

PATH: THE VETERAN

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. Despite being the world’s most advanced military coalition, your side *lost*, and you might have a little bit of resentment from *four years* of watching your friends die in this humiliating debacle.

Special Resources: A Toma .38 with license (2+ ST, 10 rounds) and 4 clips, combat vest with webbing (4 AR) that you keep in your sturdy vehicle.

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 - sometimes with a little *magic*.
 - ☐ **♥ Resolve.** The willpower and stamina needed to reach a patient and save their life.
- Extra Resources:** Medical crash kit, and a box of drugs you keep in the car.

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- ☐ **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.
 - ☐ **♥ Improvise.** Making off-specification improvements or changes.
- Extra Resources:** A well stocked tool kit you keep in the car, but you carry a very fancy multi-tool on hand.

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- ☐ **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:** Your HRA R3 Rider rifle (4+ ST, 30 rounds), and 4 magazines. No license, but no one checks. Locked in a gun case in your car.

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- ☐ **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:** Portable camp bag and tent with supplies for 3 days, stashed in your trunk for impromptu camping trips.

PATH: THE EX-CON

You paid your dues to society in a Huxlon Republic prison. *Five* years for a *botched* robbery, but even though you took the fall, everyone *else* paid the price. Your fellow thieves all met *bad* endings, and all of your enemies seem to have just *forgotten* about you. After your release, Huxlon Rehab set you up with this job and you’ve been clean for the last *two* years.

Special Resources: A Toma .38 with license (2+ ST, 10 rounds) and 4 clips, a small bag of drugs (illegal or prescribed), and a cheap car.

BACKGROUNDS + TRAITS

- ☐ **The Smuggler.** When the jewels left the bank, you were the one that had to **sell them**, and your buyers weren’t always *honest* with you.
 - ☐ **♠ Concealment.** You know how to hide a thing and keep it hidden.
 - ☐ **♣ Deception.** The nerve and fortitude needed to tell a *total lie* and *believe* it.
 - ☐ **♦ Hunch.** Knowing something before you *know* something.
 - ☐ **♥ Negotiation.** Reading motives and making deals that keep everyone *happy*.
- Extra Resources:** A bag of *very* scary drugs you are keeping for a “friend”.

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- ☐ **The Muscle.** You were hired to keep the *team* in line, and to **deal with any physical obstacles** that stood in the way. Obstacles that sometimes *breathed* and *had families*.
 - ☐ **♠ Brawling.** Fighting with fists, anything blunt, and sometimes a Sharp and Pointy.
 - ☐ **♣ Strong.** The *strength* and *determination* to keep *punching* and *pushing*.
 - ☐ **♦ 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:** Enchanted claw hammer (2+ ST) you keep in your locker.

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- ☐ **The Face.** You were the **distraction**, and Gods *damn* were you a good distraction.
 - ☐ **♠ Allure.** Beauty, charm, or sex, you know how to be *irresistible*.
 - ☐ **♣ Nerves of Steel.** Sticking to your story even when it’s all *on fire*.
 - ☐ **♦ Intuition.** Knowing what’s *about* to happen.
 - ☐ **♥ Manipulation.** Subtly guiding an interaction towards your *own* goals.
- Extra Resources:** Enchanted ring. It is magical, but you have no idea what it actually does.

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- ☐ **The Thief.** You were the one doing **the work** of a heist. No one gets paid unless you can do your job right, but you are also the one who takes the *fall*.
 - ☐ **♠ 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:** Lockpicks you keep on hand, and a fancy multi-tool knife.

PATH: THE STUDENT

You spent twelve years at a four year university. Congratulations on your absolutely *bonkers* jury-rigged doctorate. The Huxlon Republic has a pretty good public university system, but no one is *that* generous, so you are currently trying to pay off a couple of loans you had to take out for the sake of your academic career.

Special Resources: Reference books you keep in your locker for research and a cheap car.

BACKGROUNDS + TRAITS

- ☐ **PhD in Arcane History.** You did your thesis paper on how **chemically induced Grihart Cascade** effects were produced in **pre-Quinal** rituals, which is *wild* if you think about it.
 - ☐ **♠ Alchemical Rites.** Magic that can move elements up or down the periodic table.
 - ☐ **♣ Grihart Cascading.** Using magic and chemistry to break down materials.
 - ☐ **♦ Arcane History.** An extensive knowledge of how Arcana and Arcanists affect the world.
 - ☐ **♥ Speculate.** Educated conjectures to fill in the gaps.
- Extra Resources:** Boxes of elements you’ve purchased over the years that are in the trunk.

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- ☐ **Applied Doctorate in Ritualism.** Your field is in the **forty-eight core forms** of *Adulis Era* rituals, which *have* to be relevant today, otherwise your doctorate would just be a *total waste*.
 - ☐ **♠ Ancient Rituals.** You know every core *ritual* written between 800-400 years ago, and while their effects are impressive, they tend to be louder, smellier, and less *refined* than *modern* rituals.
 - ☐ **♣ Details.** Paying *careful attention* to your environment and work.
 - ☐ **♦ Decipher.** Understanding a ritual from observing its creation or its aftermath.
 - ☐ **♥ Improvise.** Understanding the fundamentals of ritualism allows you to make some *creative* choices when you perform a ritual.
- Extra Resources:** A raw diamond you keep in your locker, an enchanted piece of chalk, and a whole human skeleton you keep in the car (with legal permits).

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- ☐ **PhD in General Linguistics.** You studied the **Silhan, Homen, Ordus, Essa** and **Mer** root forms, so there really isn’t a language on the planet you can’t **figure out**.
 - ☐ **♠ Reading,** even if you don’t know *every* word.
 - ☐ **♣ Listening** and understanding.
 - ☐ **♦ Context.** The greater cultural and historical meaning.
 - ☐ **♥ Speaking,** but probably with an accent.
- Extra Resources:** A necklace from a parent that has always brought you *luck*.

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- ☐ **Applied Meta Evocation.** You have an Applied Doctorate in **Spell Analysis**, which makes you way over-qualified for a field that is *already* too full.
 - ☐ **♠ Ripping.** The industry term for magic designed to separate magical effects into lesser forms to analyze the component phenomena.
 - ☐ **♣ Magic Warding.** *Ritual* wards designed to *protect against magic*.
 - ☐ **♦ Identifying.** Identifying evocations based on its casting, forms, and environmental effects.
 - ☐ **♥ Fortitude.** The stamina needed to endure being constantly blasted by spells.
- Extra Resources:** A box of desiccated bugs and a bag of tiny prisms you keep in the car.

PATH: THE RETIREE

Retirement is pretty hard on you. You’ve managed to collect a nice nest egg, and your basic needs are met, but *Gods*, you *want* to go back to your old life, because being comfortable is *boring*. You’re even willing to take on *this* job, just to break up the monotony.

Special Resources: Loud Louie Trivia: Movie Edition board game.

BACKGROUNDS + TRAITS

- ☐ **Watch Detective.** You were a **Detective** for the 22nd Watch in New Salanda for 26 years, which was *Hell*, but you made a difference.
 - ☐ **♠ Investigation.** Discovery through keen observation and careful interviews.
 - ☐ **♣ Grit.** The determination and drive required to follow a lead through *every* Hell.
 - ☐ **♦ Old,** but you know a *lot* of trivia.
 - ☐ **♥ Intuition.** A gut feeling for truth, lies, and danger.
- Extra Resources:** Rider and Gold P4 service revolver (3 ST, 6 rounds) with two speed loaders in your locker.

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- ☐ **Office of Intelligence.** You have **no memories** of what you used to do, but your Retirement Liaison assures you that you did *exceptional* work.
 - ☐ **♠ Old,** but you are good at billiards.
 - ☐ **♣ Blade Work.** Innate skill of employing knives to *lethal* ends.
 - ☐ **♦ Stalking.** Finding and following a target without getting caught.
 - ☐ **♥ Instinct.** The conditioning and experience to intuitively *recognize* and *react* to danger.
- Extra Resources:** The Knife (4+ ST) that should *always* stay in its sheath while in polite company.

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- ☐ **1st Division, Burning Sword.** You were one of the *first telekinetics* to be recruited to Bonethorne Port’s infamous **Burning Swords**, but your career is *so* long that your first tour was actually under the *original* Department of Magical Warfare.
 - ☐ **♠ Telekinesis.** *Psychic* magic that controls objects that can be *seen*. Small items are easier than big items, and slow speed is easier than *lethal* speed.
 - ☐ **♣ Resolve.** The focus and strength needed to complete the mission.
 - ☐ **♦ Tactical Awareness.** Spotting and avoiding danger and defeat.
 - ☐ **♥ Old,** but friendly.
- Extra Resources:** Your old dog tags that you always wear.

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- ☐ **Huxlon Republic Diplomat.** You were there helping to **negotiate** all of the *shady* back-room deals that changed the course of modern history. Why the Hell are you *here* now?
 - ☐ **♠ Negotiation.** Forming compromises that are amiable to both parties.
 - ☐ **♣ Old,** and *very* stoic.
 - ☐ **♦ Secrets.** Classified information from qualified and verified sources.
 - ☐ **♥ Manipulation.** Tactfully guiding an interaction towards your own goals.
- Extra Resources:** Your Black Book of phone numbers and names. The notes don’t make sense to anyone else.