

# 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 CORPS.** You are a **soldier** who provided **emergency trauma care** on the battlefield, but also practiced **general medicine** in civilian zones as part of mercy operations.

- ☐ ♠ **Corpsman.** *Emergency trauma care, field surgery.*
- ☐ ♣ **Intravenous. Magic,** *emergency trauma care, fast healing, diagnosis.*
- ☐ ♦ **Medicine.** *Medical knowledge, diagnosis, arcane afflictions.*
- ☐ ♥ **Resolve.** *Willpower, calm, patience.*

**Extra Resources:** Medical crash kit, and a box of drugs you keep in the car.

**80th ENGINEERING CORPS.** You are a **soldier** who helped **maintain and repair ground vehicles** and their **associated systems**, and provided support on several **construction projects**.

- ☐ ♠ **Repairman.** *General mechanics, general electronics, maintenance, electrician, civil construction.*
- ☐ ♣ **Scavenge.** *Salvage, logistics, bargaining, blackmarket.*
- ☐ ♦ **Mecharcana. Magic,** *analysis, diagnostics, reverse-engineering.*
- ☐ ♥ **Improvise.** *Jury rig, fast repair, patch job.*

**Extra Resources:** A well stocked tool kit you keep in the car, but you carry a very fancy multi-tool on hand.

**32nd FIRE SUPPORT GROUP.** You are a **soldier** trained in the use of **special weapons** like **heavy machine guns**, and **explosives**, and the **tactical** skill needed to be **effective in combat**.

- ☐ ♠ **Support Weapons.** *Machine guns, RPGs, maintenance, tactics.*
- ☐ ♣ **Soldier.** *Martial combat, small arms training, general athletics, tactics, awareness.*
- ☐ ♦ **Demolitions.** *Combat use, civil use, disarmament.*
- ☐ ♥ **Endurance.** *Willpower, stamina, health.*

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

**5th RECON DIVISION.** You were a **scout soldier** 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.** *Hiding, ambush, evasion.*
- ☐ ♣ **Resolve.** *Willpower, endurance, patience.*
- ☐ ♦ **Scout.** *Awareness, alertness, analysis, wilderness survival.*
- ☐ ♥ **Tracker.** *Finding, following, recalling.*

**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.** *Hiding, smuggling, evading.*
- ☐ ♣ **Deception.** *Lies, manipulation, gall, wit, deceit.*
- ☐ ♦ **Hunch.** *Unseen knowledge, instinct.*
- ☐ ♥ **Negotiation.** *Bargaining, street politics, etiquette, empathy, psychology.*

**Extra Resources:** A bag of very scary drugs you are keeping for a “friend”.

**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.** *Fists, knives, clubs.*
- ☐ ♣ **Strong.** *Strength, endurance, health, grit.*
- ☐ ♦ **Instinct.** *Alertness, awareness, danger.*
- ☐ ♥ **The Look.** *“Fuck off”, without saying a word.*

**Extra Resources:** Enchanted claw hammer (2+ ST) you keep in your locker.

**THE FACE.** You were the **distraction**, and Gods *damn* you are a good distraction.

- ☐ ♠ **Allure.** *Beauty, charm, seduction.*
- ☐ ♣ **Steel.** *Patience, willpower, calm, stoicism.*
- ☐ ♦ **Intuition.** *Hunch, instinct, opportunity, motive.*
- ☐ ♥ **Manipulation.** *Delightful half-truths.*

**Extra Resources:** Enchanted ring. It is magical, but you have no idea what it actually does.

**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.** *Hiding, evading, disguise.*
- ☐ ♣ **Stealing.** *Lock picking, security bypass, pick pocket, sleight of hand.*
- ☐ ♦ **Casing.** *Alertness, awareness, recall, analysis, deduction.*
- ☐ ♥ **Streetwise.** *Politics, etiquette, survival, blackmarket.*

**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 ALCHEMIC 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, elemental manipulation.*

☐ ♣ **Grihart Cascading.** *Magic, breaking down compounds into elements.*

☐ ♦ **General Chemistry.** *Academic training, history.*

☐ ♥ **Speculate.** *General academic knowledge, logic, conjecture.*

**Extra Resources:** Boxes of elements you’ve purchased over the years that are in the trunk.

**APPLIED DOCTORATE IN RITUALISM.** Your field is in the **forty-eight core forms** of *Adulis Era rituals* (written 800-400 years ago), which *have* to be relevant today, otherwise your doctorate would just be a *total waste*.

☐ ♠ **Ancient Rituals.** *Ritual Magic (no evocation), foundational rituals to all modern magic.*

☐ ♣ **Details.** *Attention, observation, care, diligence.*

☐ ♦ **Arcane History.** *General, lore, legend, modern context.*

☐ ♥ **Improvise.** *Jury rig components, creative ritual combinations.*

**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).

☐ ☐ **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**.

☐ ♠ **Polgot.** *Most modern languages, a few ancient languages.*

☐ ♣ **Listener.** *Nuance, motive, understanding.*

☐ ♦ **Context.** *History, politics, economy, lore, culture.*

☐ ♥ **Speaker.** *Confidence, authority, grace.*

**Extra Resources:** A necklace from a parent that has always brought you *luck*.

☐ ☐ **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.** *Magic, deconstructing magic effects.*

☐ ♣ **Warding.** *Magic, protection from magical effects.*

☐ ♦ **Identify Arcane.** *Investigation, observation, analysis.*

☐ ♥ **Fortitude.** *Physical resistance to magic, stamina, willpower.*

**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.** *Observation, detection, interrogation, interview.*

☐ ♣ **Grit.** *Will, survival, endurance.*

☐ ♦ **Old.** *Trivia.*

☐ ♥ **Intuition.** *Sense danger, hunches, alertness.*

**Extra Resources:** Rider and Gold P4 service revolver (3 ST, 6 rounds) with two speed loaders in your locker.

**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.** *Billiards.*

☐ ♣ **Killing.** *With blades and hands.*

☐ ♦ **Stalking.** *Finding, following, evasion, stealth.*

☐ ♥ **Instinct.** *Danger, reaction, initiative, speed.*

**Extra Resources:** The Knife (4+ ST) that should *always* stay in its sheath while in polite company.

**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.** *Magic, psychic, max 1 ton at walking speed, equivalent to a .38 revolver.*

☐ ♣ **Resolve.** *Willpower, physical endurance.*

☐ ♦ **Tactical Awareness.** *Alertness, sense danger, make opportunities.*

☐ ♥ **Old.** *Talkative.*

**Extra Resources:** Your old dog tags that you always wear.

**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.** *Compromise, deal making, authority.*

☐ ♣ **Old.** *Stubborn.*

☐ ♦ **Secrets.** *Classified information, blackmail, deep state contacts.*

☐ ♥ **Manipulation.** *Authority, confidence, lying, intimidation.*

**Extra Resources:** Your Black Book of phone numbers and names. The notes don’t make sense to anyone else.