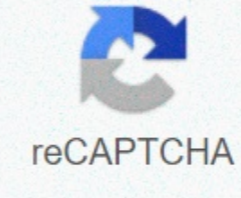




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Rogue trader eldar character guide

Eldar Corsair Player Characters STARTING CHARACTERISTICS (+2d10) WS BS STR T AG INT PC WP FL 25 25 20 20 30 25 30 25 25 25 Wounds; 2x TB +(d5+1) Fate; 1:1-3, 2:4-7, 3:8-10 ALL ALIENS; Not imperial; -10 for all CL, FL, SL tests related to the Speak not Unto the Alien empire - all interaction tests are 2 steps more difficult unless the player has earned the trust of the other character (GM's discretion). With all the aliens on board a ship, in -2 modifier leads to Crew Moral. ELDAR ORIGINS All Eldar PCs are on the 'Path of the Outcast', variously known as Path of Adventure, Piracy and Damnation. This path calls all Eldar at some point in their long lives, a path that draws them away from the structure and rigors of their societies. When they complete this path, they are happily welcomed again, but until this moment they are treated by others of their kind with walking spirits rather than with true Eldar. It is understood by all Eldar that by going down this path, they put aside all the worries of their former lives; in fact, this aspect of the path appeals to many very much. For this reason, an outcast can freely interact with Eldar in any society without bearing the connotations of their birth. For people, it seems madness that Dark Eldar can go freely on Craftworlds or Exodites the city of Commoragh, but the Eldar are able to be much more subtle in their exchange. Nevertheless, Eldar outcasts are colored by their past, which is defined more by the abilities they carry than by the title. It is a demarcation, but one that is made exclusively by people who consider it necessary to distinguish world-walking slayers from cheerful Rangers. For the Eldar, they are only outcasts, figures of meaning, fate and grief. Corsair; Start with +5 BS, Evaluate and Pilot; (Choose one) Dark Eldar; Start playing with +5 WS, Decadence Intimidate and Exodite; Start with +5WS or +5BS and (Talented) Silent Move, Tracking Craftworlder; 8 to assign characteristic points freely to represent the player's earlier path. Swap the upgrade path (100,250,500,750) for willpower perception (250,500,750,1000) Regardless of its origin, each character on the outcast's path begins to play with Peer (Eldar). INNATE PROPERTIES; The dying - Eldar are famous for their eerie, unworldly grace. Player characters start playing with Unnatural Agility (x2). No Eldar character will ever be confused with a human being, even if their properties are hidden as long as they are observed in motion. Eldar are a highly psychic race, so powerful that the post-death (which makes humanity simple to call souls) retains an impression of its memories and personality after it re-enters the warp. This is the great curse of their race, as Slaanesh enjoys the torture of this rare energy more than any other. For this reason, the Eldar capture their escape in essences in soul stones that merged with the large Infinity Circuits, which all Eldar companies receive. Each Eldar (with the exception of Dark Eldar, who avoid death altogether) wears a Soulstone. This is their most precious possession, and when he is separated from him, he will become completely obsessed with his recovery. The stones themselves are close enough to be indestructible, so are much more likely to be stolen than broken. If this ever happens, the Eldar PC will have a desperate and unique motivation; to save the search for his soul! Eldar characters refused to contact their Soulstones, get the benefit of hatred against the group or person who took them, and can enter the fight in Frenzy if the GM agrees that a victory can lead to his recovery. During his absence, the Eldar will begin to feel the yawning hunger of Slaanesh and be haunted by the nightmares of a pale, fleshy creature stalking them through dark cities. This adds d5 madness points for each month of separation, or until a new Soulstone can be made (available under Extremely Rare in Coronary Ports). All Eldar treat Psyniscience as a basic skill. For the purposes of gaining abilities such as Warp Sense, Eldar players are considered a congenital psy rating (effectively 0 to improved). Eldar characters have the property Brook No Insult as described in Rogue Trader to reflect the immense arrogance of this ancient race. However, given their very unfamiliar concept of honour, this should be treated carefully; an Eldar can calmly ignore a serious insult if the speaker is not important to justify their attention, and also react with vile diatribes when an imperial official assumes to give him an order. Most importantly, Eldar rarely shows her emotions; until they naturally unleash a planetary attack or another equally vicious rebuke. They are long-lived, and their revenge can be decades in the years to come. ELDAR MEDICINE AND TECHNOLOGY Eldar Biology has evolved longer than humans for several million years. Although superficially similar, Eldar has a very different, mostly psychic healing process; accordingly, they prefer to heal themselves and are very difficult for humans to treat. Medicae tests, conducted by members of other breeds on Eldar, cause a -10 penalty No Eldar would ever agree to the raw bionic augmentations used by the small species, nor does their bizarre physiology suit her. No Eldar character may ever receive an augmetic upgrade. Any injury (which the character survives) can be fully regenerated as long as the character can locate them. No test is required to purchase these services, but treatment will always involve several weeks of downtime when the character travels to and from an Eldar community. Eldar disdain the merciless weapons and armor of other races. More than any other character, they will Value on their starting equipment, which will often be specially designed for them. Any character who is forced to use human weapons will suffer a penalty of -10 for each test associated with it because of the overwhelming disgust he experiences. Moreover, they do not benefit from the advantages of quality ratings for such devices, never in terms of such sloppy manufacturing as anything other than utilitarian. Wearing human armor denies Eldar characters the benefit of their unnatural agility. Other devices do not impose sanctions unless the GM considers this appropriate. For reference, Eldar versions of each technology can be obtained in one step higher difficulty level; usually a damage reduction of -1, +2 bonus on AP and halve the weight. No Eldar Manufacturer product has ever had the unreliable/unbalanced/overheating quality CORRUPTION Eldar are functionally immune to the fault effects of chaos. Even the utterly spoiled Dark Eldar show no variability, perhaps because of the immense age of their race. Eldar are much more likely to show degeneracy of character than body; use the alternative corruption table in the Radicals' Manual to reflect this. At the heights of corruption, an Eldar PC can begin to feel the caress of Slaanesh against his soul, suffer fatigue, visibly age and be plagued by terrible nightmares. These symptoms can only be alleviated by the addition of bloodshed and pain, as determined by the GM INSANITY All Eldar experience sensation on a much sharper pitch than other races. When their minds erode, so does their determination to keep within reasonable limits of behavior; Their madness manifests itself as violent mood swings that fluctuate from joyful rage to crippling despair over the slightest provocation. For this reason, phobias and physical symptoms are much rarer than significant behavioral changes. They can revel in deep misery or plunge into complete debauchery for days and put aside all other worries. Inevitably, they will deal with slaanesh (who is waiting to devour their souls in the warp) or the Rhana Dandra (the prophesied final death of their race, which all Eldar fight to avert). ELDAR TRAITS Grace of Isha - The Eldar are more in tune with their psychic self than with the physical. The severity of the wounds they suffer (as far as people understand) has much more to do with the damage to the mind than to the body. A seemingly simple wound can seriously weaken them, or a terrible blow can heal quickly. Always an Eldar PC with this property benefits from a Medicae test (including those that are administered themselves), they may decide to roll a WP test. For each degree of success, the number of wounds healed by the test increases by one. If the test fails, the error levels are considered a penalty for the number of wounds healed. This property can also be applied when wounds are wounds to issue a fateful point. The GM may impose a penalty for this examination if it deems it appropriate. Wounds treated by demons, for example, are notoriously difficult for Eldar to heal. This property never inflicts wounds, but merely slows down the healing process. Speed of Asuryan - The eldar's unworldly speed is its most defining feature. Their untrained civilians are capable of beating with speed and grace to match the mighty Astartes. Those who dedicate their lives to the perfection of warfare can hardly be persecuted by mortal senses. Each time a character with this trait is involved in melee combat, shoots, attacks, or is shot by an enemy, apply the following effect. Compare the Eldar's initiative score to the highest score rolled by his attacker/attacker or victim/s. If the Eldar character's initiative is equal to or greater than 2 times the attacker/opponent's initiative, he or she can choose from the following benefits; Once per turn, the Eldar PC can either - an additional reaction during this fight. It can be used to dodge or parry, subject to the usual restrictions or bonuses, or the character can make a single half action attack for free, just as if he had issued a destiny point. Again, all penalties or bonuses applied to ordinary fights apply to this free attack. This semi-action must not be used to supplement other measures (for example, to aim). A character with Swift attack could make 2 attacks as a full action and decide to get an additional free half-action attack. Similarly, a character with a dual shot could use this talent as a full action and unleash the additional attack with either a pistol or a melee weapon. Finally, a character with this trait could be shuriken Catapult as a full action to fire on full car and then fire a single Shuriken as a free half action. Wrath of Khaine; The closer the Eldar grows to the perfect understanding of a fighting style, their resonance with the mighty war god Khaine becomes more and more sharp. Eldar channels this infinite pool of abilities and is able to perform unworldly martial arts. A character with this trait can replace the use of his Willpower Bonus instead of Strength if he deals damage in melee combat. Wisdom of Vault; the Eldar Society has existed longer than any other except the Nekronty. The learning of their race is incredibly great, and the birth in such a society, which is not dependent on the superstitious suffocated before knowledge, guarantees that all kinds of exotic (and occasionally dangerous) esoteria can be kept in their heads. Eldar treats all prohibited Lore and Scholastic Lore tests as basic skills, subject to non-imperial quality. Serenity of Cegorach; The laughing God is a powerful and mysterious figure in the Eldar myth. The Foiler of the plans is a great nemesis for Tzeentch himself and a constant thorn in slaanesh's side; many of their festivals are spoiled as Eldar Souls Eldar Souls of their Maw at the moment of victory. Cegorach is the consummate trickster who leads his favorites through tangled and improbable strands of fate; Those who worship him sail unharmed through the storm of battle, with bullets spinning around him and swords falling awkwardly out of enemy hands. Cegorach is not idle called the Master of Destiny. An Eldar with this property can choose to reroll a single failed response role per round, just as if they had spent a lucky point on it. Cergorach, however, is fickle; if the results of this second role are worse than the first, he has become bored with the character who cannot profit from this feature of the rest of the encounter. ROGUE TRADER CLASS; ELDAR CORSAIR STARTING SKILLS, TRAITS, TALENTS, EQUIPMENT Skills; Awareness, Acrobatics, Dodging, Literacy, Language Speaking (Eldar), Forbidden Lore (Xenos), Psyniscience, Traits; Unnatural agility x2, "dying" , talents; Basic weapon (Shuriken), pistol weapon (Shuriken), melee training (basic equipment); BQ Xenos Crafted Las Pistol (s/- d10+3E PEN 1 100, Reliable, Accurate) or CQ Shuriken Pistol (s/3/5 d10+2 PEN 4 40, Reliable) CQ Shuriken Catapult - (s/3/10 d10+4R PEN6 100, Reliable) BQ Eldar Monosword d10+2 PEN 2 Balanced, +10 to hit or CQ Eldar Powersword d10+4 PEN 8, balanced +10, Power-field Eldar Void Mesh (Head 5, Body 5, Arms 4, Legs 4) - built-in empty impeller unit that grants Flyer 12 in zero gravity, full life support, long-distance Vox, Auspex and Dark Sight. Xenocraft Medikit, Runic Talismans (BQ Charm) BQ Corsair Clothing, Soulstone. WS 100 250 500 750 BS 100 250 500 750 S 250 500 750 1000 T 500 750 1000 2500 AG 100 250 500 750 INT 250 500 750 1000 PC 1000 250 500 7 50 WP 250 500 750 1000 FL 500 750 1000 2500 RANK 1 Acrobatics 100 Awareness 100 Concealment 100 Dodge 100 Silent Move 100 Silent Move 100 Forbidden Lore (Xenos) 100 Exotic Weapon Training (See)(x2) 200 Basic Weapon Training (Universal) 200 Leap Up 200 Psyniscience 100 Pilot (Personal) 200 Speak Language (Low Gothic) 200 Literacy 100 Ambidextrous 200 Common Lore (Koronus Expanse) 200 Forbidden Lore (Warp) 200 Speed of Asuryan 500 2 Weapon Wielder (Melee) 500 RANK 2 Acrobatics +10 200 Awareness +10 200 Dodge +10 200 Shadowing 100 Catfall 200 Quick Draw 200 Search 100 Scrutiny 100 Foresight 200 Sound Constitution (x2) 200 Forbidden Lore (Black Library) 200 Rapid Reaction 200 Lightning Reflexes 200 Resistance (Psychic Techniques) 200 Sure Strike 500 Medicae 200 Sprint 500 Grace Grace of Isha 500 2 Weapon Wielder (Ballistic) 500 RANK 3 Acrobatics +20 200 Awareness +20 200 Rating 200 Dodge +200 Hard Target 300 Scrutiny +10 200 Speak Language (each) 200 Silent Move +10 200 Swift Attack 500 Resistance (Fear) 200 (Flyers) 200 Dual Strike 500 Counter Attack 500 Common Lore (Koronus Expanse)+10 200 Verbotene Lore (Schwarze Bibliothek)+10 200 Verbotene Lore (Xenos) +10 200 Shadowing +10 200 200 von Khaine 500 Precise Strike 500 RANK 4 Bloodtracker 500 Blademaster 500 Combat Master 500 Berserk Charge 500 Sound Constitution (x2) 200 Suche +10 200 Unarmed Warrior 200 Warp Sense 200 Silent Move +20 200 Shadowing +10 200 Jaded 200 Exotische Waffe Training (Choose 1) 200 Psyniscience +10 200 Deadeye Shot 300 Polyglot 300 Forbidden Lore (Xenos)+20 200 Pilot Space Craft 200 Medicae +10 200 RANK 5 Trade (Armourer [Eldar]) 200 Demolitions 200 Gunslinger 500 Dual Shot 500 Common Lore (Koronus Expanse)+20 200 Verbotene Lore (Psykers) 200 Verbotene Lore (Warp) +10 200 Erhöhte Sinne (Sight) 200 Hass (Chaos) 200 Nerven aus Stahl 200 Talentierte (Dodge) 50 0 Crack Shot 500 Schritt Beiseite 200 Frenzy 500 Psyniscience +20 200 Verbesserte Warp Sense 200 Battle Rage 500 Weisheit von Vaul 500 Crippling Strike 500 RANK 6 - Gelassenheit von Cegorach 500, Blitzangriff 500 500

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