

# Rogue Trader Shipscrew

# Hierarchy of Command

Lord Captain

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First Officer

Enginseer Prime

High Factotum

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Master-At-Arms

Master Helmsman

Master of Ordnance

Master of Etherics

Chief Chirurgeon

Master of Whispers

Choir Master Telepatica

Warp Guide

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Ship's Confessor

Drivesmaster

Omniissianic Congregator

Chief Bosun

Infernus Master

Twistcatcher

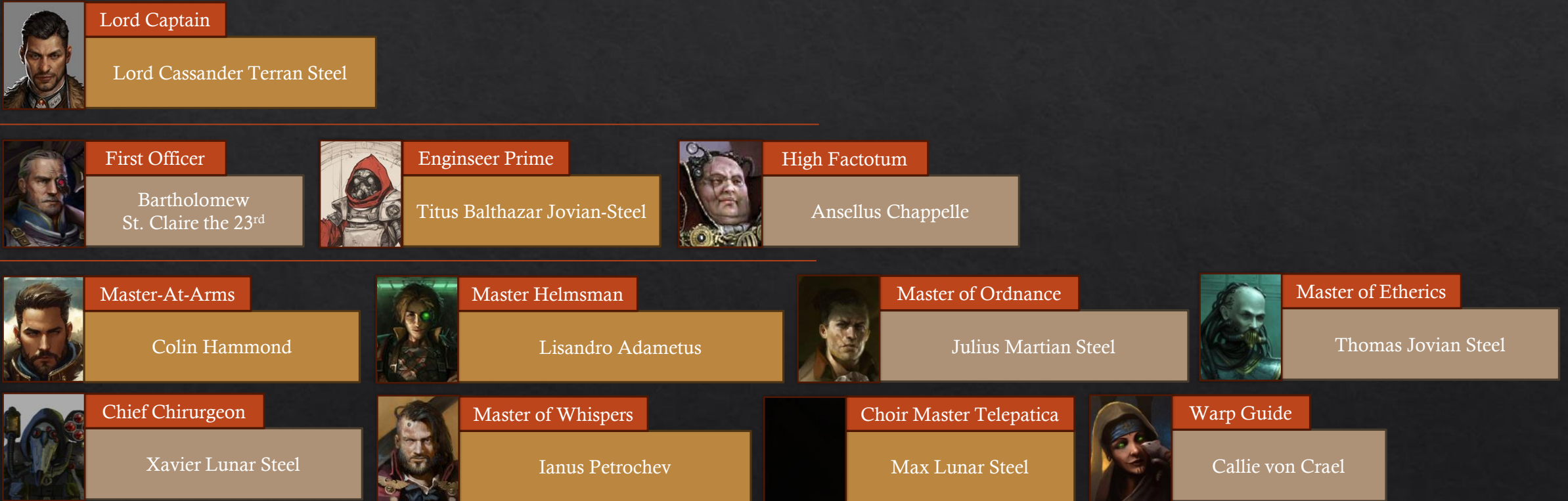
Master of the Vox

Purser

Carto Artifex

Ships Steward

# Hierarchy of Command



# Lord Captain

## Description

*A void-ship is a mighty fortress, its Captain upon the command throne the feudal lord who accepts pledges of allegiance and fealty from his advisors, the commoner crew, and their elected spokesmen. The Lord-Captain is the ultimate decision-maker on matters of strategy, void-law, and negotiation, responsible for the lives and souls of all who pledge to his banner. The fate of thousands hangs upon his decisions, though a wise Lord-Captain takes council with his advisors and bridge crew, and listens well to their wisdom before giving his orders.*

## Details

**Class:** Rogue Trader only.

### **Examples of Immediate Subordinates:**

- Personal guard company
- Emissaries of Imperial power
- Subordinate officers of the ship

### **Important Skills:**

- Command
- Charm
- Intimidate.

## Benefit

The Lord-Captain gains a +10 bonus to the Hold Fast! Extended Action. If he possesses the Exceptional Leader ability (the class ability for Rogue Traders) he may grant it to anyone aboard his ship once per Strategic Round as a Free Action, ignoring the normal restrictions on who can benefit from this ability.

# Lord Captain Lord Cassander Terran Steel

*Played by Daniel*

“I’ve heard that his lordships lineage are tough, but he... the stories... they terrify me... no man can be that tough.”

“I’ve heard that his lordship’s name is what has put him in the seats of command that he’s possessed, damned highborns.”

“Our Lord Captain shows very little interest in women it seems, I think he might be a bit of a puff if ya know what I mean.”

“The Steels battle of succession is a duel, and I hear from some Steels that he cheated in the duels to get the warrant.”

“His lordship, to my knowledge, have always been fair, harsh and even extreme, but always fair and just.”



# First Officer

## Description

*Though a Lord-Captain's power is absolute, his time and energy are finite. Someone must stand at his right hand, acting as his voice and serving as an instrument of his will. The First Officer speaks and acts with the full authority of his Lord-Captain, ever prepared to assume the mantle of leadership should his Lord become indisposed.*

## Details

**Class:** Any except Astropath.

**Examples of Immediate Subordinates:**

- All senior bridge officers
- Deck foremen
- Mechanicus Emissariat
- Emissaries of Imperial power

**Important Skills:**

- Command
- Intimidate
- Secret Tongue (Rogue Trader)

## Benefit

The First Officer treats Command as a Trained Basic Skill when dealing with his crew. If the First Officer possesses the Command Skill, he receives a +5 on all Command Tests made aboard ship.

# First Officer Bartholomew St. Claire the 23rd

“I have heard that the First Officer turned down his inheritance to serve the Steels.”

“I’ve heard he’s quite the disciplinarian. If you’re out of line, you’re screwed, no matter how far.”

“I’ve heard from some people, that his family served Horus during the Great Rebellion and that their lineage only survived thanks to the Terran Steels.”

“I’ve heard their family is no noble house at all, and that most people simply think they’re rich, but they’re actually poor.”

“I’ve heard every commission and promotion he got was as a result of battles where he always came out on top.”



# Enginseer Prime

## Description

*In the eyes of the Cult Mechanicus, an Imperial void-ship is a living shrine, rife with Tech-Adepts and servitors, its machine sections constantly rebuilt, repaired, and encrusted with shrines and prayer-works. Constant labour is necessary to sustain the vessel's great machine spirit and so please the Omnissiah—and moreover, it is vital preparation to stand against the disorder of battle damage and the great efforts needed to repair such violations of a holy place. The Enginseer Prime directs this holy toil, and his solemn pledge to the Lord-Captain holds him responsible for maintenance of the void-ship's strength, resilience, and tech-secrets.*

## Details

**Class:** Explorator, Missionary or Void-Master.

### **Examples of Immediate Subordinates:**

- Appointed Magos Enginarium
- Emissary of the Latheic Archmagi
- Aggregate Council of Machine-Shrine Priests

### **Important Skills:**

- Tech-Use
- Chem-Use
- Common Lore (Machine Cult)

## Benefit

The Enginseer Prime gains a +10 bonus to the Emergency Repairs Extended Action.

# Enginseer Prime

## Titus Balthazar Jovian-Steel

Played by Jokke

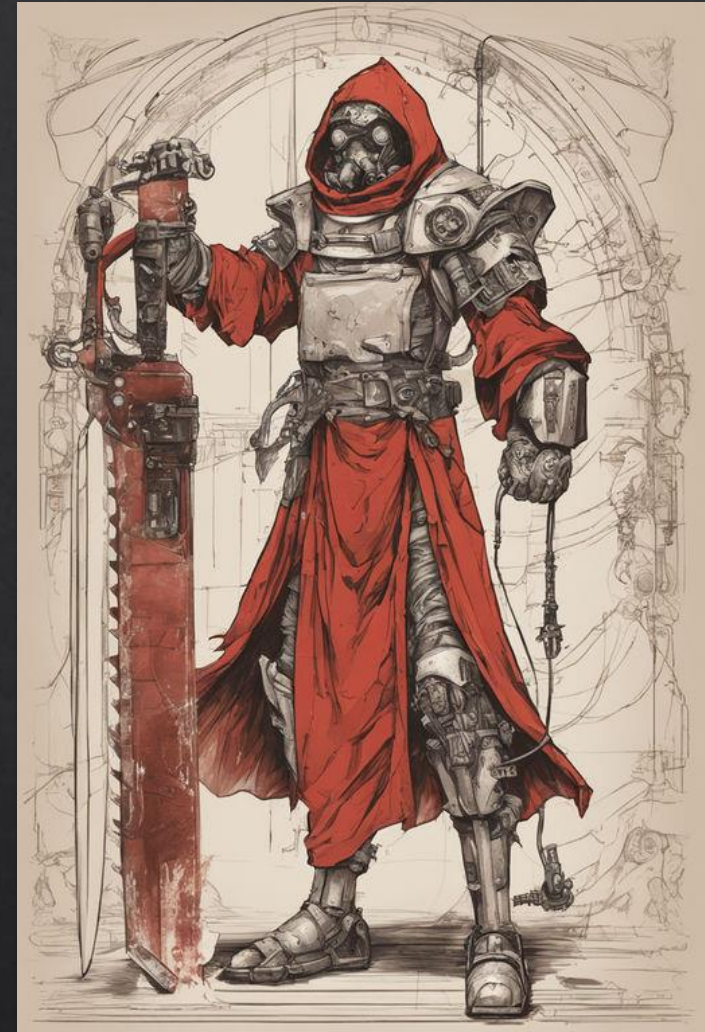
“have you heard that the Enginseer Prime threw four crewmen into the warp engine for talking treason about Lord Steel himself while they were drunk.”

“I have heard some weird screaming noises from the Enginseer prime’s cabin, almost like he is torturing somebody in there.”

“The Enginseer prime is scavenging implants from the dead to use for himself.”

“Have you heard that the Enginseer Prime is delegating his own tasks because he can't perform them correctly.”

“The Enginseer Prime creeps me out, he talks to his servo skull like is an actual person, and sometimes he caresses it.”



# High Factotum

## Description

*The High Factotum is a maestro of the mechanisms of trade: negotiations, compacts, endless records, bribes, threats, and the filling and emptying of great-holds. Maintaining the crew at strength and obtaining needed supplies for the continuing operation of the void-ships is also the High Factotum's concern. This is a realm in which corruption and honour walk hand in hand, and the path taken by Thrones is always twisted to private ends. The High Factotum has pledged to bring profit to the Lord-Captain's venture, and will do whatever is necessary to keep both dock-scum and haughty, hidebound merchants in line.*

## Details

**Class:** Seneschal, Missionary.

### **Examples of Immediate Subordinates:**

- Quartermasters
- Skilled negotiators and factors
- Officers of the common great-hold crew

### **Important Skills:**

- Barter
- Commerce
- Evaluate

## Benefit

Once per game session, the High Factotum may take up to 300 Achievement Points gathered towards the completion of one Endeavour and apply them to the completion of another.

# High Factotum Ansellus Chappelle

“I’ve heard the reason he’s so fat is because his favourite disciplinary actions is to take people’s rations for himself.”

“I’ve heard he slanders the Lord’s money and spends it on the fineries he bears and the lavish food he eats.”

“I’ve heard the only reason ships were sold was because of that fat bastard. He’s the reason why we are now switching ship.”

“I’ve heard he’s one of those weird practicing members of the Church of the Saviour Emperor, don’t know if it’s true though.”

“I’ve heard he needed a specialized shuttle to transport his fat arse planetside, due to the seats not fitting him.”



# Master-At-Arms

## Description

*An Imperial void-ship can muster numerous small armies: security companies, boarding parties, the common crew armed with rusty blades and stub-guns, and often entire barracked regiments of mercenaries, Imperial Guard, or other steadfast troops. The Master-at-Arms is responsible for these militants and their commanders; it is his pledged duty to the Lord-Captain to ensure the loyalty of the void-ship's forces, carefully guard the vessel's security, maintain the armouries, ensure victory against boarders, and guide attacks upon the crew of enemy vessels or foes on hostile worlds.*

## Details

**Class:** Arch-Militant or Void-master

### **Examples of Immediate Subordinates:**

- Armoury crew
- Shipboard troop commanders
- Mercenary leaders

### **Important Skills:**

- Command
- Tech-Use
- Intimidate
- Scholastic Lore (Tactica Imperialis).

## Benefit

The Master-at-Arms gains a +10 bonus to the Prepare to Repel Boarders! Extended Action.

# Master-at-Arms Colin Hammond

Played by Lars

“I heard he has no mercy, like absolutely none.”

“I heard from the deeds he’s done compared to his father, that he’s absolutely not worthy of the position as Master-at-Arms.”

“I heard his lineage have served the Steels for 5 generations. Must be quite a loyal family.”

“Rumor has it, that the poor Master-at-Arms cannot hold his food or liquor, you should try and drink him under next party.”

“I think him and his sister are rather close. If you want that promotion, maybe sucking up to her will smooth it over.”



# Master Helmsman

## Description

*The Master Helmsman is responsible for safely piloting the vast vessel through the myriad threats of the void of space. A helmsman risen to be master of his profession must have a sixth sense for the dangers that can confound auspex and lead void-ships to ruin, and know how best to make use of his helm crew and their familiarity with a vessel's character. The Master Helmsman must pilot not just the voids, but also the competing fiefdoms of enginarium, auspex, and bridge crew to ensure that every manoeuvre is accomplished to the Lord-Captain's exacting standards.*

## Details

**Class:** Void-Master, Explorator or Arch-Militant.

### **Examples of Immediate Subordinates:**

- Helm crew
- Enginarium Tech-Priests
- Lesser auspex officers.

### **Important Skills:**

- Pilot (Space Craft)
- Trade (Voidfarer)

## Benefit

The Master Helmsman gains a +10 bonus to the Evasive Manoeuvres Action.

# Master Helmsman Lisandro Adametus

Played by Mathias

“I’ve heard that the Helmsman merely got his position by kissing enough arse on the Lord Commander.”

“You think it’s true? That he executed his own father, his own blood for simply cursing the Steel name?”

“I’ve heard that he once made a subordinate drink an entire bottle of wine in one go, and when the lad was still gasping for air, he made him drink another, all for drunkenly questioning the Lord Commander’s decision.”

“I don’t think the helmsman cares much for the opinion of other Steel family members, strange if he holds the Steel name in such high regards.”

“I’ve heard that he only got the position of helmsman on the last vessel he was on, merely because the last one was too incompetent.”



# Master of Ordnance

## Description

*The Master of Ordnance pledges to keep the void-ship's weapons and fighting crew in the finest condition, and then directs them to destroy foes at the Lord-Captain's order. He is responsible for the quality of gun-deck crews, the workings of the armoured munitions vaults deep within the vessel, and the operation of weapons in void-battle. If the vessel boasts torpedoes, fighter squadrons, or other more esoteric ordnance, then these crews and systems also fall under the Master's purview.*

## Details

**Class:** Arch-Militant or Void-Master.

### Examples of Immediate Subordinates:

- Assembled officers of each gun-deck lance battery, and other ordnance system
- munitions vault crew
- commanding officer of small-craft squadrons

### Important Skills:

- Command
- Scholastic Lore (Tactica Imperialis)
- Trade (Voidfarer).

## Benefit

When firing ship weapons while benefiting from the Lock on Target Extended Action, the Master of Ordnance adds an additional +5 bonus to the Ballistic Skill Test.

# Master of Ordnance

## Julius Martian Steel

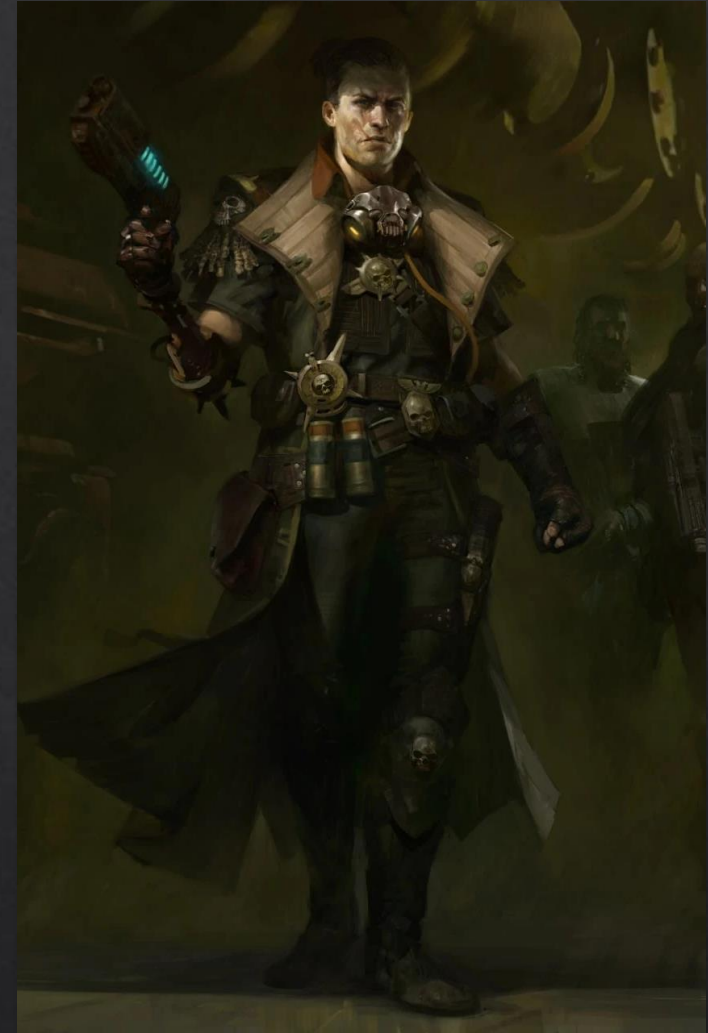
“I’ve heard he encourages his crew to do narcotics during battles to have them ignore their fear and perform better.”

“I’ve heard he got those scars on his face when the battery he was in blew up during a battle.”

“I’ve heard that he used to be a criminal, but that his family name saved his bacon.”

I’ve heard that he kills anyone who says anything negative about the Steels, so don’t say anything, ever!”

“I’ve heard that once someone called him ‘Scarface’ and that they got intimately acquainted with the macro batteries shortly after.”



# Master of Etherics

## Description

*The Master of Etherics is responsible for the operation of the void-ship's auspex and vox systems. Without auspex a vessel is blind, and without vox it is deaf and mute; the Master of Etherics stands at the Lord-Captain's right hand, such is his worth, and to fail in his pledge is unthinkable. Dire regions beyond the Imperium are cloaked with the darkness of the unknown—the Master of Etherics must marshal his resources to overcome these hostile voids and light the path ahead with his vision.*

## Details

**Class:** Void-Master, Arch-Militant or Explorer.

### **Examples of Immediate Subordinates:**

- Lesser auspex vault officers
- Lesser vox system officers
- Appointed Tech-Priest of Etherics

### **Important Skills:**

- Scrutiny
- Tech-Use
- Trade (Voidfarer)

## Benefit

The Master of Etherics gains a +10 bonus to the Focused Augury Extended Action.

# Master of Etherics

## Thomas Jovian Steel

“I’ve heard that he’s actually a disgraced tech priest.”

“I’ve heard that he hears and sees everything. Even if he’s not even in the room or on the Augery.”

“I’ve heard that he’s wicked smart, as if he could fix the augey array by himself, and actually have!”

“Don’t ever play regicide with him, he wins every time, and he will hustle you for your coinage.”

“I’ve heard that he never makes a mistake, like ever. Guess it’s just those Steel genes, but jeez, I’d love to see him make a mistake just once... or maybe not, cause then we hit an asteroid.”



# Chief Chirurgion

## Description

*The Chief Chirurgion is master of the void-ship's medicae wards and their staff: doctors of physiks, medicae, alchemists, and a horde of apprentices. Accidents, maladies, and agues of a thousand varieties afflict common voidfarers, and a crew unattended by medicae and physiks will soon enough lapse into illness, putting the safety of the vessel at risk. The Chief Chirurgion pledges his talents to maintain the crew's stalwart willingness to toil, and further to make of his wards and supply vaults a scourge upon disease, injury, and sicknesses of the mind.*

## Details

**Class:** Missionary, Explorator or Seneschal.

### Examples of Immediate Subordinates:

- Biologis Tech-Adepts pledged to the medicae wards
- Lesser medicae and doctors of physiks
- Appointed Savant-Medicaes of the void-ship library

### Important Skills:

- Medicae
- Chem-Use
- Scholastic Lore (Chymistry)
- Tech-Use
- Trade (Technomat)

## Benefit

The Chief Chirurgion gains a +10 bonus to the Triage Extended Action.

# Chief Surgeon Xavier Lunar Steel

“I’ve heard he never takes off that creepy mask of his.”

“I’ve heard he’s actually a mutant, and not a Lunar Steel, I mean, have you ever seen him without that terrifying mask?”

“I’ve heard that he kills children in ‘fun’ little experiments, he’s a fucking monster! I’d never go to the infirmary for anything life-threatening, and especially not a normal checkup.”

“I’ve heard he actually does operations without any anaesthetics, that he loves seeing people in pain.”

“I’ve heard that servo skull of his is actually the skull of a Black Steel family member, I mean keep your enemies close sure, but am I the only one thinking that’s a bit on the nose?”



# Master of Whispers

## Description

*Men and women are willful creatures, given to secrets, deceit, disloyalty, and subterfuge. The Master of Whispers inhabits this realm; he seeks out and purge the crooked timbers and weak spars in the Rogue Trader's crew. His agents hunt for the very same elements in rival Rogue Trader missions—but for the purpose of advantage and deception. Spies pledged to the Master of Whispers roam far beyond the void-ship's bulkheads in search of precious knowledge, untended resources, and hidden weaknesses that can benefit the Lord-Captain's mission.*

## Details

**Class:** Seneschal or Missionary

### **Examples of Immediate Subordinates:**

- An array of capable agents
- Master savant of the void-ship library
- Trusted spies in the crew

### **Important Skills:**

- Inquiry
- Deceive
- Scrutiny

## Benefit

The Master of Whispers gains a +10 bonus to the Disinformation Extended Action.

# Master of Whispers

## Ianus Petrochev

Played by Jesper

“I’ve heard Ianus has a weakness for the women under his command some of them has even left his quarters in the very late hours”

“Is it true that he ended a mutiny just as it was about to start on Aurum 3 by killing members of both parties alongside his soldiers?”

“I heard that he searches for every possible edge he can get to blackmail an informant even if it send his soul to oblivion”

“That pelt he carries is not even a creature he killed himself just something he bought to try and impress the Lord Captain”

“I heard he keeps a sharp eye on the First Officer perhaps a bit too much if you understand.”



# Choir-Master Telepathica

## Description

*The etheric voices of Astropaths resound throughout the Immaterium. When these voices are united by a single will, they combine into a psychic harmony capable of touching minds half a galaxy away. The Choir-master directs this harmony, and in turn directs the choir as a whole.*

## Details

**Class:** Astropath Transcendent

### **Examples of Immediate Subordinates:**

- Lesser Astropaths of the Choir
- Choir support staff
- Ritemasters of the Adeptus Astra Telepathica

### **Important Skills:**

- Psyniscience
- Forbidden Lore (The Warp)
- Command

## Benefit

The Choir-master Telepathica may increase the range of his Astropathic Signals by one step.

# Choir Master Telepatica

## Max Lunar Steel

Played by Nikolaj

“I’ve heard that our Astropath has gotten severe mutations, some even say he’s grown extra limbs.”

“I’ve heard that he has an extremely good relation to our Lord Captain.”

“I’ve heard that he and the engineeer prime have a horrible relationship. Do you think they even fight during meetings?”

“I’ve heard that he’s been sleepwalking. So don’t go around the officers' decks at night!”

“I’ve heard that a few times his screeching has resulted in the warp almost drowning the choir in blood.”

# Warp Guide

## Description

*Also sometimes known as the Navigator Primaris, the Warp Guide is wholly responsible for steering the vessel through the treacherous tides of the Empyrean, both the safer routes within Imperial borders, and the terrible, dark voids beyond. The Warp Guide's burden is heavy indeed; he and he alone stands as a bulwark between thousands of faithful Imperial souls and the unbridled damnations of the warp. A single mistake and terrible daemons of the Empyrean spaces will consume the vessel and all aboard it, and that horrid death will be but a prelude to the eternal torment that follows.*

## Details

**Class:** Navigator

**Examples of Immediate Subordinates:**

- Lesser Navigators on board
- Trusted bodyguards and assassins
- Emissary of the Navigator House elders

**Important Skills:**

- Navigation (Warp)
- Trade (Astrographer)
- Scholastic Lore (Astromancy)
- Forbidden Lore (The Warp)

## Benefit

The Warp Guide gains a +5 bonus to the Navigation (Stellar) skill for purposes of steering the ship through the Warp.

# Warp Guide

## Callie von Crael

“I’ve heard she was tossed from her Navis Nobilite house and only serves because she has nowhere else to go.”

“I’ve heard as part of her ritual she sacrifice her rats. I mean small price to pay for safe travel, sure, but a bit weird.”

“I’ve heard that her Navis Nobilite house is really poor and that’s why she wears brown-ish robes, they can’t afford proper attire.”

“I’ve heard that she was close to being demon possessed, glad I’m not any of the servants serving her.”

“I’ve heard that she was once married to a Black Steel and that our Lord killed her husband and now, she serves here because of it.”

