

## Custom Career Path “Commissar”

### Cadet Commissar: (XP Level 6000-7999)

*“There is no set graduation time; you will graduate when you are worthy! You are unworthy! Does that answer your question cadet!?!”*

Cadet Commissars are usually graduates of the Schola Progenium, and are being taught the ways of battle and leading men with an emphasis on learning standard infantry tactics and gaining experience in situations common to standard Imperial Guardsmen.

<b>Advance</b>	<b>Cost</b>	<b>Type</b>	<b>Prerequisites</b>
Command +10	100	S	Command
Common Law (Tactica Imperialis)	100	S	---
Interrogation +10	100	S	Interrogation
Hatred (any)	200	T	---
Melee Weapon Training (Power)	200	T	---
Search	100	T	---
Literacy	100	S	---
Charm	200	S	---
Deceive	200	S	---
Scrutiny	100	S	---
Iron discipline	200	T	WP 30, Command
Furious Assault	100	T	---
Deadeye Shot	200	T	---
Awareness +10	200	S	Awareness
Sound Constitution†	200	T	---

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

### Junior Commissar: (XP Level 8000-9,999)

*“if you punish him for his insubordination, he will resent you even more... If you punish the whole regiment and make him sit and watch as they work, they will resent him. A much more fitting punishment if you ask me”*

A Junior Commissar performs Administrative and investigatory duties as well as minor Commissarial ones. Junior Commissars undertake Commissarial supervision at a lesser level, starting with smaller formations, such as individual squads.

<b>Advance</b>	<b>Cost</b>	<b>Type</b>	<b>Prerequisites</b>
Literacy +10	100	S	literacy
Common Law (War) +10	100	S	Common Law (War)
Common Law (Tactica Imperialis) +10	100	S	Common Law (Tactica Imperialis)
Common Law (imperial Creed) +10	100	S	Common Law (imperial Creed)
Scrutiny +10	100	S	Scrutiny
Hatred (any)	200	T	---
Charm +10	100	S	Charm
Search +10	100	S	Search
Literacy +10	100	S	Literacy
Deceive +10	100	S	Deceive
Interrogation +10	100	S	Interrogation
Nerves of Steel	200	T	---
Air of Authority	100	T	Fel 30
Wall of steel	200	T	Parry
Lightning attack	300		Swift attack
Lightning Reflexes	200		---
Sound Constitution†	200	T	---

*You may take this Talent up to two times at this Rank.*

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### Commissar: (XP Level 10,000-15,000)

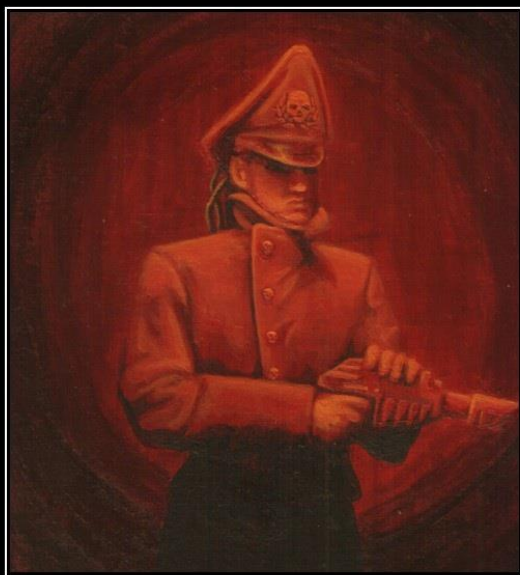
“FORWARD YOU DOGS! TO VICTORY”

Commissars are required to lead by example, and demonstrate outstanding personal bravery on the battlefield, as an example to their men. Outside the chain of command, the commissars are permitted to kill military personnel with just cause as an act called “summary execution”

<b>Advance</b>	<b>Cost</b>	<b>Type</b>	<b>Prerequisites</b>
Insanely Faithful	100	T	10 insanity points
Hatred (any)	100	T	---
Litany Of Hate	200	T	hatred (any)
Master Orator	200	T	Fel 30
Command +20	100	S	Command +20
Air of Authority	100	T	Fel 30
Talented (charm)	100	T	Charm
Charm +20	100	T	Charm +10
Intimidate +20	200	T	Intimidate +10
Common Law (any) +20 ‡ <i>You may take this Talent up to three times at this Rank.</i>	100	S	Common Law (any) +10
Into the Jaws of Hell	200	T	Iron Discipline,
Unshakeable Faith	200	T	---
Berserk Charge	300	S	---
Fearless	300	T	---
*Summary execution*	300	T	Rank (Commissar)
Wall of steel	200	T	Agility 35
Sound Constitution† <i>You may take this Talent up to two times at this Rank.</i>	300	T	---

### Summary execution:

At the beginning of your turn, you may choose to declare any target for this ability as free action. If you succeed in killing that target you (and any allies witnessing this within 50 meters) gain fearless for 1D10 rounds. If you fail, you (and allies witnessing this within 50 meters) must pass a (hard -20) willpower test or suffer -10 to all tests for the next 1D10 rounds



### THE POLITICAL COMMISSAR

Making sure sentient beings think correctly so they can freely serve the Emperor!

