

The Criminal Faction Generator

TABLES

d20	Organization Type	Description
1	Religious Sect	Fanatics and cultists dedicated to religion
2	Crime Gang	Drug runners, human traffickers, etc.
3	Merchant Guild	Rich tradesmen and entrepreneurs
4	Void Pirates	The scum of the spacelanes
5	Death Cultists	Psychotic killers and masters of murder
6	Rogue Trader	Issued with a warrant of trade
7	Noble House	Navigators, Warlords, and many others
8	Logistics	Hackers and computicians
9	Tech-Cult	A faction of the Adeptus Mechanicus
10	Assassin's Guild	Hired murderers with a flair for class
11	Dark Scholars	Hoarders of lore and secrets
12	Vigilantes	Seekers of justice outside the law
13	Renegade Guard	A traitorous regiment of the Imperial Army
14	Psyker Conclave	A cabal of witches, wyrds, and sorcerers
15	Corrupt Government	A decadent planetary governor or a bored prince
16	Artisans and Craftsmen	Makers of weapons, art, armor, etc.
17	Terrorist Cell	Enemies of the Imperium within its borders
18	Scum Clanners	Crime families and mafias, thicker than blood
19	Mutants and Twists	The reject stock of humanity
20	The Insane	Privy to things man was not meant to know

d10	Alignment	Description
1-5	Themselves	The faction has no allies and is exclusively human
6-8	The Xenos	The factions allies or employs xenos specimens and tech
9-10	The Ruinous Powers	The faction is sworn to the Chaos Gods

d10	Alignment (The Xenos)	Description
1	Dark Eldar	The piratical druchii of Comorragh
2	Stryxis	Rodent-like traders and gypsies
3	Slaught	Mggot-men and whisperers
4	Necrons	The Ancients
5	Rak'Gol	Reavers and destroyers
6	Orks	Barbarian xenos thugs
7	Tau	An advanced but young culture of xenos
8	Hrud	Scavengers and stalkers
9	Tyranids	The voracious Hive Fleets
10	Various	It matters not what sources

d10	Alignment (The Ruinous Powers)	Description
1-6	Chaos Unidivided	The untapped power of the warp itself
7	Khorne	The Blood God, the Skull Lord
8	Nurgle	The Grandfather, the Plague God
9	Slaanesh	The Dark Prince of Pleasure
10	Tzeentch	The Architect of Fate and the Changer of Ways

d10	Strength	Description
1	Loathed	The faction reluctantly commits crime
2-7	Utile	The faction views its crimes as a means to an end
8-10	Fanatical	The factions takes pleasure in the violating the Emperor

d20	Tools of the Trade
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d20	Tools of the Trade
1	Poisons
2	Anarchy
3	Vehicles
4	Subterfuge
5	Bribery
6	Extortion
7	Warfare
8	Precision Strikes
9	Fronts
10	Mercenaries
11	Advanced Tech
12	Bombings/Arson
13	Terror
14	Creatures/Daemons
15	Psykers
16	Primitive Tech
17	Ritual Slaying
18	Hacking
19	Mutants
20	The Occult

d10	Organization Size	Description
1	Entrepaneur	One man against the universe is a dangerous thing
2-5	Group	The faction is limited to one planet or ship
6-9	Faction	The faction is rooted on many ships or linked worlds
10	Corporation	The faction is spread across an entire fleet or sector

d10	Age	Description
1-2	Novice	New players in the game, but no less deadly

d10	Age	Description
3-8	Veteran	The faction has a history that makes it formidable
9-10	Ancient	The faction is a venerable conspiracy

d10	Publicity	Description
1-2	Total Secrecy	No information can be collected on their identity
3-8	Rumors Abound	Talking to right people can bring up some information
9-10	Under the Eye	The Arbites and the Inquisition know well of the faction

d10	Calling Cards and Evidence	Description
1	Scarification	The bodies were horribly mutilated
2	Vandalism	An icon scrawled on a wall
3	Signets	A strange rune
4	Signature Weapon	Some sort of plasma, perhaps?
5	Unusual Materials	What is this metal that repairs itself without blessing?
6	Code Phrase	Some sort of secret language, Lord Inquisitor
7	Manifestos	An essay on the doctrines of the Arroneus Verdus
8	Uniform	All the killers were described wearing the same clothes
9	Shock and Awe	No-one else uses fluorescent dyes in their grenades
10	None	The faction is very clever

d10	Identification and Membership	Description
1	Pride in the Colors	I see you bear the livery of our corporation...
2	Tattoos	Often animal or arcane motifs
3	Signets	The symbols of powerful dynasties and houses
4	Hereditary Traits	Either gene-factored or familial
5	Totemic Animal	The crest or symbol of the organization
6	Code Phrase	A secret language known only to them

d10	Identification and Membership	Description
7	Sign Language	A secret language known only to them
8	Electronic	Seemingly meaningless binary
9	Mortification	A signature wound shared by all
10	Bionics	A signature implant shared by all

d10	Motivations	Description
1	The Great Game	The faction thrives on politics and mental challenge
2	Indulgence	The faction exists for its own pleasure
3	Life is Hell	The faction seeks shelter from the harshness of the Imperium
4	Survival	The faction fears for its existence in the galaxy
5	Improvement	The faction wishes to better the Imperium
6	Cult of Personality	The faction follows the orders of its leader
7	Boredom	The faction seeks to amuse itself
8	The Truth	The faction has uncovered a universal philosophy, and commits crime to either spread this belief or punish nonbelievers
9	Domination	The faction wants power over its territory and expansion
10	Arcane	The faction seeks to know the way of the universe

d20	Services Available
1	Military
2	Surveillance
3	Exploration
4	Pleasure
5	Chemistry
6	Information
7	Assassination
8	Commerce
9	Performance

d20	Services Available
10	Theft
11	Gambling
12	Inquiry
13	Communications
14	Smuggling
15	Transportation
16	Entertainment
17	Utile Goods
18	Livestock
19	Slaves
20	Cover-Ups

d10	The Price of Business	Description
1	Arcane Lore	Knowledge of dark and forbidden things
2	A Favor	They will call again, at a time of their choosing
3	New Specimen	Is that the recently deceased corpse of a genestealer?
4	Device	My, what a lovely callophean psy-engine!
5	Rare Item	Procure this for us in return for our services
6	Ally	You will make useful friends in the future...
7	New Member	They will take their tithe in the flesh of your party
8	Advertisement	Spread the word throughout the shadows
9	Straight Money	Only the thrones
10	A Sacrifice	Our masters demand it

d10	Territory	Description
1	Hive Complex	A mega-metropolis for the masses of humanity
2	Feral Tribe	Primitive dwellings are all they can muster
3	Void Zone	A sector of space
4	Fortress	A military installation or stronghold

d10	Territory	Description
5	Penal Colony	Criminal recruitment grounds
6	Starship	A starship
7	Imperial City	Schools and churches miles high
8	Noble Holdings	Manors and lands of the aristocracy
9	Frontier Town	Unexplored territory, with little infrastructure
10	Space Port	A place of exchange between the worlds of the Imperium

d10	Terrain Type	Description
1	Jungle	The area is lush and forested
2	Desert	The area is parched and dry
3	Volcanic	The area is in a state of eruption
4	Urban	The area has teeming infrastructure
5	Wasteland	The area is useless and blasted
6	Toxic	The area is contaminated
7	Infested	Something has taken root in the area
8	Haunted	Shades move in the shadows and gloom
9	Aquatic	The area is flooded
10	Ruined	The infrastructure is crumbling

d10	Territory Rule	Description
1-3	Direct	The faction has power over the region
4-7	Moderate	The faction is known but keeps itself hidden
8-10	Secret	None know of the factions presence

SOME EXAMPLES

First Party

First Party is an ancient assassin's guild that has prided itself for millennia on its ability to deliver the guttural thrill of murder to its clients. This release is considered by many as a form of entertainment or recreation – First Party are, essentially, victim dealers, taking the middle men out of murder as much as they can while also making a profit. The only other motivations expressed by the agents of First Party is the simple truth that life is murder - so why not make it fun? First Party often entraps their clients with promises and bribes, often offering to allow their clients to keep their murder weapons, but with one condition – the weapon must be of xenos provenance, provided by First Party, and in return they must receive another weapon of exotic nature. For those who care not who they slay, the weapon may be anything the buyer can provide – for those who want a specific target captured and brought before their knees, in a specific environment or manner, a more specific cost is therefore counted. Buyers capable of providing truly wondrous and unique items, such as a glowing staff of the Ancient Tomb Worlds or an undiscovered form of Tyranid biomorph-blade, the potential options for murder are near limitless. Some hypothesize that First Party is systematically choosing its victims and weapons so as to frame peoples of influence, but others suspect a darker conspiracy such as the ritual or the occult. Agents of First Party are generally seen wearing crisp white suits, the clean nature of which belies their bloody trade.

Rolls: Assassin's Guild, The Xenos (Various), Utile, Bribery, Faction, Ancient, Rumors, Uniform, Sign Language, the Truth, Entertainment, New Specimen, Desert Imperial City, Direct

Sculptors of Spirits

The Sculptors of Spirits are a faction of sculptors inhabiting the pleasure worlds of the Cyrenoth systems, based on a planet known for its furious volcanoes and tropical oceans. Every decade, when the volcanoes erupt in a shower of molten magma, the artists of the Sculptors wade into the boiling stone clad in heavy environment suits, carrying with them an array of sculpting tools and blocks of the strange, diamond-like stone harvested from the world's quarries. It is said that only the heat of the volcanoes is enough to soften the diamonds so they can be sculpted, and the artists claim that once immersed the lava the gems become as pliable and liquid as wax itself. The diamonds are used not only for sculptures, but are also melted down into paints, crafted into jewelry, and pressed into ink. Stories tell of a darker provenance, however. Patrons of the Sculptors make nervous jests of their paintings' subjects moving while they turn their backs, or sculptures subtly changing their expressions and postures. It is from this lifelike quality that the artists take their name - for surely the statues and painting cannot truly be moving...right? Works by the Sculptors can be found across the entire sector in the homes of planetary governors, many of whom

have invested in private security and counter-surveillance measures due to reports of "feeling watched".

Rolls: Artisans and Craftsmen, The Ruinous Powers (Undivided), Loathed, Creatures/Daemons, Corporation, Ancient, Rumors Abound, Signature Weapon, Electronic, Survival, Surveillance, New Specimens, Imperial City, Volcanic, Secret

Curator Jareth Lekter

Curator Jareth Lekter is something of an antiquity aboard Port Hospite. While others bustle and hustle about their way, purchasing curios and trinkets from the vendors and haggling with captains over transportation fares, Lekter sits alone in his shoppe, mulling away the days polishing his toys. A thin, emaciated man with sunken, hollow eyes and lank black hair, Lekter is never seen outside of his trim ebon suit and the stark, chromium confines of his shoppe. The shoppe is open only to the cleanliest, regardless of wealth or staute. Many a drunken Rogue Trader or voidsick merchant has been turned away, while prim and well-mannered workers are allowed entry. Lekter appeared in Port Hospice a few months ago, and when asked why he refused entry to a bloody, battered Arbite, Lekter replied, "He might have bled on my toys." Lekter's "toys" are indeed wonders of craftsmanship, gleaming silver gadgets, timepieces, holos, and bionics inscribed with his signature geometric runes. Many of those who buy his toys do not return for more, but no matter, as there are always those willing to put up thousands of thrones for a gleaming set of scribe-tines or a glowing emerald ear stud.

Rolls: Death Cultists, The Xenos (Necrons), Fanatical, Fronts, Entrepreneur, Novice, Rumors Abound, Signets, Signets, Boredom, Theft, Straight Money, Space Port, Moderate.

The Greene Priests

The Greene Priests are a loathed and embarrassing mote on the proud record of the Adeptuss Mechanicus. While not heretical or technically criminal to any degree, the cult is nevertheless persecuted by the Martian priesthood so that the "stain of nostalgia may be swept from the hem of the Omnissiah's robes as soon as possible." These "nostalgic" tech-priests eschew the general smoke-belching, cog-turning devices of the Mechanicum Proper in favor of simple devices such as bow drills, wooden pulleys, grox-hair ropes, and good old-fashioned firestarters. The faction was birthed when a Mechanicum explorator fleet set sail for the Unbeholden Reaches, but was waylaid by a powerful warp storm. In the resulting chaos, the ships transgressed to realspace. Since then the ships have remained in contact,

but spread across space, and have since resorted to living out their lives on their wrecked ships. The Greene Priests believe that primitive tech is the Omnissiah's most basic and pure blessing, and that modern tech has made the Imperium a hell unfit for inhabitation. They desecrate their bionics with bones and teeth, fetishes, wooden baubles, and shrubbery. The only contact the Priests make with outsiders who stumble across their ship is to occasionally trade these small totems for other items in return for furthered word of their nirvana-esque discovery. The Mechanicum takes umbrage to this and does its best to suppress word of these liberals, successfully enough so far to have routed any attention from the Battlefleet or the Inquisition.

Rolls: Tech-Cult, Themselves, Fanatical, Primitive Technology, Faction, Novice, Total Secrecy, Scarification, Tattoos, Life Is Hell, Commerce, Advertisement, Flooded Starship, Moderate.

PDF: [2LateForThePelle](#)

CREDITS

Crystal Geyser (2014, March 11). ARCANA ARCHIVE. Comment posted to <https://community.fantasyflightgames.com/topic/82130-arcana-archive/>