

# 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** (*close combat*) 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 **stalking** 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 **hide them** and **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 (**brawling**) 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.
  - ☐ **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 are the one doing the actual work of **stealing** during 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 (*alchemy*) 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 languages*, 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. (*Close combat*)
  - ☐ **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* **psychic 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.