

ELDAR OUTCAST PATH RULES

The purpose of this document is to outline rules for creating the only viable path available to an Eldar that would take part in a campaign based in the Calixis Sector of Dark Heresy; the Path of the Outcast. Eldar follow normal rules except where stated.

STAGE ONE: HOMEWORLD

Three options are presented here for an Eldar Character for choice of homeworld.

Roll (D100)	Result
01-15	Exodite World: Exodites are tougher and more perceptive than those with easier lifestyles, like Eldar from Craftworlds.
16-75	Craftworld: Craftworld Eldar can come from any of the Eldar Craftworlds, but they are typically well-rounded and disciplined; before leaving, that is.
76-100	Pirate Born: Eldar born in the void typically have pirate origins. They rely more on luck to make it far than most Eldar.

Regardless of homeworld, all Eldar have common traits.

ELDAR SKILLS

All Eldar can speak and write their native language and gain the Speak Language (Eldar) (Int) skill, Literacy (Int) skill, and Forbidden Lore (Xenos) (Int) skill.

ELDAR TRAITS

Eldar gain the following traits. Record all of these on your character sheet.

Justifiably Arrogant

Eldar know beyond a doubt that they are the supreme race in the galaxy, and this knowledge manifests itself with a hint (more like a signed edict) of arrogance when dealing with non-Eldar.

Penalty: You take a -10 penalty to Fellowship Tests made when dealing with any non-Eldar race.

Keen Senses

Eldar sensory organs perform more acutely than most other races.

Benefit: You gain the Heightened Senses (Sight) and Heightened Senses (Hearing) talents.

Naturally Psychic

All Eldar, in some manner, have the ability to manipulate mental energies. Some, as in humans, have this more than others, but all have at least some connection to their own psychic energies.

Benefit: Eldar treat Psyniscience as a Basic Skill and gain a +10 bonus to any Psyniscience Skill checks.

Spirit Stone

All Eldar are granted a stone at birth that is attuned to them and will stop their soul from crossing into the warp when it leaves the body. Eldar know that if they ever lose this stone their fate is sealed.

Penalty: You carry a Spirit Stone. You will guard this Waystone with your life and will pursue any measure necessary to retrieve it should it ever be lost, for you know this alone keeps you from the predations of the Great Enemy.

EXODITE WORLD

Eldar Exodites live on the fringes of the galaxy, meeting out a tougher day-to-day existence of living off the land than most Eldar do, similarly to a Feral Worlder from the Imperium of Man. Unlike the Imperium of Man, Exodites do not live this way out of necessity, but out of choice, choosing to keep their inherent chaotic nature at bay through hard work and self-sacrifice.

Characters from Exodite worlds could have found their way off-world through a variety of means. They could have been visited by a group of famed Eldar Corsairs or perhaps even Eldar from a Craftworld and were too intrigued by tales of what lied beyond not to go. Perhaps they simply tired of the 'simple life', as it were, and wished to seek out something more. Either way, the skills learned early in life will carry on.

EXODITE WORLD SKILLS

Exodites are raised to be in harmony with the animals that assist in their living. Exodites gain the Wrangling (Int) skill.

EXODITE WORLD TRAITS

Exodites gain the following Traits. Record all of these on your character sheet.

Primitive

Exodites live under a voluntary regime of self-denial and basic living. Whilst they have not completely shunned technology, they know less than would an Eldar from a Craftworld.

Penalty: You take a -10 penalty on Tech-Use (Int) tests and a -10 penalty to Fellowship tests made when dealing with non-Exodites.

Strong-Willed

Your early life of self-denial has left its mark on you.

Benefit: You gain +3 Willpower.

Wary

Exodites are constantly on the lookout for danger, be it natural or otherwise.

Benefit: Exodites gain a +1 bonus to Initiative rolls.

Wilderness Savvy

Exodites are accustomed to hunting and gathering their food.

Benefit: Navigation (Surface) (Int), Survival (Int) and Tracking (Int) count as Basic Skills for Eldar Exodites.

CRAFTWORLD

Before the Fall, the space-cities that were called the craftworlds fled from the encroaching cataclysm, carrying a tiny proportion of the Eldar race to safety and permanent exile.

Each craftworld originated from one or more of the ancient Eldar planets. Over the centuries, the craftworlds' occupants sought out other surviving Eldar amongst the far-flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and Mankind met for the first time and Humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-Tan, Saim-Hann, and Ulthwe. Yet to this day it is doubtful that more than a few humans have ever set foot upon an Eldar craftworld.

Eldar who originate from craftworlds are likely to have left due to the strict and harsh lifestyle enforced there. Some leave because they have yet to see the wisdom of the paths, but others because they know they must exercise their wanderlust before they can return.

CRAFTWORLD SKILLS

Eldar who were born on Craftworlds are forced into a path at an early age, and may choose a single Trade skill (GM's approval).

CRAFTWORLD TRAITS**Craftworld-Bound**

Your early life exposed you only to the giant cities of the Eldar, and you are hopelessly lost in 'less natural' conditions.

Penalty: You take a -10 penalty to all Survival (Int) tests, and while out of the reach of civilization (e.g., places without manufactured goods, solid ceilings, and electrical power) you take a -5 penalty to all Intelligence tests.

Erudite

You possess a vast knowledge of Eldar history and tactics.

Benefit: Craftworld Eldar characters treat Common Lore (War) (Int) and Forbidden Lore (Psykers) (Int) as Basic Skills.

Strong-Willed

Your early life of strict discipline has left its mark on you.

Benefit: You gain +3 Willpower.

Techwise

The mysteries of technology are not so mysterious to those who live on craftworlds.

Benefit: Tech-Use (Int) is a Basic Skill for you.

PIRATE BORN

The wildest of all the spacefaring Eldar become corsairs and raiders. They often continue to trade and visit their craftworld or the Exodite worlds whilst plundering the ships of Humans, Orks, and even other Eldar. They even sometimes hire out their services to alien races, while many voyages of exploration soon become military ventures. As home and the Eldar path become increasingly remote, the naturally wild and amoral character of the Eldar resurfaces. Eldar pirates are quick tempered and unpredictable, equally inclined to magnanimity and wanton slaughter.

Pirate born characters did not choose this life but were born into it. Regardless of how they move forward they will carry some of their lessons and habits with them.

PIRATE BORN SKILLS

Eldar who were born on ships that traverse the webway do not find the mysteries of the webway to be so mysterious, and gain the Forbidden Lore (Webway) (Int) and Navigation (Webway) (Int) skills.

PIRATE BORN TRAITS**Chaos Unchecked**

Your lack of discipline early in life has left you more susceptible to the lures and powers of chaos.

Penalty: You take a -5 on all tests made to resist psychic powers that charm or deceive.

Free Spirited

Though Eldar Pirates adhere to strict ship discipline, personal discipline is a bit more lax.

Benefit: Pirate Born Eldar gain a +5 bonus to Carouse (Toughness), Charm (Fel) and Deceive (Fel) tests.

Shipwise

Birthered in the depths of a spacefaring craft, you have a natural affinity for such vehicles.

Benefit: Navigation (Stellar) (Int) and Pilot (Spacecraft) (Ag) are Basic Skills for you.

Void Accustomed

Due to your spacefaring childhood, you find yourself unphased by changing gravity.

Benefit: You are immune to space travel sickness. In addition, zero- or low-gravity environs are not considered Difficult Terrain for you.

STAGE TWO: GENERATE CHARACTERISTICS

Characteristic	Base	—Homeworld Modifiers—		
		Exodite	Craftworld	Pirate Born
Weapon Skill (WS)	2D10+	20	20	25
Ballistic Skill (BS)	2D10+	20	20	20
Strength (S)	2D10+	20	20	15
Toughness (T)	2D10+	20	15	15
Agility (Ag)	2D10+	30	30	30
Intelligence (Int)	2D10+	25	25	25
Perception (Per)	2D10+	20	20	20
Willpower (WP)	2D10+	20	20	15
Fellowship (Fel)	2D10+	15	20	25

STAGE THREE: CAREER PATH

Eldar who find themselves drawn into consorting with the Imperium of Man and would work with Inquisitorial Acolytes come almost entirely from the Path of the Outcast.

Whilst it is not entirely unreasonable for Eldar from the Path of the Warrior or the Path of the Seer to work with Inquisitors (such things have happened), that type of occurrence is even rarer. As such, the Path of the Outcast is the only path available to those wishing to travel with Inquisitorial Acolytes in the Calixis Sector.

OUTCAST

"The young do not desire the discipline of the Path, but rather their curiosity drives them to try every fruit from the tree. Thus it is that so many take the Path of Wandering or the Path of Damnation in their first years of adulthood, and so the great tragedy of our kind is played out again and again as the number of our people shrink from generation to generation."

— Kysaduras the Anchorite

The wanderlust that lurks in the heart of every Eldar can be expressed in many forms. Some Eldar leave for the distant Exodite worlds, living for many years among the Exodites, though they are rarely ever truly accepted by their hosts. Other Outcasts become Rangers, and travel from world to world to experience the glories and perils of the galaxy. These Rangers send news to the craftworlds whilst adventuring for ancient treasures and spiritual enlightenment. Many Eldar simply lose themselves in the webway, occasionally to be found by the Harlequins or drifting towards the nightmare city of Commorragh. Whatever their exploits when they are away, if an Eldar returns to the craftworld and steps upon the path again, all earlier misdeeds are forgotten as they take up their disciplined life once more.

Eldar Outcasts can be many things, and to each Outcast it is different, but all must learn to survive or they will surely perish, for the galaxy is a harsh place for a single, lonely soul. Because Outcasts so often end up dealing with the Imperium of Man, they often learn Low Gothic (some choose to learn High Gothic) so that they might communicate. Should the lines of communication break down, they are also skilled in the use of Eldar weaponry.

Starting Skills: Speak Language (Low Gothic) (Int) or Speak Language (High Gothic) (Int), Awareness (Per), Common Lore (Imperium) (Int).

Starting Talents: Melee Weapon Training (Primitive), Basic Weapon Training (Las) or Basic Weapon Training (Shuriken), Pistol Weapon Training (Shuriken), Sprint.

Starting Gear: Shuriken Catapult and 1 clip or Ranger Long Rifle and 1 charge pack or mono-enhanced Sword, Shuriken Pistol and 1 clip, Knife, Xeno Mesh Armor, Eldar Clothing, Charm (Wraithbone), 1 week high-nutrient rations.

Starting Rank: Wanderer — see below for more details on this career path.

STAGE FOUR: SPEND EXPERIENCE POINTS, BUY EQUIPMENT

WOUNDS

Eldar characters begin play with wounds based off of their homeworld choice.

Home World	Base	Modifier
Exodite	d5+	9
Craftworld	d5+	8
Pirate Born	d5+	7

FATE POINTS

Some Eldar are destined for great things, and the surviving Eldar gods may yet help see them on. Despite this, the Eldar race is dying, and such blessings seem in short supply these days.

	Dice Roll		
	1-4	5-8	9-10
Exodite	1	1	2
Craftworld	1	2	2
Pirate Born	2	2	3

MOVEMENT

Eldar are naturally more agile than humans and so are likely to move faster. They are also capable of quick bursts of speed, represented by Eldar characters beginning play with the *Sprint* talent. Movement is determined from Table 1-8: Movement In Metres Per Round on Pg. 28 of *Dark Heresy*.

STARTING WEALTH, MONTHLY INCOME & BUYING EQUIPMENT

Normally no Eldar would have to resort to buying his gear for war, with the homeworld industries providing everything those on the Path of the Warrior require. Outcasts, however, must often acquire gear through their own guile and are forced to carry the local currency. For Eldar characters in the Calixis Sector, this is the Imperial Throne.

Eldar equipment is difficult to come by in the Imperium, yet not impossible, even though in some circles owning or selling this type of gear is punishable by execution. Fortunately for Outcasts, the monetary incentive is enough to ensure that somewhere on any given planet with enough citizens there are traders who will sell 'acquired' Eldar gear.

INCOME AND EQUIPMENT

Eldar begin play with 100 + 5D10 Thrones. Players receive all the listed starting gear for their career at no cost. Eldar players may purchase equipment (Eldar and Imperial) during character creation at the listed price with no concern for availability. After character creation, however, it may become difficult to acquire Eldar gear.

For obvious reasons, Inquisitors do not pay Eldar Outcasts through official channels. Any payments made would be under the table and subject to the GM, though the payment for an Assassin is a good reference.

STARTING EXPERIENCE

With your basic information in place and recorded, it is time to spent your starting Experience Points (xp). All Eldar characters begin play with 400 xp which they may use to increase Characteristics, acquire or improve Skills, acquire new Talents, and so on. Advances for Eldar Outcasts are detailed below.

STAGE FIVE: BRINGING YOUR CHARACTER TO LIFE

PHYSICAL APPEARANCE

At first glance the Eldar are physically similar to Humans, although on closer examination there are several differences. They have longer, cleaner limbs and elegant features with penetrating, slanted eyes. Their ears are pointed, and their fine, alabaster skin is without blemish. The most fundamental difference can be seen when the Eldar move, for they radiate an inhuman elegance.

Eldar are an inherently genetically stable species, having been relatively unchanged for countless millennia. As such, there are likely to be fewer differences between any given Eldar than any given Human, with only the most obvious features such as eye color, hair color,

height and slight variation in build differentiating one Eldar from another, at least insofar as a Human is concerned.

NATURAL PSYCHIC TALENTS

As far as is possible to tell, the Eldar have always been a psychic race. This manifests itself in a variety of unusual talents. One natural ability which is common to many Eldar is called psychomorphism by the human Xenobiologists of the Imperium. In crude terms this gives them the ability to shape matter and create simple artefacts from raw materials. More complex things can be made by several individuals working together or with the aid of forging machines to enhance the creative process. Eldar can also move small objects by a form of psychokinesis and it is by this means that they build their most sophisticated devices.

Some Eldar can influence the structure of growing matter by a form of empathic telepathy. This empathic ability may have been particularly important during the early development of the Eldar race enabling them to promote the fruitfulness of edible crops and reshape the growth of trees to make simple shelters. During their primitive evolutionary stage the Eldar undoubtedly benefited greatly from these skills.

The first Eldar villages and towns are supposed to have been living structures grown from trees, often covering many square miles and reaching high into the air. Structures like this can still be found on worlds colonised by the Eldar in later times.

The exact game effect of any of these powers is left entirely up to the GM, but every Eldar player should roll once on the following table to determine what level of these innate traits is possessed. Using any of them does not require rolling dice to manifest the power.

TABLE 1-5: INNATE PSYCHIC POWERS	
Roll (D100)	Result
01-60	Psychokinesis: You have the ability to move tiny objects with great dexterity using only mental force.
61-95	Psychokinesis: As above Psychomorphism: You have the ability to shape small amounts of raw materials (raw elements) to create simple artifacts.
96-100	Psychokinesis: As above Psychomorphism: As above Empathic Telepathy: You can influence the structure of growing matter.

STAGE SIX: PLAY THE GAME!

You are ready to begin play as an Eldar Outcast. May your wanderings lead to enlightenment.

PATH OF THE OUTCAST

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their craftworlds and become Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection of the Eldar path. Set free within the universe they are dangerously vulnerable. Their psychically sensitive minds are a beacon to the predatory daemons and in particular to the Great Enemy Slaanesh. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the Eldar path.

Eldar Outcasts of particular daring may often find themselves working with Humans – sometimes even an Inquisitor. This is a dangerous proposition, as Humans are as likely to embrace the chance to meet an Eldar outside the battlefield as they are to turn the meeting into one. Sometimes, however, Outcasts will find that an Inquisitor's agenda lines up with his or her own and offer their services.

Eldar Outcasts can be very different, yet not a single Outcast would survive their first day without having learned the martial arts.

Fighting styles can vary, as some may choose stealth where others prefer more brazen action. Some Outcasts will attempt to enhance their natural psychic abilities, a dangerous proposition when free of the mental barriers and constraints of the Eldar path.

However they choose to fight, the Outcast wanders to seek enlightenment and sate their desires, whether that be for freedom, knowledge, adventure, or things more sinister. Only when these desires are quenched will the Outcast be able to return to the discipline of the Eldar path.

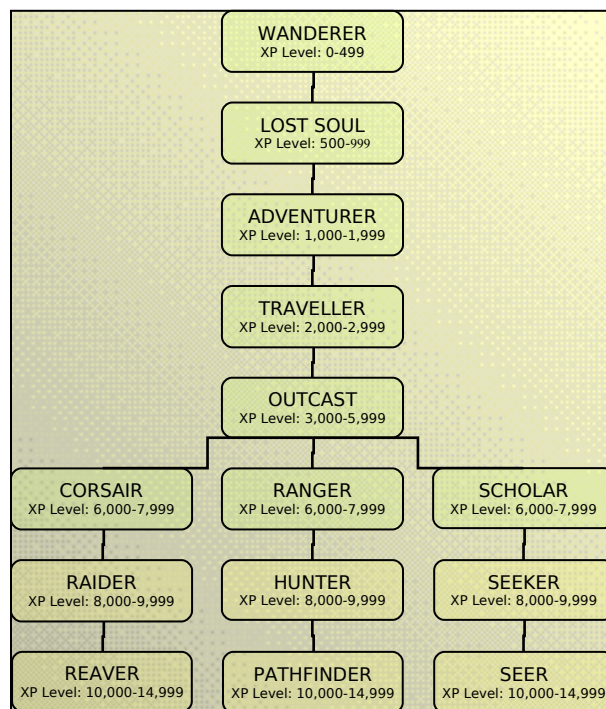


TABLE 2-1: ELДАР OUTCAST CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	100	250	500	750
Strength	500	750	1,000	2,500
Toughness	500	750	1,000	2,500
Agility	100	250	500	750
Intelligence	250	500	750	1,000
Perception	250	500	750	1,000
Willpower	100	250	500	750
Fellowship	250	500	750	1,000

WANDERER ADVANCES

"I leave because I must. You, of all people, should understand why."

Wanderers are just beginning their voyage from their homeworld, and where it will lead they have not forseen. They had better learn their way around the galaxy quickly.

Advance	Cost	Type	Prerequisite
Charm	100	S	—
Climb	100	S	—
Deceive	100	S	—
Dodge	100	S	—
Navigation (Surface)	100	S	—
Silent Move	100	S	—
Survival	100	S	—
Basic Weapon Training (Las)	100	T	—
Basic Weapon Training (Shuriken)	100	T	—
Catfall	100	T	Ag 30
Pistol Training (Shuriken)	100	T	—
Sound Constitution†	100	T	—
Thrown Weapon Training (Primitive)	100	T	—
Ambidextrous	100	T	—
Psyniscience	200	S	—
Speak Language (Low Gothic)	200	S	—
Speak Language (High Gothic)	200	S	—

†You may take this talent up to three times at this Rank.

LOST SOUL ADVANCES

"Fate has seen that I survive this long - surely it will keep me around a little longer."

Lost Souls are wanderers who have survived their first few harsh encounters. They could turn back and rejoin the Path, but surviving this long only whets their adventurous spirit...

Advance	Cost	Type	Prerequisite
Acrobatics	100	S	—
Common Lore (Underworld)	100	S	—
Concealment	100	S	—
Drive (Ground Vehicle)	100	S	—
Drive (Hover Vehicle)	100	S	—
Security	100	S	—
Shadowing	100	S	—
Silent Move +10	100	S	Silent Move
Swim	100	S	—
Light Sleeper	100	T	—
Minor Psychic Power	100	T	—
Quick Draw	100	T	—
Rapid Reload	100	T	—
Inquiry	200	S	—
Medicae	200	S	—

ADVENTURER ADVANCES

"The galaxy is an interesting place, full of many sights worth seeing and people worth shooting."

Adventurers are coming into their own away from their former life and are beginning to realize more and more that they are on their own. They begin to learn more skills necessary to stay alive in hostile and alien environs.

Advance	Cost	Type	Prerequisite
Awareness +10	100	S	Awareness
Barter	100	S	—
Charm +10	100	S	Charm
Ciphers (Eldar Outcast)	100	S	—
Climb +10	100	S	Climb
Common Lore (Underworld) +10	100	S	Common Lore (Underworld)
Deceive +10	100	S	Deceive
Dodge +10	100	S	Dodge
Drive (Ground Vehicle) +10	100	S	Drive (Ground Vehicle)
Drive (Hover Vehicle) +10	100	S	Drive (Hover Vehicle)
Forbidden Lore (Archeotech)	100	S	—
Navigation (Surface) +10	100	S	Navigation (Surface)
Shadowing +10	100	S	Shadowing
Silent Move +10	100	S	Silent Move
Arms Master	100	T	BS 30, Basic Wpn Training (any two)
Crack Shot	100	T	BS 40
Disarm	100	T	Ag 30
Minor Psychic Power	100	T	—
Disguise	200	S	—
Evaluate	200	S	—
Forbidden Lore (Webway)	200	S	—
Navigation (Webway)	200	S	—
Survival +10	200	S	Survival
Tech-Use	200	S	—
Deflect Shot	200	T	Ag 50
Psy Rating 1	200	T	—
Sure Strike	200	T	WS 30

TRAVELLER ADVANCES

"There is something strange about that tall fellow over there. He seems honest enough, but he seems too... cultured. That's strange around here."

Travellers have come a long way from when they started. Still unsure of their direction, they wander as far and wide as possible in a mad attempt to sate their wanderlust.

Advance	Cost	Type	Prerequisite
Ciphers (Eldar) +10	100	S	Ciphers (Eldar)
Climb +20	100	S	Climb +10
Common Lore (Underworld) +20	100	S	Common Lore (Underworld) +10
Concealment +10	100	S	Concealment
Drive (Hover Vehicle) +20	100	S	Drive (Hover Vehicle) +10
Evaluate +10	100	S	Evaluate
Lip Reading	100	S	—
Pilot (Civilian Craft)	100	S	—
Search	100	S	—
Security +10	100	S	Security
Swim +10	100	S	Swim
Tracking +10	100	S	Tracking
Furious Assault	100	T	WS 35
Hard Target	100	T	Ag 40
Heightened Senses (Smell)	100	T	—
Heightened Senses (Touch)	100	T	—
Heightened Senses (Taste)	100	T	—
Leap Up	100	T	Ag 30
Lightning Reflexes	100	T	—
Minor Psychic Power	100	T	—
Nerves of Steel	100	T	—
Resistance (Heat)	100	T	—
Resistance (Cold)	100	T	—
Sound Constitution	100	T	—
Charm +20	200	S	Charm +10
Contortionist	200	S	—
Deceive +20	200	S	Deceive +10
Disguise +10	200	S	Disguise
Inquiry +10	200	S	Inquiry
Psyniscience +10	200	S	Psyniscience
Rapid Reaction	200	T	Ag 40
Swift Attack	200	T	WS 35
Two-Weapon Wielder (Ballistic)	200	T	BS 35, Ag 35
Two-Weapon Wielder (Melee)	200	T	WS 35, Ag 35

OUTCAST ADVANCES

"I have wandered for what feels to be an eternity, yet I know it not to be long. I feel as though should I fail to adhere to something soon I will fade away."

Outcasts have typically wandered for years and are capable of surviving almost any hostile environment, and yet are very close to losing their way. This is the last chance an Outcast has for soul searching before a choice must be made.

Advance	Cost	Type	Prerequisite
Awareness +20	100	S	Awareness +10
Barter +10	100	S	Barter
Ciphers (Eldar) +20	100	S	Ciphers (Eldar) +10
Ciphers (Underworld)	100	S	—
Dodge +20	100	S	Dodge +10
Evaluate +20	100	S	Evaluate
Forbidden Lore (Archeotech) +10	100	S	Forbidden Lore (Archeotech)
Pilot (Civilian Craft) +10	100	S	Pilot (Civilian Craft)
Search +10	100	S	Search
Jaded	100	T	—
Melee Weapon Training (Power)	100	T	—
Meditation	100	T	—
Minor Psychic Power	100	T	—
Peer (Underworld)	100	T	—
Pistol Training (Melta)	100	T	—
Contortionist +10	200	S	Contortionist
Disguise +20	200	S	Disguise +10
Forbidden Lore (Webway) +10	200	S	Forbidden Lore (Webway)
Logic	200	S	—
Navigation (Webway) +10	200	S	Navigation (Webway)
Speak Language (Low Gothic) +10	200	S	Speak Language (Low Gothic)
Speak Language (High Gothic) +10	200	S	Speak Language (High Gothic)
Sleight of Hand	200	S	—
Tech-Use +10	200	S	Tech-Use
Blind-Fighting	200	T	—
Dark Soul	200	T	—
Hip Shooting	200	T	BS 40, Ag 40
Mighty Shot	200	T	BS 40
Psy Rating 2	200	T	Psy Rating 1
Sound Constitution	200	T	—

CORSAIR ADVANCES

"I have made my choice. I must say, this is more enjoyable than I originally imagined."

Eldar Corsairs are rogues and pirates, who favor fast and furious close range combat. What they favor most of all, however, is never being in a fair fight.

Advance	Cost	Type	Prerequisite
Acrobatics +20	100	S	Acrobatics +10
Charm +20	100	S	Charm +10
Chem-Use	100	S	—
Command	100	S	—
Intimidate	100	S	—
Pilot (Military Craft)	100	S	—
Silent Move +20	100	S	Silent Move +10
Beserk Charge	100	T	—
Blademaster	100	T	WS 30, M Weapon Training (Prim.)
Decadence	100	T	—
Heavy Weapon Training (Shuriken)	100	T	—
Melee Weapon Training (Chain)	100	T	—
Pistol Weapon Training (Las)	100	T	—
Gamble	200	S	—
Scrutiny +10	200	S	Scrutiny
Pilot (Spacecraft)	200	S	—
Sleight of Hand +10	200	S	Sleight of Hand
Combat Master	200	T	WS 30
Basic Weapon Training (Flamer)	200	T	—
Basic Weapon Training (Melta)	200	T	—
Basic Weapon Training (Plasma)	200	T	—
Dual Shot	200	T	Ag 40, Two-Wpn Wielder (Ballistic)
Dual Strike	200	T	Ag 40, Two-Wpn Wielder (Melee)
Lightning Attack	200	T	Swift Attack
Pistol Weapon Training (Plasma)	200	T	—
Sound Constitution†	200	T	—
Step Aside	200	T	Ag 40, Dodge

†You may take this talent up to two times at this Rank.

RAIDER ADVANCES

"I didn't even see them coming! One second there was nothing, the next second, nothing but whirling blades and gunfire!"

Eldar Raiders continue down the Path of the Rogue, intent on seeing their chosen profession become as much art as enjoyment.

Advance	Cost	Type	Prerequisite
Command +10	100	S	—
Contortionist +20	100	S	Contortionist +10
Intimidate +10	100	S	Intimidate
Interrogation	100	S	—
Pilot (Military Craft) +10	100	S	Pilot (Military Craft)
Search +20	100	S	Search +10
Resistance (Fear)	100	T	—
Resistance (Poisons)	100	T	—
Pilot (Spacecraft) +10	200	S	Pilot (Spacecraft)
Scrutiny +20	200	S	Scrutiny +10
Sleight of Hand +10	200	S	Sleight of Hand
Counter-Attack	200	T	WS 40
Crippling Strike	200	T	WS 50
Gunslinger	200	T	BS 40, Two-Wpn Wielder (Ballistic)
Heavy Weapon Training (Las)	200	T	—
Heavy Weapon Training (Launcher)	200	T	—
Precise Blow	200	T	WS 40, Sure Strike
Sound Constitution	200	T	—
Takedown	200	T	—
Talented (Charm)	200	T	Charm
Talented (Deceive)	200	T	Deceive
Thrown Weapon Training (Power)	200	T	—

REAYER ADVANCES

"He gave us a chance to surrender. All eight of us. We just laughed at him. If only we knew."

Eldar Reavers are masters at their work, who often make a sport of it at others expense. Few have faced one down and lived to tell the tale unless the Reaver desired it so.

Advance	Cost	Type	Prerequisite
Intimidate +20	100	S	Intimidate +10
Interrogation +10	100	S	Interrogation
Pilot (Military Craft) +20	100	S	Pilot (Military Craft) +10
Air of Authority	100	T	Fel 30
Carouse	200	S	—
Chem-Use +10	200	S	Chem-Use
Navigation (Webway) +20	200	S	Navigation (Webway) +10
Pilot (Spacecraft) +20	200	S	Pilot (Spacecraft) +10
Assassin Strike	200	T	Ag 40, Acrobatic
Good Reputation (Underworld)	200	T	Fel 50, Peer (Underworld)
Heavy Weapon Training (Plasma)	200	T	—
Independent Targeting	200	T	BS 40
Crushing Blow	300	T	S 40
Fearless	300	T	—
Sound Constitution	300	T	—
Wall of Steel	300	T	Ag 35

RANGER ADVANCES

"I see now the need to serve my home and my race. But I will do it my way."

Rangers favor stealth over all other tactics, and are feared throughout the galaxy for their ability to be as ghosts.

Advance	Cost	Type	Prerequisite
Barter +20	100	S	—
Ciphers (Underworld) +10	100	S	Ciphers (Underworld)
Drive (Walker) +10	100	S	Drive (Walker)
Interrogation	100	S	—
Search +20	100	S	Search +10
Swim +20	100	S	Swim +10
Basic Weapon Training (Primitive)	100	T	—
Deadeye Shot	100	T	BS 30
Sound Constitution [†]	100	T	—
Concealment +20	200	S	Concealment +10
Demolition	200	S	—
Medicae +10	200	S	Medicae
Silent Move +20	200	S	Silent Move +10
Dual Shot	200	T	Ag 40, Two-Wpn. Wielder (Ballistic)
Marksman	200	T	BS 35
Resistance (Psychic Powers)	200	T	—
Exotic Weapon Training (Needle Rifle)	200	T	—

[†]You may take this talent up to two times at this Rank.

HUNTER ADVANCES

"He's been on us for days... we can catch glimpses but nothing more... Khan and Jakes are dead, shot right through the eye. A few of the others we haven't seen in a while, so we think he got them too... Emperor protect us. We'll need it."

Hunters are Rangers who have raised their mastery of stealth and ranged combat to another level. Guerilla warfare and relentless sniping are favored tactics.

Advance	Cost	Type	Prerequisite
Chem-Use	100	S	—
Interrogation +10	100	S	—
Security +20	100	S	Security +10
Shadowing +20	100	S	Shadowing +10
Survival +20	100	S	Survival +10
Tracking +20	100	S	Tracking +10
Wrangling	100	S	—
Demolition +10	200	S	Demolition
Inquiry +20	200	S	Inquiry +10
Navigation (Webway) +20	200	S	Navigation (Webway) +10
Heavy Weapon Training (Las)	200	T	—
Heavy Weapon Training (Launcher)	200	T	—
Heavy Weapon Training (Shuriken)	200	T	—
Sharpshooter	200	T	—
Step Aside	200	T	—
Talented (Concealment)	200	T	Concealment
Talented (Shadowing)	200	T	Shadowing
Talented (Silent Move)	200	T	Silent Move
Sound Constitution [†]	200	T	—
Hardy	300	T	T 40

[†]You may take this talent up to two times at this Rank.

PATHFINDER ADVANCES

"Lieutenant, your request is denied. It's just one pointy-eared Eldar. Surely you can handle it without an orbital bombardment?"

Pathfinders are the pinnacle of their art. They are artists without parallel and guerilla warfare is their art.

Advance	Cost	Type	Prerequisite
Chem-Use +10	100	S	Chem-Use
Interrogation +20	100	S	Interrogation +10
Wrangling +10	100	S	Wrangling
Demolition +20	200	S	Demolition +10
Medicae +20	200	S	Medicae +10
Blademaster	200	T	WS 30, M Weapon Training (Prim.)
Hatred (Cult: Choose One)	200	T	—
Hatred (Xenos: Choose One)	200	T	—
Lightning Attack	200	T	Swift Attack
Paranoia	200	T	—
Sound Constitution	200	T	—
Strong-Minded	200	T	WP 30, Resistance (Psychic Powers)
Talented (Tracking)	200	T	Tracking
Fearless	300	T	—
Talented (Dodge)	300	T	Dodge
True Grit	300	T	T 40

SCHOLAR ADVANCES

"I have decided it is knowledge I seek, and I believe I can find it better here than on a Craftworld."

Eldar Scholars are Outcasts who seek knowledge and the limit of their psychic powers outside the Path of the Seer. It is a very dangerous path to tread, for the soul of an unrestrained Eldar psyker shines brightly in the warp...

Advance	Cost	Type	Prerequisite
Ciphers (Occult)	100	S	—
Command	100	S	—
Forbidden Lore (Psykers)	100	S	—
Forbidden Lore (Warp)	100	S	—
Invocation	100	S	—
Logic +10	100	S	Logic
Scholastic Lore (Chymistry)	100	S	—
Scholastic Lore (Legend)	100	S	—
Scholastic Lore (Numerology)	100	S	—
Scholastic Lore (Occult)	100	S	—
Scholastic Lore (Philosophy)	100	S	—
Scrutiny +10	100	S	Scrutiny
Trade (Copyist)	100	S	—
Foresight	100	T	Int 30
Minor Psychic Power [†]	100	T	—
Psychic Power	100	T	—
Resistance (Psychic Powers)	100	T	—
Inquiry +20	200	S	Inquiry +10
Medicae +10	200	S	Medicae
Speak Language (Low Gothic) +20	200	S	Speak Language (Low Gothic) +10
Speak Language (High Gothic) +20	200	S	Speak Language (High Gothic) +10
Tech-Use +20	200	S	Tech-Use +10
Peer (Academics)	200	T	Fel 30
Power Well	200	T	Psy Rating 2
Psy Rating 3	200	T	Psy Rating 2
Psy Rating 4	200	T	Psy Rating 3
Sound Constitution [†]	200	T	—

[†]You may take this talent up to four times at this Rank.

SEEKER ADVANCES

"I have begun to glimpse into the future, and it is nothing like I expected. I am beginning to understand why the Farseers behave as they do."

Seekers have just started to unlock their psychic potential, and yet even at this early stage they are a terrifying force.

Advance	Cost	Type	Prerequisite
Ciphers (Occult) +10	100	S	Ciphers (Occult)
Forbidden Lore (Cults)	100	S	—
Forbidden Lore (Daemonology)	100	S	—
Forbidden Lore (Mutants)	100	S	—
Forbidden Lore (Psykers) +10	100	S	Forbidden Lore (Psykers)
Forbidden Lore (Warp) +10	100	S	Forbidden Lore (Warp)
Invocation +10	100	S	Invocation
Scholastic Lore (Astromancy)	100	S	—
Scholastic Lore (Cryptology)	100	S	—
Discipline Focus [†]	100	T	Psy Rating 3
Minor Psychic Power [†]	100	T	—
Psychic Power [†]	100	T	—
Strong Minded	100	T	WP 30, Resistance (Psychic Powers)
Psyniscience +20	200	S	Psyniscience +10
Blademaster	200	T	WS 30, M. Wpn. Training (Primitive)
Good Reputation (Academics)	200	T	Fel 50, Peer (Academics)
Scrutiny +20	200	T	Scrutiny +10
Psy Rating 5	200	T	Psy Rating 4
Mental Fortress	200	T	WP 50, Strong Minded
Power Well	200	T	Psy Rating 2
Sound Constitution	200	T	—

[†]You may take this talent up to four times at this Rank.

SEER ADVANCES

"What do I know? I know many things, each more terrifying than the rest, each capable of stopping your heart with nightmarish visions of your own insignificance in the face of such ancient and far-reaching horrors. But that is not likely what you were asking about."

Seers have reached the pinnacle of what they can achieve outside the constraints of the Path of the Witch, and are a terrifying prospect for anyone to cross.

Advance	Cost	Type	Prerequisite
Forbidden Lore (The Black Library)	100	S	—
Forbidden Lore (Inquisition)	100	S	—
Forbidden Lore (Cults) +10	100	S	Forbidden Lore (Cults)
Forbidden Lore (Daemonology) +10	100	S	Forbidden Lore (Daemonology)
Forbidden Lore (Psykers) +20	100	S	Forbidden Lore (Psykers) +10
Forbidden Lore (Warp) +20	100	S	Forbidden Lore (Warp) +10
Performer (Storyteller)	100	S	—
Scholastic Lore (Numerology) +10	100	S	Scholastic Lore (Numerology)
Scholastic Lore (Occult) +10	100	S	Scholastic Lore (Occult)
Air of Authority	100	T	Fel 30
Minor Psychic Power [†]	100	T	—
Total Recall	100	T	Int 30
Fearless	200	T	—
Lightning Attack	200	T	Swift Attack
Power Well	200	T	Psy Rating 2
Psy Rating 6	200	T	—
Sound Constitution	200	T	—
Premonition (Logis Implant)	300	T	—

[†]You may take this talent up to two times at this Rank.

ELDAR ARMOURY

TABLE 3-1: RANGED WEAPONS (ELDAR)

Shuriken Weapons												
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Cost	Availability	
Shuriken Pistol	Pistol	30m	S/3/6	1d10+2 R	3	30	Full	Reliable, Tearing	1kg	500	Rare	
Shuriken Catapult	Basic	50m	S/4/8	1d10+2 R	3	40	Full	Reliable, Tearing	2kg	800	Rare	
Avenger Shuriken Catapult	Basic	80m	S/5/10	1d10+2 R	3	60	Full	Accurate, Reliable, Tearing	2.5kg	1250	Very Rare	
Shuriken Cannon	Heavy	120m	-/-/15	1d10+5 R	4	75	Full	Reliable, Tearing	20kg	2500	Very Rare	
Las Weapons												
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Cost	Availability	
Eldar Long Rifle	Basic	160m	S/-/-	1d10+4 E	2	30	Full	Accurate, Reliable	4kg	1000	Very Rare	
Lasblaster	Basic	90m	S/3/6	1d10+3 E	3	60	Full	Reliable	2kg	1450	Very Rare	
Grenades												
Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability				
Plasma Grenade	Thrown	SBx3	2d10+3 E	3	Blast (3)	0.5kg	100	Very Rare				

Note: All Eldar ranged weapons count as 'Good' quality. 'Best' quality weapons are still x10 price. Ammo for Eldar weaponry is considered Rare and is x10 price.

SHURIKEN WEAPONS

Ranging in size from sidearms to tank-mounted cannon, all shuriken weapons work on the same principle. The ammunition is stored as a solid core of plasti-crystal material. A series of high-energy impulses originate at the rear of the weapon and fly through the barrel at terrific speed. Each impulse detaches a monomolecular slice of the ammunition core and catapults it from the weapon's barrel, allowing the weapon to fire up to a hundred bladed discs in a burst of a few seconds.

It should be noted that some shuriken weapons have 'single shot' ratings. These ratings do not mean that a single monomolecular slice is fired. A single pull of the trigger on a shuriken weapon can release anywhere from a few to a hundred shurikens (this, indeed, is what grants it the 'tearing' quality), but this would count as a 'single shot'. Knowing this, each 'shot' in the clip of a shuriken weapon is actually a larger amount of ammunition. Tracking the thousands of shurikens fired by the slice would be a bit tedious.

SHURIKEN PISTOL

The humble shuriken pistol is a marvel of Eldar engineering, comparable to a bolt pistol in stopping power with very little recoil and a much lighter weight. These weapons are highly sought after by criminals, nobles, and inquisitors alike.

SHURIKEN CATAPULT

The shuriken catapult is an assault gun in the purest sense, capable of laying down a withering hail of fire while on the run. Only the relatively short range of the gun keeps it from dominating a battlefield.

AVENGER SHURIKEN CATAPULT

The avenger shuriken catapult is a modified shuriken catapult with a longer barrel and special optics. It fires at a slightly higher rate than the standard version, and the range is greatly extended and the accuracy better. The gun counts as being equipped with sights, so no additional sights may be equipped.

SHURIKEN CANNON

The shuriken cannon is a logical extension of the shuriken catapult platform, only its ammo is larger and barrels longer. The rate of fire is also significantly faster, which makes it capable of a withering hail of suppressive fire.

LASER WEAPONS

Eldar laser weapons use psychically grown crystals to filter and refine laser bursts to their optimum potency. Many Eldar consider the laser weapon the most elegant of all, exulting in the fact that their technological mastery extends even to light itself.

RANGER LONG RIFLE

The Eldar Long Rifle is a favored weapon among Eldar scouts and pathfinders. The powerful laser is delivered accurately to target by a complex sight system even capable of seeing through some thin walls. The sighting system detects and marks weak points in target armor, making a vital hit almost a guarantee. The Pen value of the weapon is increased by 4 when making a Called Shot, to a total of 6. The gun counts as being equipped with sights, so no additional sights may be equipped.

LASBLASTER

A highly advanced gun similar in concept to the standard lasgun, the lasblaster fires a hail of energy bolts at the target at a much higher rate of fire than the standard lasgun.

GRENADES

Plasma

The plasma grenade is a powerful yet simple grenade. The inherently unstable plasma charge is thrown at the target and the result is a blinding flash of plasma. The area of effect of the plasma grenade remains dangerous until the plasma reaction stops. Due to the inherently unstable reaction, this time is variable.

After throwing the grenade, the affected area remains affected and anyone passing through will take damage as though hit. At the end of each round roll a D10. On a result of 1 – 4, the reaction dissipates. On a result of 5 – 9, the reaction continues. On a result of 0, the reaction wanders 2D10 metres in a random direction. It is impossible to see through the area of effect of a live plasma grenade.

TABLE 3-2: MELEE WEAPONS (ELDAR)

Primitive Weapons									
Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability	
Eldar Mono-Blade	Melee	—	1D10-2 R	2	—	0.5kg	300	Very Rare	
Eldar Mono-Sword	Melee	—	1D10 R	3	Balanced	2kg	375	Very Rare	
Eldar Shuriken	Thrown	5m	1d5 +1 R	2	—	0.5kg	35	Very Rare	
Chain Weapons									
Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability	
Scorpion Chainblade	Melee	—	1d10+4 R	2	Balanced, Tearing	5kg	1550	Very Rare	
Power Weapons									
Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability	
Eldar Power Sword	Melee	—	1d10+6 E	7	Balanced, Power Field	3kg	8000	Very Rare	
Witchblade	Melee	—	Special E	2	Balanced, Power Field	4kg	*	Very Rare	

Note: All Eldar melee weapons count as 'Good' quality. 'Best' quality weapons are still x10 price.

MELEE WEAPONS

Eldar melee weapons are as much a piece of art as they are a weapon, constructed by those on the Path of the Artisan to exacting standards. Some of the rarer weapons feature wraithbone components and are treasured by those possessing them.

PRIMITIVE WEAPONS

Eldar Mono-Blade

The Eldar Mono-Blade is essentially a high quality long knife, though to call it as such would be to call a Space Marine a slightly modified human.

Eldar Mono-Sword

A favorite of Eldar Pirates, the Eldar Mono-Sword is the pinnacle of non-powered sword design.

Eldar Shuriken

Created from the same plasti-crystal material that feeds into the shuriken weapons, these are often carried by Dire Avenger Exarchs when out of their armor. It is said they can kill with a single throw.

CHAIN WEAPONS

Scorpion Chainblade

Few things can inspire as much fear as the gentle whirring of a Striking Scorpion's Chainblade. These diamond-toothed blades leave vicious wounds that few live through.

POWER WEAPONS

Eldar Power Sword

Eldar Power Swords are a highly sought after item. These graceful, slightly curved blades are made fitted with a small plasma charge that will detonate (by means of a psychic pickup) with the same effect as a plasma grenade should any non-Eldar grasp the hilt. It is costly and dangerous to remove this device, increasing the cost of the sword by 5,000 Thrones. It can be ordered with the charge still intact at customer request for the standard price.

Witchblade

Witchblades are rarely seen out of the hands of a psyker, as the psychic feedback from a non-psyker picking it up would kill the wielder in a matter of moments. The sword focuses the psychic energy of the wielder with each strike, delivering a powerful blast of energy that can disintegrate a foe where he stands.

The Witchblade does 1d10 R damage to the target, plus any normal bonuses for Strength and Crushing Blow. Should any damage be done to the target after all normal reductions, the sword immediately triggers and blasts the target with psychic energy, doing twice the wielders WP bonus in damage to the target. This extra damage cannot be reduced and is not considered a psychic power.

Should a non-psyker pick up the witchblade, he immediately takes 1d10 E damage per round the blade remains held. This damage cannot be reduced.

As these devices are so rare, and owning one is grounds for immediate execution, they are essentially priceless. Acolytes, however, are resourceful people.

TABLE 3-3: ARMOUR (ELDAR)

Armour Type	Location(s) Covered	AP	Wt	Cost	Availability
Carapace Armour					
Carapace Chestplate	Body	6	4.5 kg	2250	Very Rare
Carapace Greaves	Legs	5	3 kg	875	Very Rare
Carapace Vambraces	Arms	5	2 kg	500	Very Rare
Aspect Carapace	All	6	10 kg	8500	Very Rare
Heavy Aspect Carapace	All	8	18 kg	15500	Very Rare

Note: All Eldar armour counts as 'Good' quality. 'Best' quality armour is still x10 price.

CARAPACE ARMOUR

Most commonly seen being worn into battle by Eldar Aspect Warriors, the Eldar carapace is a lightweight yet extremely durable and strong design that is essentially mesh armour with molded and reinforced joints. The heaviest of these suits provides protection comparable to power armor and yet weighs little more than a suit of Storm Trooper Carapace.