Chroniclers are very expert Eldar, working to compile the Chronicles, i.e. the history of the Craftworld or of the New World where they live. The knowledge of the Infinity Circuit, the place keeping the souls of the dead Eldar on the Craftworlds, or of the similar World Spirit on the exodites planets, is absolutely necessary for them, since that is the place where the Chronicles are recorded.

Note: this career is reserverd to Craftworlds Eldar or Exodites. See the Eldar section.

Skills (Exodites): Arcane Language — Druidic, Charm, Custom Lore, History, Legend Lore, Psychic Sense, Story Telling.

Skills (Craftworld): Bureaucracy, Culture Classification, History, Legend Lore, Psychic Sense.

Trappings (Exodites): 1d3 Ancient Books, Chronorecorder, Las Pistol, Primitive hand weapon.

Trappings (Craftworld): Chainsword, Chronorecorder (to record the chronicles), Las Pistol.

Career Exits: Minstrel, *Scholar*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1				+10	+10		+10	+10

Exodites Farmer

The Eldar settlers, established in the New Worlds, live on agriculture and on sheep farming. Their job determines an affinity with the nature and the animals. On the New Worlds there exist various species of Megadon, enormous herbivorous saurians, and from their breeding they earn food and staples for their survival; otherwise they exploit them as a means of transport. For these reasons, Megadon breeding is one of the most important activities for farmers.

Note: This career is only reserved to Eldar of Exodites culture. See the Eldar section.

Skills: Animal Care, Identify Plants, Orientation, Play (ancient blowing instruments), Riding (Saurian), Silent Move (Rural), 25% Animal Training, 25% Herb Lore, 25% Riding (Dragon), 25% River Lore.

Trappings: Las Gun, Pipe flute (or ocarina), Primitive Armour, Primitive (One) Hand Weapon, Watch animal (usually a little dragon).

Career Exits: *Dragon Rider*, *Exodites*, Chronicler, *Scout.*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+1	+2							+10	+10

Genestealer-slayer

The Genestealer-slayer Squat has a psychology and a life style faithfully following the Trollslayer ones in *WFRP*. He usually embarks on suicidal undertakings hunting lethal enemies able to kill him in combat, in order to redeem himself from his previous mishaps. His favourite enemy is, of course, the Genestealer. He usually boasts, wears showy clothes, with orange coloured, crest-shaped hair, covered with tattoos, and gets drugs as often as he can.

Note: Only a Squat can enter the Genestealer-slayer career.

Skills: Disarm, Dodge Blow, Specialist Weapon — Two handed, Strike Mighty Blow, Street Fighting.

Trappings: Flak Armour, Lasgun, Power Axe.

Career Exits: Tyrannid-slayer.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+4	+10	+1	+10			+20		

Hacker

A risky but remunerative job is the manipulation of the energy flows, to deactivate the weapons, or to gain access to secret information hidden in the psychomemories of the most inaccessible systems. Because of the great affinity of the Eldar with psychic energies and with most sophisticated technologies, the Hackers from this race are appreciated and well paid, expecially the most unscrupulous ones, true psychotechnical pirates.

Skills: Bureaucracy, Electronic Infiltration, Embezzle, Forgery, Psychic Sense, Repair (Electronic Equipment), 50% Read / Write, 50% Technological Classification.

Trappings: Cameoline, Chainsword, 1d6 Chronomemories (to record data), Decipher (to 'unlock' the electronic systems), Las Pistol or Las Gun, Mesh Armour, Servo-Arm.

Career Exits: Outlaw, *Sapper*, *Spy*, Technician.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1			+10		+10	+10		+10

Harlequin artist

By mean of the dance and the mimic, the Harlequin artists show the legends of their race; in public, as well as in war, they wear a mask to hide their identity. Practice allows them to perform acrobatic feats in time of peace, and at the same time provides a good training in time of war. Their presence is supposed to bring novelties, but the most superstitious, expecially among humans, think they announce bad events.

Note: This career is reserved to the Harlequin Eldar (see Eldar section).

Skills: Acting, Ambidextrous, Dance, Mime, Sing, Music (psycho-instruments), Taunt, 50% Acrobacy, 50% Lightning Reflexes, 25% Dodge Blow, 25% Legend Lore.

Trappings: Changing Mask, Holo Suit, Las Pistol, Photocromatic theatral costume, Play scripts, Power Sword or Power Axe, Psycho-instrument (psycho-harp, psycho-synth, psycho-amplivoice).

Career Exits: *Harlequin Soldier*, Minstrel.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	+10			+2	+10		+10					+10

Labourer

Within the imperial space there exist the so called Industrial Worlds, usually rich of mineral resources and completely devoted to the mining of raw materials or to the very large scale manufacturing of industrial products. On these planets, inhospitable to say the least, millions of labourers live, workers skilled in the use of industrial equipments, but still used to rely on their own strength and toughness when technology fails.

Note: Squats only can belong to the Miner subcareer.

Skills: Climb Sheer Surface, Operate Special Vehicles — Work Vehicle, 75% Consume Alcohol, 75% Sing, 50% Drive wheeled vehicle, 50% Pilot, 50% Repair (vehicle), 50% Very Strong, 50% Very Resilient, 25% Repair (Electronic Equipment).

Miner additional skills: Metallurgy or Smith, Orientation (underground).

Trappings: Flak Armour (body only), Las Pistol.

Career Exits: Bodyguard, *Footpad*, *Foreman*, Spaceman, Technician.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
				+1	+1								

Minstrel

This career is similar to the one of *WFRP*. Since the heart of the Eldar is rich in poetry, many Outcasts decide to roam about the universe as Minstrels, singing the exploits of the heroes and the gods of their own race. Their presence cheers the lanes of the metropolis, spaceports' entrance-halls, and the inns of the Ultraworld Colonies.

Skills: Charm, Custom Lore, Legend Lore, Music (Psychoinstruments), Public Speaking, Sing, 50% Culture Classification.

Trappings: Chainsword, Chronorecorder (to record the scores), Loud Clothes, Las Gun or Las Pistol, Psychoinstrument (psycho-harp, psycho-synth, psycho-amplivoice), Refractor Shield.

Career Exits: *Charlatan*, Chronicler.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2			+10					+10

Mercenary

In the *Warhammer 40.000* universe, devastated by war, some cities or planets, where the Empire garrison is absent or scarce, employ for some length of time pitiless mercenaries to strengthen their armies. For money a mercenary fights alongside anyone, even a Space Ork; therefore, when he's underpaid, his reliability can become a problem...

Skills: Disarm, Secret Language — Battle Tongue, Strike Mighty Blow, Strike to Stun, 75% Dodge Blow, 50% Dodge Ranged Weapons, 25% Specialist Weapon — Flame or Plasma Weapon, 25% Drive Motorcycle, 25% Pilot Land Vehicle.

Trappings: Boltgun or Lasgun, Bolt Pistol or Hand Flamer, Chainsword, Mesh Armour.

Career Exits: *Imperial Guard*, *Mercenary Captain*, *Outlaw Chief*, *Sniper*, Space Hulk Warrior, *Scout*, *Space Marine*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1		+10		+10		

Navigator

Navigators are particular mutants able to orient themselves in the Warp, following the psychic signals sent by the Astronomican. It is unknown whether this psychic ability is the result of a genetic manipulation or of chance; however, the mutation has been handed on from generation to generation for milleniums, because the Navigators are prone to get married among themselves, starting great and powerful families. Navigators never have other psychic powers beyond the Warp Navigation (therefore no one character with psychic powers can enter this career, neither an ex-Navigator can enter psychic career).

Note: Only Humans can be Navigators. Eldar can be Web Navigator (see).

Skills: Astronomy, Culture Classification, Custom Lore, Operate Special Vehicles — Spaceship, Space Navigation, Technological Classification, Warp Lore, 25% Repair (Electronic Equipment), 25% Repair (Weapons / Armours), 25% Repair (Vehicles).

Trappings: Las Gun, Las Pistol, Mesh Armour.

Career Exits: *Navigator Chief*, *Spaceship Captain*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2	+10		+10		+10		+10	

Physician Apprentice

This career is similar to the *WFRP* one. In order to become physician, a long studying period is required, followed by a training with an established professional. Potential physicians mostly rely on their aptitude and intuition, since they lack of proper knowledge and field experience.

Skills: Read/Write, 50% Cure Disease, 50% Heal Wounds, 50% Manufacture Poisons, 50% Manufacture Drugs.

Trappings: Las Pistol, Physician tools.

Career Exits: *Bawd*, *Charlatan*, *Physician*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10				+10	+10		

Provocateur

This career is similar to the *WFRP* one, with the skills and trappings modifications.

Skills: Dodge Blow, Dodge Ranged Weapons, Drive Motorcycle, Martial Arts, Strike Mighty Blow, Strike to Injure, Strike to Stun.

Trappings: Boltgun or Bolt Pistol, Carpace Armour, Motorcycle, 30% Refractor Shield.

Career Exits: *Avenger*, Bodyguard Bounty Hunter, *Duellist*, *Footpad*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1		+2	+10	+1				+20		

Pusher

Pushers live in the high density population urban areas and represent the worst scum of the society. They're always looking for new clients to which they can give the last products, as regards rubbish, of the chemistry. By mean of Pushers which are in the most important rackets you can find the most various substances: stimulants, hallucinogens, sedatives, hormones, etc. Mostly Mercenaries, by this time depending on the psychoactive substances which help them to fight, are good clients for the Pushers. A Pusher always has many enemies, and he is usually wanted, unless, by mean of corruption or other illegal trickeries he has gained expecially advantageous 'friends'.

Skills: Corrupt, Hide (Urban), Palm Objects, 25% Evaluate, 25% Flee!, 25% Street Fighting.

Trappings: Bolt Pistol, Flak Armour, Overcoat (internal pockets with 1d10 doses of drugs).

Career Exits: *Bawd*, *Fence*, Outlaw.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10							

Settler

Skills: Haggle, Orientation, Read/Write, 50% Cure Disease, 50% Heal Wounds, 50% Linguistic, 50% Luck, 25% Carpentry, 25% Legend Lore, 25% Metallurgy, 25% River Lore.

Trappings: Flak Armour, Las Pistol or Auto Pistol, Various tools.

Career Exits: *Explorer*, *Imperial Guard*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2							+10	+10

Outlaw

This career is similar to the *WFRP* one.

Skills: Dodge Blow, Pilot Land Vehicle or Drive Motorcycle, Hide (Rural / Urban), Silent Move (Urban), Strike Mighty Blow, Survival, 50% Forgery, 50% Repair (Weapons / Armours), 25% Dodge Ranged Weapons, 25% Electronic Infiltration, 25% Marksmanship, 25% Repair (Vehicles).

Trappings: Auto Pistol, Boltgun or Shotgun, Flak Armour, 50% Refractor Shield.

Career Exits: Mercenary, *Outlaw Chief*, Space Pirate, Vehicles' Thief.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1				+10		

Space Hulk Warrior

These characters specialize themselves in the hard task of exploring the spaceships drifting in the space, the so called *space hulk*, looking for technological treasures left unattended for centuries, the lost artifacts of the Dark Age of Technology. Often they live on the fringe of the society, but often they also put their knowledges in the service of the Emperor, mostly when an hulk seems to hide the dangers of the alien invaders.

Note: Only Squats can start as Space Hulk Warriors.

Skills: Dodge Blow, Orientation (indoor only), Specialist Weapon — Flame Weapons, Strike Mighty Blow, Strike to Injure.

Trappings: Bioscanner, Energy Scanner, Flamer, Las Pistol, Mesh Armour, Power Sword.

Career Exits: Mercenary, *Scout*, Smuggler.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1	+1	+2	+10	+1		+10		+10		

Spaceman

This career is mostly undertaken by Eldar, which spend most of their lifes on their Craftworlds. The life of a spaceman (usually employed as manpower by some wealthy space trader) is always bound to the spaceship where he's embarked: in the face of a space pirates raid, spacemen are ready to defend it with the same energy as they defend their lifes.

Skills: Astronomy, Custom Lore, Dodge Blow, Street Fighting, Strike Mighty Blow, 50% Dodge Ranged Weapons.

Trappings: Chainsword, Flak Armour, Las Pistol.

Career Exits: Astropilot, Settler, Smuggler, Space Pirate, *Spaceship Captain*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1						

Space Pirate

Space Pirates are usually Eldar Outcasts (see *The Eldar* section) or Human Outlaws which stole an imperial battle spaceship. They live on raids and are known for their temperament and their cruelty, even though they respect an unwritten honour code based on the word given. It can happen they kill innocents in cold blood and save their most bitter enemy, because they behave following something incomprehensible for people not belonging to their own culture.

Skills: Astronomy, Disarm, Secret Language — Pirate Tongue, Space Navigation, Strike Mighty Blow, 50% Pilot Aircraft, 25% Specialist Weapon — Shuriken Weapon (Eldar) or Flame Weapon (Human), 25% Legend Lore.

Trappings: Boltgun, Chainsword, Flak Armour.

Career Exits: *Corsair*, *Outlaw Chief*, Space Hulk Warrior.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1				+10		

Student

This career is similar to the *WFRP* one. Students usually live in the cities of the most populated worlds of the Empire, where they can learn a large amount of the knowledge left to the human race after milleniums of barbaries. It happens that Students' mind is 'enlighten' (or upset) when they become aware of some universe aspects mostly unknown to the people: in these cases, usually they cast themselves in looking for a new aim in their lifes through the most various adventures.

Skills: Read / Write, 25% Consume Alcohol, 50% Culture Classification, 25% Technological Classification, 20% Alien Culture Lore, 20% Bureaucracy, 20% Custom Lore, 20% Legend Lore, 10% Astronomy, 10% Cartography, 10% Electromechanic Manipulation, 10% Identify Plants, 10% Numismatics, 10% Speak another language.

Trappings: Las Pistol, 1d3 Studying books, Video-exercisebook.

Career Exits: Agitator, *Bawd*, *Merchant*, Physician Apprentice, *Scholar*, Spaceman.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10				+10	+10		+10

Taxy-driver

Taxy-drivers live in the cities of the Hive-worlds, where the confusion and the traffic jam caused by the excessive population often make urban movings impossible. Taxy-drivers, instead, thanks to the detailed knowledge of their zone and the tricks learned by mean of their work, success in finding the shortest way to cross the city. For them, work usually comes as a stranger who trusts his driver also to have some hints about moving in the new environment: the cities, mostly at night, belong to the Taxy-drivers.

Skills: Custom Lore, Dodge Ranged Weapons, Orientation (Urban), Pilot Aircraft or Pilot Land Vehicle, Repair (Vehicle), Street Fighting.

Trappings: Bolt Pistol, Taxy.

Career Exits: Pusher, Technician, Vehicles' Thief.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2			+10		+10			+10

Technician

A Technician is a professional skilled in repairing every kind of electronic or mechanical devices. Technicians live almost exclusively in urban complexes where there's a great demand for them and they are well paid. Sometimes the best Technicians are hired by the Empire (only if they are Humans) and sent to Mars for the training which enables them to become a member of the Techno-Priesthood.

Skills: Drive Motorcycle or Pilot Land Vehicle, Repair (Weapons / Armours), Repair (Electronic Equipment), Technological Classification, 75% Electromechanic Manipulation, 50% Metallurgy, 50% Read / Write, 50% Smith, 25% Electronic Infiltration.

Trappings: Flak Armour, Las Pistol, Servo-Arm, Tools, 30% Refractor Shield.

Career Exits: *Foreman*, Hacker, *Sapper*, *Technopriest.*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2			+10		+20			

Vehicles' Thief

Vehicles' Thieves prevalently live stealing and reselling every king of vehicles. The most coveted vehicles are the military ones, because they are more sturdy and usually more sophisticated, expecially the Eldar ones with anti-G equipments. This is of course a very risky job, and, to have some chance to survive, the thief has often to improve his combat skills.

Skills: Drive Motorcycle, Pilot Land Vehicle, Pilot Aircraft, Repair (Vehicles), Silent Move (Urban), 25% Acrobatic Manoeuvres.

Trappings: Boltgun, Flak Armour, Hover Bike, Las Pistol.

Career Exits: *Fence*, Outlaw.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10					+10		

Web Navigator

The Webway is an intricate connection system known and used by the Eldar only (for further information see *New Skills* in *The Eldar* section. The Craftworld Seers, thanks to their powers, can manoeuvre within these paths; but also the Harlequins and the Outcasts developed a lore in the Web Navigation: those able to track routes are known as the Navigators. Unlike Humans, Eldar Navigators are unable to guide the ships in the Warp.

Note: this career is reserved only to the Craftworld, Harlequins or Outcasts Eldar. See the section The Eldar.

Skills: Astronomy, Legend Lore, Operate Special Vehicles — Spaceship, Repair (Vehicles), Space Navigation, Web Lore, Web Navigation, 25% Survival.

Trappings: Cameoline, Electro-spyglass, 1d10 Frag Grenades, Las Pistol, Mesh Armour, Needle Rifle (with Targeteer), 2d6 Planetary and Space Charts.

Career Exits: Exodites Farmer, *Spaceship Captain.*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10		+10		+10	+10		+10

4 Other Basic Careers

Practically all the careers of *WFRP* can be, if you want, used if the character comes from a low technology world. Other Basic Careers, apart from the ones here included, can be used with little modification, among which the following: Bawd, Beggar, Entertainer, Exciseman, Footpad, Gambler, Jailer, Outrider, Peddlar, Smuggler, Thief, Trader. These careers have not been included here for lack of space; by now we leave you the task to adapt them to the world of *Warhammer 40.000*.

5 The Eldar

In the original article this section, as well as the Eldar careers, with the aid of Alessandro Gatti

The Eldar race has another characterization / limitation with regard to the other races: the Culture.

There exist four kinds of Eldar Culture: the Culture of *Exodites*, who retired to far planets to embark on a rural life, away from the weakness and corruption of the customs of technological society. The virgin planets they settled are called New Worlds, and their primary industry is the breeding of Megadons, huge herbivorous reptilians, and of Dragons, great carnivorous saurians. The Culture of *Craftworlds*, colossal satellites with a technological society based on the Path, the rigid profession learning system. The Culture of *Outcasts*, who left the Path philosophy to roam about the universe looking for exciting adventures. Last, the Culture of the *Harlequins*, a nomad people mostly unknown, socially separated from the remaining Eldar people, using the Webway to travel from one end to the other one of the galaxy.

When an Eldar changes career, he must take into account not only his original career class, but also the culture to which he belongs, according to the following hints.

- choosing a career with the career exists costs 100 EP;
- choosing a basic career of the same class and culture of the previous one costs 100 EP;
- choosing a basic career of the same class but different culture costs 200 EP;
- choosing a basic career of another class but same culture costs 200 EP;
- you can't choose any career differing both for class and culture from the previous one.

5.1 New skills

The Basic Careers specific for Eldar we have presented make use of two new skills, related to the Webway (which is described in the *Codex Eldar*).

5.1.1 Web Lore

The Webway is an intricate tunnel system crossing the Warp. It is composed of main paths, large enough to allow the passage of impressive spaceships, and smaller secondary paths. This skill allows to identify the various Gates, i.e. the entrances to these tunnels, which usually are not recognizable, and to have an idea of the monsters haunting the Webway and of its legends, related to arcane and secret places such as the Black Library.

5.1.2 Web Navigation

This skill allows to pilot spaceships within the Webway, to get your bearings within the main and secondary paths, to track routes so as to reach the destination by mean of the shortest path, avoiding the most dangerous zones. However, it does not allow to find the Black Library, nor other as much secret places.

Moreover, another skill has been introduced within the described careers:

5.1.3 Psychic Sense

This skill is similar to the *WFRP Magical Sense*.

The character is able to understand, by mean of the touch, if a device or a creature is the receptacle of psychic energy, or if it is under the effects of a psychic influence. The character is also able to understand if a creature has psychic powers or if it comes from the Warp, just touching it.