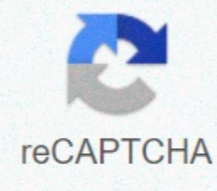




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## Warhammer 40k rogue trader classes

NOTE: At 2/28/17, FFG has removed all of its IP GW products from the catalogs. It seems that 40K RPG lines are now and officially dead until/if GW finds a new contract to continue the legacy or builds an in-house team to do so. ADDENDUM: Since then, the 40k rpg license has been acquired by Cubicle 7. The new 40k RPG, Wrath And Glory, released in 2018. Rogue Trader RPG published By Fantasy Flight Games Rule System d% No. Players 4 Session Time 10 minutes By Michael Hurley, Ross Watson, Jay Little, Sam Stewart First publication 2009 Major book Rogue Trader Core Rulebook Game Master Kit Lure from space in the storm edge of the frozen abyss reaches the Citadel of the Skulls of the Fallen Sun Battlefleet Koronus Hostile acquisition of Coronas Bestiar! Soul Reaver The Navis Primer Stars of Inequality Faith Faith and Twilight Crusades Should Not Be Confused with the Original Warhammer Rogue Trader is an RPG counterpart based in the Warhammer Games Workshop 40,000 settings. It is published by Fantasy Flight Games and is part of their 40k-based RPG line, making it mechanically very similar to and widely compatible with Dark Heresy, Deathwatch, Black Crusade, and Only War (and all related splatbooks). The basic premise of the game is having players take on the role of Rogue Trader and its retinue of trusted officers (generally referred to by System Explorers) as the command staff of the starship. With the wealth, privileges and power of the average imperial citizen, Rogue Traders are free to explore the galaxy around the edges and, indeed, beyond the established imperial space. Away from the prying eyes of the Inquisition or other imperial authorities, any method of furthering their interests and making a profit on the cards; Strip mining, enslavement or depopulation of entire worlds are within the limits of the possible area, and many crews are not above the consortium with xeno or even turn to erotic means to achieve their own goals. Players are free to play the role of the crew of a noble reconnaissance ship, a group of pirate looters, or anything in between - more than any other in the 40K RPG line, Rogue Trader offers players more freedom and choice as to what they want to achieve and how they go about it. Generally speaking, Rogue Traders answer no one but themselves and their Order of Trade allows them to go wherever they please with relative impunity (although it still obliges them to try to stay in the grace of the Empire). From a mechanical point of view, the game is very similar to other 40K RPG FFG lines and, broadly speaking, mechanically compatible with them - Rogue Trader actually includes rules and guidelines for porting Dark Heresy characters to Rogue games, and vice versa (were published before Deathwatch it does not mention that line, but is still compatible). The core of the rules is the percentile system where the player has to roll down the d100 and compare it to the target number (usually the plus/minus attribute of the corresponding modifiers) to determine whether or not (and how well) they are doing well in the task. As in Dark Heresy, the characters find themselves in a certain career path that determines the existence of achievements that can be acquired with their earned experience, although a career in Rogue Trader is much more powerful than the analogues of Dark Heresy - the character RT starting rank is considered roughly equivalent to a character DH with 5000XP. The generation of characters is much more involved than in Dark Heresy, with players deciding on a multi-stage origin path for their character (each step of which provides a choice of options with different mechanical effects). Other notable differences in Rogue Trader rules compared to Dark Heresy include a vastly redesigned system for psychic abilities and techniques (RT uses the attributes of tests instead of DH power dice), in-depth rules for the operation of starships and ship-ship combat, and the abandonment of a specific monetary system in DH for the Abstract Profit Factor, which is tested against when making purchases, Rogue Traders being so fantastically rich and their wealth so diversely invested and represented. Abstract rules for profit-making, such as trade routes and other commercial objectives, are also included. Creating a character to edit the character creation is incredibly deep, a whopping 5 layers deep really. You generate your 9 characteristics, rolling 2d10 and add 25, or the option to distribute the points is also given. Then you choose the path of origin and career, conduct XP and go your way. Origin paths are a number of options that a player makes. The book has no requirements on who can take what options as long as you follow the system of the way of origin. Players simply move from each category to choose a background option: Home World edit As in other FFG games, this list of common and broad types could usually collide in Imperium: Death World - This world just kinda sucks in general to live, includes famous hellzones like Catachan. Void Born - You are the latest in a generation of space farers, and have probably spent a significant portion of your life never standing on solid ground. Forge World - Industrial planets that produce weapons and armor for the empire. Hive World - Countless billions live on this planet, in tightly packed apartment buildings that block the sun, the world is a very broad and common name for a number of imperial major planets. Noble Born- While Not a home world, it represents characters born with a silver spoon in their mouth. The birthright law covers broad touches about your upbringing. As before, there are no restrictions on which birthright can be taken, even though GM has the right to veto anything. Scavenger - You basically stole and cleaned all not protected in order to pass. Scapegrace - You ran away and joined the circus, learning a few tricks along the way. Stubjack - Growing up around violence really fucked you and you become a mercenary. Child Creed is a religious fanatic for EMPRAH! Savant - Damn nerds. You grew up in the company of scientists, and it rubbed on you. Vaunted - You are 0.000001% and grew in wealth and comfort. The Void Bait (edit) Void is a dangerous place. Eldrich's horrors can eat your face if you're lucky, or you can grow an extra limb, or fuck with Daemon. So why would you go there? This section helps explain why. Each background has one of the three perks you choose for yourself Tainted - you are either a mutant, insane or a erotic. Maybe all three. For some reason the people around you don't want to have anything to do with you so you leave to find a place where you could be taken. Criminal - You are guilty in the eyes of the law, but they must catch you first. Renegade - You just never fit in with the people around you, so you decide to create your own destiny. Duty Bound - Something makes you do a sacred duty. It could be the Imperium itself, your dynasty, or just your own moral meaning. Setot - EMPRAH's will must be enforced, so you bring its light to the ignorant. Chosen by Destiny - Something has always led you to believe that you have a great destiny, so you find it. Testing and Travails' edit) Being a rogue trader is not easy. There are enemies, both human and inhuman, who wish you bad, this section tells the story of some horrible shit your rogue trader may have experienced before the game starts. Hands of War - Last war left its mark on you. You refuse to deal with who the enemy was during this conflict. Press Gangs - At some point in your story you were captured and enslaved by someone. Now that you are free, you refuse to let this happen to you or your allies ever again. Disaster - You have gone through some untold horrors in the past that have forced you to do what you now regret. Ship-Lorn - At some point in the past, your ship was taken from you or destroyed, leaving you stranded in some horrible place. You learned a little about survival in the process. Dark Journey - You personally saw the horrors of emptiness, seeing things a person shouldn't have seen. High Vendetta - a feud with a rival faction in the past has left you scarred as you close friends die. You redouble your efforts to protect your friends from any dexterity, no matter how Motivation is finally what motivates your character to do this? It's not an easy job, and chances are more than likely you'll die in some horrible fashion. It helps to shed light on that. Endurance - You want to tolerate terrible things so you can become stronger. Life has never been exciting if it was easy, hasn't it? Fortune - If you survive the danger of space, being a rogue trader can be very lucrative. Cold, cash is what motivates you to do it. Revenge - You are looking for revenge for some past wrongs, and will do your best to fulfill this old grudge. Fame - You want to be recognized for doing something very few have been able to do. Pride - You're good. You know you're good, but others need to know this too, so you aim to prove yourself. Prestige - You want power, the more the better. A career is your job or class. What your character is good at and how he fits into the party. As Dark Heresy progression is very open and one profession can cover several roles. Arch-militant - fighter class and masters pointy and shooty implements Astropath - sanctioned By Psyker, which can communicate with other psykers through warp. The operator is a member of Adeptus Mechanicus. Excels at understanding strange machines, but can also be a good healer with the right alternative career ranks (subclasses). Missionary - Missionaries of the Emperor, can work as a healer and party person, has bonuses against horrors beyond. Also cheerful when suffering from the nervous state of the towers. Navigator Mutants - Faces who, due to a rare mutation, are able to carry the horrors of deformation to chart the correct course throughout the space. Rogue Trader - The eponymous class is essentially a nest of all professions, but stands out for providing orders to Seneschal - brains and faces for most Rogue Trader homes, this guy knows all the important people and all the classified information. Void-master - pilot class, very good to drive ships. The book (edit) of the title main original album contains everything you need to play the game, but a number of additions are available, including: Game Master's Kit - a package of resources GM can find useful in and out of the game, including a GM screen with resume rules. The book included comes with a fairly simple set of rules for creating star systems. Lure of the Expanse - Splat book with three pre-written adventures. Decent self-standing information about some of the most visible worlds in space. Into The Storm - An extended generation of characters with additional Origin Path options, alternative career series, rules for playing mercenaries Ork and Kroot, additional psychic powers for Astropath Transcendent and Navigator, and an expanded selection of spaceship equipment and components. Includes fluff section on Port Vander and Star System is at the end, including the opportunity to play play Hulk in Rogue Trader with some nice Genestealers. Edge of the Abyss - Splat book that expands into the expanses. Pretty much just details of places, give background information, and some statistics for ships and stuff. Frozen Reaches / Citadel Of Skulls / Fallen Suns - pre-written adventure splashes books in three acts called The Warp trilogy. Veeeeeery long. Deformities are always fun. Even if you don't like adventure, they contain a huge amount of information about lawlessness for more heretical groups, Damaris for those who want a slice of empire in the Koronus Expanse, and rules for dealing with strategic planets throughout the battle through the dice, which work better (more streamlined) than the uncomfortable level of detail in Battlefleet Koronus. Battlefleet Koronus - Almost required for campaigns that are going to take ship combat (or ship anything) seriously. Tons of upgrades for ships, including new hulls (combat cruisers and large cruisers!), new components, and weapons like torpedoes and new guns. In addition, the rules for planning and conducting full-scale military campaigns, as well as planetary ground wars involving entire armies, a rather uncomfortable but granular level of detail if that's your thing. Hostile Acquisitions - New rules and career paths for the game Rogue Trader ship, which is certainly more pirate than explorer. Contains alternative ranks for your career, some new equipment and ship upgrades, as well as some rules for creating Nemesis for you characters. Koronus Bestiary - Monster splat book containing some interesting creatures, and includes one unique monster for each of the gods of Chaos. Soul Reaver - Pre-written adventure splat books featuring pulling con on Dark Eldar's Commorrhagh. Awesome because it adds Dark Eldar Caballe as a career path. The adventure itself blows and smells a lot of railways. Have fun trying to kill the Clawed Fiend with natural armor and TB 10 with nothing but a rusty knife! Also has an addition to a supplement called Dark Keen, which includes another dark Eldar career path, Wych, and alternative career series like Skyterror or Fleshratter Apprentice. Navis Primer is a super useful addition for psyker characters, but there's something for everyone. Adds in a ton of new material: background fluff on Navigator House in 40k, new powers for navigators and two new disciplines for Astropaths, viola ranks for other career paths, Ork Weirdboy career path, rules for characters with psychic acquaintances, and expanded rules for navigation and astropathy. It also adds Awakaned Psyker alt rank, which allows any human character who is not a psyker or navigator to become psykers, although rogue psykers, and you are most likely an apla in if you take it. Stars of inequality - Despite seeming like this can give information to different worlds in the vast expanse, it really only gives some rules neat to create your own worlds with a generator of the world as both like providing rules to create a colony for the imperialist Rogue Trader. Also has a mining generator as well. Faith and coin are sprays for a savvy merchant. Half down, half crunch, it's a pretty decent spray. The first part of the book describes several missionaries and their lives, the next part covers religious efforts, and the last part is weapons and adventure. Provides six new alternative titles, three of which are based on the missionaries mentioned earlier in the book. The gun has nothing to shy away from; has some amazing things, including getting consecrated artificer armor for your characters and the infamous plasma siphon. It does, however, have some problems with accessibility. Epoch Koronus - History lesson about what's going on in the Expanse. There are also a few pre-written adventures available. Twilight Crusade - A new adventure involving some inquisitor, governor, and some tau. Released along with the book below to make the best use of them. Tau Character Guide - As the Dark Keen addition was Soul Reaver, this is a complete character guide to playing Tau Explorers in Twilight Crusade (except this is paid). Remarkably, the only career available at the beginning of Tau is the Fire Warrior, although Tau is treated differently (in that they play more as auxiliary troops rather than close combat specialists). While the book gives some of the normal things expected for Tau (pulse weapons, rail guns and combat suits), they also get a bit of broken talent that make it easier to get a riptide combat break. They also get these talents early, which makes you wonder how Rogue Trader and Co. can react to find a mercenary/fugitive blue captive suddenly walking around in a battle suit built to crush tanks and fight daemons. Probably take it for a couple of spins (hostile acquisitions) before asking for big doors and corridors on your ship. MAJOR WARNING: Because of the large fuckup on FFG, there is currently no way to generate how many wounds or fate tau points get. Seriously, how the fuck do you miss this? Apparently, this has already been fixed without errata, due to its purely digital release. Gallery edit the history of fa/tg/uy, which perfectly understands how you play Rogue Trader. Cm. Also (edit) Also (edit)