

PATH: FREELANCE

You fought three tours in the Bats War ('72 to '75) for the Huxlon Republic Army as a special attachment to Bonethorne's Outlaw Army. For *four years*, you watched modern history's *greatest* military coalition *stumble* and *falter* on the Red Plains of North Ordhauen, and now these plains are the only place where you can earn a decent salary.

Special Resources: An HRA R3 Rider rifle with license (4+ ST, 30 rounds); HRA P9 pistol (2+ ST, 15 rounds); combat vest with webbing (4 AR); sturdy vehicle; combat knife (2 ST); ammunition crate.

BACKGROUNDS + TRAITS

221st Medic Corp. You provided **emergency trauma care** on the battlefield, but also practiced **general medicine** in green zones in "hearts and mind" operations.

♠ Emergency Trauma Care. Stabilizing patients with extreme trauma.

♣ Intravenous Magic. Intended to *quickly* heal trauma, this magic can easily do *more* harm to the patient, or even cause trauma to the *caregiver*.

♦ General Medicine. Diagnosing and treating common ailments.

♥ Resolve. The willpower and stamina needed to do what *needs* to be done.

Extra Resources: Medical crash kit; enchanted Sharpie; gold encased bone marrow; a box of drugs.

80th Engineering Corp. You helped **maintain and repair ground vehicles** and their **associated systems**, and provided support on several **construction projects**.

♠ Repair. The ability to fix a wide range of mechanical and electronic systems.

♣ Scavenge. Finding the parts you need through salvage and bargain hunting.

♦ Diagnosis Rites. Magic to analyze the integrity, specifications, and capabilities of a system.

♥ Improve. Making off-specification improvements or changes.

Extra Resources: Well stocked tool kit; boxes of Curae™ chalk; crystals; shared workshop space.

32nd Fire Support Group. You are trained to use **special weapons** like **heavy machine guns**, and **explosives**.

♠ Special Weapons Handling. Training in shooting and maintaining heavy machine guns and portable rocket/missile systems.

♣ Combat Training. The physical conditioning and training needed to win a fight.

♦ Demolitions. Using explosives for combat and engineering applications.

♥ Resolve. The will and endurance needed to survive a fight.

Extra Resources: HR SR6 support weapon (4+ ST, 100 round magazine); *big* box of ammunition.

5th Recon Division. You were a **scout** during the war, so while you were not in a lot of *direct* combat, you spent a *lot* of time in danger and isolated in the wilderness.

♠ Stealth. Being able to hide from the enemy.

♣ Resolve. The patience and fortitude to stay hidden and alert for days.

♦ Observation. Gathering key intelligence and staying aware of the dangers in a battlefield.

♥ Tracking. Discretely finding and following an enemy.

Extra Resources: Bug-out bag; portable camping kit; emergency supplies (10 people, 1 month); surveillance equipment.

PATH: CORPORATE

You spent six years working various corporate jobs and you know *first* hand that *ten* minutes on the phone can do more damage than a *thousand* Burning Swords. You are the frontline soldier on one of the most ambitious corporate adventures in modern history: opening up free trade to the 40 million residents of the untouched North Ordhauen Frontier.

Special Resources: Corporate contact; a private office space; 500 guilder (small bills wrapped in plastic); compact vehicle; small bag of drugs; J&R Toma revolver (2 ST, 6 rounds); 100 bullets.

BACKGROUNDS + TRAITS

Tactical Logistics Group. You are a **pay-per battle general**. You are the one who **sources** the assets, **hires** the contractors, and **makes the plan**.

♠ Tactics. Evaluating a situation and formulating a winning plan of attack.

♣ Logistics. Acquiring the highest quality equipment for the lowest price.

♦ Intel. Knowing the strengths and weaknesses of an opposing force.

♥ Leadership. Provide effective combat direction and motivation.

Extra Resources: Rolex of gun runners and mercenaries; contacts watching partisans and insurgents; personal 1,000 guilder "off-books" weapons budget.

Negotiations Department. You know how to **manipulate** people into taking a *bad deal*, but more importantly, you know how to make *good deals* that keep people **happy**.

♠ Negotiation. Forming compromises that are amiable to both parties.

♣ Intimidation. Threats both subtle and overt.

♦ Secrets. Compromising information from qualified and verified sources (you hope).

♥ Manipulation. Tactfully guiding an interaction towards your own goals.

Extra Resources: Political contacts; business contacts; personal 5,000 guilder expense account.

Investigations Division. You know how to **find secrets**, which is the *hardest* and *deadliest* occupation in this business.

♠ Investigation. Discovery through keen observation and careful interviews.

♣ Grit. The determination and drive required to follow a lead through *every* Hell.

♦ Streetwise. Local gossip, news, and politics, both legitimate and criminal.

♥ Intuition. A gut feeling for truth, lies, and danger.

Extra Resources: Remote access to a corporate library (appears as a book with an infinite index).

White Room Technician. You are among an elite, and terrifying, group of **corporate mages** specializing in **information extraction**; a craft that is despised by other magic users. Side effects of your brand of magic include: migraines, nose or eye bleeding, stroke, coma, and brain death.

♠ Surface. Magic to read the surface thoughts of a subject, which may be meaningless.

♣ Wipe. *Permanently removing* memories from a subject. This magic is *dangerous* and can cause *permanent* brain damage to the subject.

♦ Memory. Magic to viewing the *long-term* memories of a subject.

♥ Influence. *Modifying* the memories of a subject. Even *small* changes are *extremely difficult* and can *completely* change a subject's personality in *unpredictable* ways.

Extra Resources: Two diamond rings from a dead couple, a shriveled thumb, and a bullet pulled from a corpse.

PATH: CONTRACTOR

In 22-1978 corporate spending in North Ordhauen was 1 *billion* guilder, with an extra billion in aid from the Huxlon Republic and the Essian Compact. 100 *million* of that payout is going towards an army of talented, but *expendable*, third-party specialists like yourself. Time to get *your* cut.

Special Resources: A sturdy and reliable vehicle; a private office space paid up until the end of the year; Rider .40 revolver (3 ST, 6 rounds); 100 bullets; a multitool knife; two bricks of Cocaine.

BACKGROUNDS + TRAITS

The Trucker. You and your kin are keeping this capitalist adventure *alive* by **transporting cargo** on the endless roads of the North Ordhauen.

♠ Driving. The thing that makes you money.

♣ Grit. The nerve and fortitude to stay focused while bullets bounce off your truck.

♦ Connections. Useful truck-stop gossip and news about the dangers ahead.

♥ Smuggling. Not all cargo is legal.

Extra Resources: Your Truck - sturdy, reliable, and armored; private garage space paid to the end of the year; various drop locations.

The Fighter. You bear the scars of a **difficult** life, but you've earned your reputation as the **best muscle** on the Ironfire.

♠ Brawling. Fighting with fists, anything blunt, and sometimes a Sharp and Pointy.

♣ Surviving. The will and fortitude to stay standing and punching.

♦ Instinct. Knowing when it's safe to *fight*, and when it's time to *leave*.

♥ The Look. "Fuck off", without saying a word.

Extra Resources: 20 painkillers (misc); ballistic leather jacket (2 AR); nice glasses.

The Troubleshooter. **You do a little of everything**, and your rep is just as spotty, but your rates are *just* low enough that corporate is cool with hiring you to fill in the gaps.

♠ Jury Rig. Bypasses, repairs, and upgrades that are always on the verge of catching fire.

♣ Scrapping. Fighting in three forms: pistols, knives, and fists. Sometimes clubs.

♦ Street Mage. Just enough magic to be useful, but not nearly enough to be a serious threat.

♥ Lying. You are good at spotting and telling lies.

Extra Resources: A handful of good, loyal, friends, who *hate* you.

The Thief. You get paid in the **gray zone** of the expense sheet. What you do is illegal, but the things you are assigned to **steal** never seem to get reported to the authorities...

♠ Stealth. Becoming and staying *unseen*.

♣ Stealing. By sleight of hand, picking locks, or cutting wires, you know how to *take* things.

♦ Casing. Spotting the path (literally or metaphorically) around dangers and traps.

♥ Streetwise. Useful gossip about the trouble that you have gotten into.

Extra Resources: Lockpick set; old safe cracking tools; observation tools; drop locations.

PATH: MERCENARY

You fought five tours in the Bats War ('70 to '75) for Bonethorne's Outlaw Army: the most powerful fighting force raised in a *thousand* years, *undefeated* until two years ago. You lost it all *here*, on the North Ordhauen plains, faltering under red tape, objectives set by politicians, and an enemy fighting on home soil. It's a war that shouldn't have been fought, and now it's a place you can't escape.

Special Resources: A M22 Eugene rifle with license (4+ ST, 30 rounds); M9 Blackheart pistol (2+ ST, 15 rounds); combat vest with webbing (4 AR); sturdy vehicle; combat knife (2 ST); ammunition crate.

BACKGROUNDS + TRAITS

3rd Outlaw Special Action Division. Your division **fought the *unseen* battles** of the war, and your team's speciality was ending a fight before it showed up on the evening news.

♠ Warfighting. The physical conditioning and training to *win* fights on a modern battlefield.

♣ Stealth. Becoming and remaining unseen until you take action.

♦ Tactical Awareness. Spotting and avoiding danger and defeat.

♥ Resolve. The will and stamina to achieve the objective.

Extra Resources: Night vision goggles; M9 silencer with license; hardened half-blade (3 ST).

Burning Swords, SOC, 2nd Company. **Your magic isn't flashy**, but it gets the job done, and unlike most Burning Swords, you can **stay in the fight** if the magic runs out.

♠ Warfighting. The training and conditioning needed to *win* fights in a warzone.

♣ Tactical Magic. Weaponized hunting magic designed to create traps and distractions.

♦ Counterspells. Magic designed to ward off enemy mages.

♥ Resolve. The focus and strength needed to complete the mission.

Extra Resources: 5 pieces of iron ore; 4 gold rings; animal bones; enchanted Sharpies.

OCI Psychic Recon Program. You were on "permanent loan" from the Office of Central Intelligence, taken from your comfortable job of **spying on enemies of the state** to fight a war.

♠ Remote Viewing. Through an object you can use magic to see the psychic impressions left behind by other beings. The less intimate the connection, the weaker the vision.

♣ Communication Magic. Techniques that allow you to *send* messages to others.

♦ Surface Read. Magic intended to read the (usually meaningless) surface thoughts of a subject.

♥ Interrogation. Influencing a subject to voluntarily surrender information.

Extra Resources: 6 raw diamonds, and two eyes suspended in ether.

22nd SOC Recon Division. While most of your division was dedicated to scout missions, your fireteam was flagged for "**special operations**" - many of which were likely *illegal*.

♠ Marksmanship. Training in accurate and deadly long-range shooting.

♣ Stealth. Remaining undetected even after you take a shot.

♦ Stalking. Finding and following a target without getting caught.

♥ Instinct. The conditioning and experience to intuitively *recognize* and *react* to danger.

Extra Resources: M22-S Eugene rifle with license (5+ ST, 10 rounds); precision scope; ghillie suit; a crate of M22-S ammunition; portable camping gear.