

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 (3 AR) that you keep in your sturdy vehicle.

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, and a box of drugs you keep in the car.

- 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:** 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 **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, weapon maintenance.*
 - ☐ **Tactics.** *Reaction, strategy, initiative, cunning.*
 - ☐ **Alert.** *Awareness, intuition for danger.*
 - ☐ **Endurance.** *Tough, willpower, stamina, health.*
- Extra Resources:** Your HRA R3 Rider light support rifle (3+ 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** (*close combat*) 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:** 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. (*Brawling*.)
- ☐ **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*.
- ☐ **Fighter.** *Brawling, tough.*
 - ☐ **Strong.** *Tough, 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. (*Brawling*.)
- ☐ **Allure.** *Beauty, charm, seduction.*
 - ☐ **Steel.** *Tough, patience, willpower, calm, stoicism.*
 - ☐ **Intuition.** *Hunch, instinct, opportunity, motive.*
 - ☐ **Manipulation.** *Delightful, reassuring, and comforting 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*. (*Brawling*.)
- ☐ **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.** *Evocation:* moving elements up and down the periodic table.

☐ **Grihart Cascading.** *Evocation:* 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*.

☐ **Adulis Era Rituals.** *Ritual:* Any ritual a mage from 400 years ago might create.

☐ **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.** *Evocation:* deconstructing and dispelling magic effects.

☐ **Warding.** *Evocation:* protection from magical effects.

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

☐ **Fortitude.** *Resistance to magic, tough,* 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. (***Brawling***.)

☐ **Investigation.** Observation, detection, interrogation, interview.

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

☐ **Trivia.** You know a lot of trivia.

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

Extra Resources: Rider and Gold P4 service revolver (2 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.

☐ **Billiards.** Excellent billiards player..

☐ **Killing.** *Close combat,* +1 with blades or hands.

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

☐ **Instinct.** *Reaction,* danger, speed.

Extra Resources: The Knife (3+ 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.** *Psychic:* Max lift of 1 ton at walking speed, equivalent force of a .38 revolver.

☐ **Grit.** *Tough,* willpower, physical endurance.

☐ **Tactical Awareness.** *Reaction,* alertness, sense danger, combat opportunities.

☐ **Talkative.** You need to say a lot of things before the end....

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?

☐ **Confidence.** Negotiation, inspiration, authority.

☐ **Stubborn.** 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.