

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 (3 ST, 30 rounds); HRA P9 pistol (2 ST, 15 rounds); combat vest with webbing (3 AR); sturdy vehicle; combat knife (1 ST); ammunition crate.

BACKGROUNDS + Traits

221st MEDIC CORPS. You are a **soldier** (*close combat*) who provided **emergency trauma care** on the battlefield, but also practiced **general medicine** in civilian zones as part of mercy operations.

☐ **Corpsman.** *Medical.* emergency trauma care, field surgery.

☐ **Intravenous.** *Evocation:* heal 1 Hit with a Half Rest, and diagnose the state of injuries (not disease).

☐ **Medicine.** Medical knowledge, diagnosis, arcane afflictions.

☐ **Stoic.** Willpower, calm, patience.

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

80th ENGINEERING CORPS. You are a **soldier** (*close combat*) who helped **maintain and repair ground vehicles** and their **associated systems**, and supported several **construction projects**.

☐ **Repairman.** *General mechanics, general electronics, maintenance, electrician, civil construction.*

☐ **Scavenge.** *Salvage, logistics, bargaining, blackmarket.*

☐ **Mecharcana.** *Ritual:* analyze, diagnose, and reverse-engineer mechanical and electronic systems.

☐ **Improvise.** *Jury rig, fast repair, patch job.*

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

32nd FIRE SUPPORT GROUP. You are a **rifleman** attached to a support fire team that threw a *lot* of bullets at the enemy, and covered a *lot* of asses.

☐ **Gunner.** *Close combat.* weapons maintenance.

☐ **Tactics.** *Reaction.* strategy, initiative, cunning.

☐ **Alert.** Awareness, intuition for danger.

☐ **Endurance.** *Tough.* willpower, stamina, health.

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

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.** *Tough.* willpower, endurance, patience.

☐ **Scout.** *Close combat.* awareness, alertness, analysis, wilderness survival.

☐ **Tracker.** *Finding, following, recalling.*

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**. (*Close combat.*)

☐ **Tactics.** *Reaction.* awareness, strategy, leadership, combat planning.

☐ **Logistics.** *Bargaining, scavenging, negotiation.*

☐ **Intel.** *Observation, analysis, politics, secrets, blackmail.*

☐ **Fitness.** *Tough.* stamina, health.

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**.

☐ **Diplomacy.** *Negotiation, compromise, communication, politics, economy.*

☐ **Intimidation.** *Threats, secrets, blackmail, willpower.*

☐ **Observation.** *Reading motives, psychology, details, awareness.*

☐ **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.** *Observation, interviews, laws.*

☐ **Grit.** *Tough.* determination, stamina, willpower.

☐ **Streetwise.** *Local gossip, news, and politics, both legitimate and criminal.*

☐ **Intuition.** *Reaction.* hunch, alertness, 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.** *Psychic:* read the surface thoughts of a subject, which may be meaningless.

☐ **Wipe.** *Psychic:* permanently removing memories, which can cause permanent brain damage.

☐ **Memory.** *Psychic:* viewing the long-term memories of a subject.

☐ **Influence.** *Psychic:* 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 Ordhauden 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 (2+ 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 Ordhauden. (**Brawling**)

- [] **Driving.** *The thing that makes you money. Includes maintenance.*
- [] **Grit.** Tough, willpower, determination.
- [] **Connections.** *Useful truck-stop gossip and news about the dangers ahead.*
- [] **Smuggling.** *Concealment, stealth, evasion.*

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.

- [] **Streetfight.** Brawling, +1 if you are just using feet and hands.
- [] **Surviving.** Tough, willpower, determination, streetwise.
- [] **Instinct.** Reaction, danger, intuition, alertness.
- [] **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 with scavenged supplies.*
- [] **Scrapping.** Brawling, sports betting.
- [] **Street Mage.** Evocation: minor elemental cantrips, lesser protection, show magic.
- [] **Lying.** *You are good at spotting and telling lies, both big and small.*

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... (**Brawling**)

- [] **Stealth.** *Evasion, hiding, concealment.*
- [] **Stealing.** *By sleight of hand, picking locks, or cutting wires, you know how to take things.*
- [] **Casing.** *Alertness, observation, search, interrogation, interview, analysis.*
- [] **Streetwise.** *Useful gossip, news on the street, fencing and buying illicit goods, bargaining.*

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 Ordhauden 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 (3+ ST, 30 rounds); M9 Blackheart pistol (2+ ST, 15 rounds); combat vest with webbing (3 AR); sturdy vehicle; combat knife (1 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.** Close combat, tactics, strategy, leadership, fitness.
- [] **Stealth.** *Evasion, ambush, hiding.*
- [] **Tactical Awareness.** Reaction, alertness, danger, observation.
- [] **Steel.** Tough, willpower, stamina, health.

Extra Resources: Night vision goggles; M9 silencer with license; hardened half-blade (1+ 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.** Close combat, tactics, strategy, leadership, fitness.
- [] **Tactical Magic.** Evocation: weaponized hunting magic designed to create traps and distractions.
- [] **Counterspells.** Evocation: dispel and disrupt magic before it becomes a problem.
- [] **Steel.** Tough, willpower, stamina, health, strength.

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.** Psychic: 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.** Psychic: rites that allow you to send messages to others. *Captured psychics who are known to have this skill are almost always killed, or kept heavily sedated.*
- [] **Surface Read.** Psychic: 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**.

- [] **Sniper.** Special Combat: precision shooting up to 900 yds (about half a mile).
- [] **Warfighting.** Close combat, set ambushes, traps.
- [] **Stalking.** *Evasion, concealment, tracking, observation, search.*
- [] **Wild Heart.** Reaction, alertness, danger, wilderness survival.

Extra Resources: M22-S Eugene rifle with license (4++ ST, 10 rounds); precision scope; ghillie suit; a crate of M22-S ammunition; portable camping gear.